

Duel Monsters: World Legacy Act 1

Jumpchain CYOA

Introduction

Legends say that there was once a god who directed the universe, using his servants the dragons to guide it through an endless cycle of creation and destruction and rebirth. However, as time went on, the power of destruction became too great: eventually, it would overwhelm the power of creation and destroy the universe it was meant to preserve and protect through the cycles.

Realising that he was no longer capable of guiding the universe, the Creator instead sealed the power of destruction in a cage made of countless layers of rock and stone. With nowhere to let loose its blazing fury, the power of destruction became the Earth's core, and its power, mixing with the power of creation within the Earth, gave rise to life on the planet, countless tiny existences living and dying every day. As his last act, the Creator transformed one of the last fragments of his being into a Key, entrusted it to those same tiny lives on Earth, and then disappeared.

Even imprisoned, however, the power of destruction would sometimes manifest itself on the surface, and it would be up to those now living on the Earth to work with the dragons and use the power of the Key to seal it away once more. Over time, the power of destruction came to be known as the Great Darkness, while the one who would imprison it once more came to be known as the World Hero.

But such fairy tales hardly seem important now, in a world ruled by machines where humanity ekes out a harsh existence. Across the planet, hordes of Krawlers rampage, attacking any trace of human civilization that can be found, while the seven Mekk-Knights, mysterious and powerful robots, reign supreme. Yet perhaps there is some importance to those stories after all, as three young heroes and a dragon child stumble upon an artefact out of legend, the World Chalice. There, they meet a fairy who tells them that they are the World Heroes of those old tales, and that it is up to them to find the other World Legacies and free humanity and the world from the grip of the Great Darkness. Yet not all is as it seems...
To survive in this world of mekkstrosities and magic, take **1000cp**. Your time in this world will last for only a few months, just long enough to see the beginning and end of this adventure.

Locations

Now the question is, where does your journey in this world actually begin? You may choose to roll a 1d5 for your starting location, pay 50cp to choose your location, or if you wish, you may simply start at the location associated with your background for free.

1. The Celestial Forest: One of the few remaining enclaves of humanity safe from the ever-present threat of the Krawlers, the Celestial Forest's safety is maintained by a magic barrier, which in turn is powered by the sacred staff that has been passed down from generation to generation along with the stories of the World Hero. This is the home of Auram and his two childhood friends, the siblings Ib and Ningirsu, as well as the young dragon Imduk. These four have lived their entire lives within the safety of the barrier, but recently, a mysterious voice has been calling out to Ib, beckoning her to leave the forest and come find it. Soon, she and her friends will set out, and start an incredible journey...Those of World **Hero** origin may start here for free.
2. World Chalice: An immense structure covered in vines, moss, and plant life, its origins stretch all the way back to before the reign of the Mekk-Knights began. No human being has seen it for thousands of years, and even the Krawlers seem absent in the area around it. It is to this place that the mysterious voice has been calling Ib, and now both the World Legacy and voice wait for the arrival of Ib, the one destined to reawaken them. Once she does, the adventure will truly begin as a fairy claiming to have once guided humanity emerges, proclaiming the young friends to be the heroes destined to save the world...Those of World **Chalice** origin may start here for free.
3. World Armor: The space around the World Chalice might be free of Krawlers, but the World Armor is a very different story. Indeed, this World Relic that lies dormant in the Wetlands seems to almost have become a nest for the insectoid mechanical horrors! A vast horde waits here, so vast and terrible that even those blessed by the World Chalice might be overwhelmed by their sheer numbers. And worse yet, the fearsome X-Krawlers that command the horde are here as well...Those of the **Krawler** origin may start here for free.

4. World Legacy Scars: Buildings made of metal, sunk halfway into the sea. Towering monoliths that once stood so tall they might have scraped the sky, toppled. A once glorious city, laid to waste by the power of the Great Darkness, with the World Shield waiting patiently in the middle of the destruction while the shadow of the World Lance looms over the remnants of what once was. You are looking at one of the last remnants of what came before the fall of the old world and the rise of the machines, evidence that once humanity and its fellows ruled an advanced, prosperous society. But no longer. Now, it is the domain of the Mekk-Knights...Those of the **Mekk-Knight** origin may start here for free.
5. Free Choice: If you rolled this, then you may choose to start in any of the previous locations for free.

Origins

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. For those of World **Hero** origin, you may determine your age in this world through a roll of 12 plus 1d8. For those of the **Krawler**, **Mekk-Knight**, and **World Chalice** origins, your age will be somewhere in the range of several millennia, as your origin in this world dates back to before the Calamity that destroyed everything. Alternatively, you may use any of the following origins as a Drop-In origin instead.

World Hero: You are a child of this world, raised on the stories of ancient times, of magnificent heroes and terrible evils, born in a time without heroes and filled with evils. You've spent your whole life hiding away in the Celestial Forest, but that's about to change. Like Auram, Ib, Ningirsu, and Imduk, you have been called to save humanity from the horrors of the Krawlers and power of the Mekk-Knights, to awaken the World Legacies, and free the world from the clutches of the Great Darkness! But beware, for not everything is as it seems, and you may find that the true evil is much closer to you and your friends than you might realise. Starlight Hero, Raise Your Sword And Gather The Light, You Must Vanquish the Great Darkness!

Krawler: You are one of the seemingly endless hordes of mekkstrosities known as the Krawlers, those vile machines which have devoted themselves to the suppression of humanity and who have attacked any civilizations and gatherings they have found. But you don't do it out of malice, oh no. You do it because that's what your creators ordered you to do. Who were your creators? Humanity, along with the other tribes that made up the Confederation, of course. Put at the command of the Mekk-Knights, you have obediently followed the directive you were given for millennia. But things are about to change. A new age is about to dawn, and it may not have a place for the Krawlers anymore...

Mekk-Knight: Restore the power of the Earth. Ensure the birth of new life. Suppress any dangerous civilizations. These were the orders you were given millennia ago by Crusadia, the scientific organisation that created you and your fellows at the behest of the Confederation, in the wake of the world's near destruction. Millennia ago, you and your fellow Mekk-Knights forced the Great Darkness back into its cage before it could end the world, and all you have done since then is in the hopes that the World Hero will finally appear, so that when the Great Darkness rises once more to destroy all the tiny lives that live on the Earth, someone will be there to stop it, to defeat it and truly seal it. You may choose to be either a new Mekk-Knight with a colour not already being used by one of the other Mekk-Knights, or choose to replace an existing one instead. As a Mekk-Knight, you have a weapon built into your mechanical body. If you'd like, you may import a weapon already in your possession as the one built into your frame.

World Chalice: You are a kind, noble, and benevolent fairy, one who once guided humanity before the advent of the Mekk-Knights brought darkness to the world...Not. In reality, like Lee, you are a human from the old days who gained a sort of immortality by transferring their consciousness inside the World Chalice. You're not really a fairy, and if you're anything like Lee, who in the past caused the apocalypse and now pretends to be the World Heroes' friend and guide while planning to use them for her own wicked ambitions, you're far from kind, noble, or benevolent. Now, thousands of years are waiting are about to pay off, and this world may know a new god...

Perks

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

World Hero

World Legacy's Heart(100cp): Yours is the spirit of an adventurer, a fiery will and determination that shines brightly in a world shrouded by darkness. Like Auram and Ningirsu, your heart burns with the desire to protect those you love and hold dear, even if it means leaving the safety of the Celestial Forest and risking your life against the terrifying Krawlers that infest the land with their teeming numbers. You may still fear, both for yourself and others, but it will never be able to control you. If you were face to face with the Great Darkness itself, you would not flinch. Oh, you would die with just this alone, make no mistake. But you would die standing tall.

Chosen by the World Chalice(100cp): It's no surprise that in a world so devoid of hope as this one that one would cling to stories of better times, of the triumph of good over evil and of legendary heroes who could fight even the worst odds and come out on top. Of the World Hero who saved the world from the Great Darkness. You now know all of these stories by heart, and can recall them whenever you feel the need. These stories can serve as inspiration for you and for others, helping to lift your spirits when you're feeling down and to give people hope that yes, things can be better. In future jumps, you will know the setting's hero myths and folktales just as well, though don't forget there's a difference between reality and stories.

World Chalice Blademaster(200cp): You've got quite the talent for fighting, now haven't you? It does not necessarily have to be with a sword, it could be an axe or a spear or a scythe instead. The point is, you are skilled enough with the use of a single melee weapon that, when combined with your mystically enhanced physical form, would allow you to fight and win against even the killing machines known as Krawlers, slashing, stabbing, or smashing your way through them! Just be careful that you don't bite off more than you can chew, you can still be overwhelmed by sheer numbers, and if there's anything Krawlers are good at it's sheer numbers.

World Chalice Priest(200cp): But perhaps there's another path, besides that of sword and steel. Like Ib, you were blessed with the gift of magic, magic now enhanced with the holy energy of the World Chalice. You have the power to smite your foes with mystic power, turning Krawlers into scrap metal, as well as a gift for barriers and magical shields. While you might not be able to create something like the barrier that shields the Celestial Forest from the Krawlers with just this alone, you could certainly shield yourself, or save an ally from something that might have otherwise killed them. You might not be incinerating armies or pulling off other similarly insane feats of magic, but now, you can fight too!

World Chalice Warrior(400cp): I misspoke earlier when I said you had a talent for fighting, Jumper: this is much more than just 'talent'. Like Ningirsu, you are a true warrior, possessing such skill in battle and tactics that even against impossible odds, you would have a fighting chance. You know the best way to keep your allies safe in battle, you know how to hold off enemies that are not just stronger than you, but outnumber you as well, and you can see when an opponent is vulnerable to a decisive, fatal blow, and know the best way to take advantage of such a moment of weakness. With this, Ningirsu was able to slay one of the Mekk-Knights who had been turned into a monstrous, corrupted Knightmare while holding off the other five for a time, even after he'd been stripped of the power of the World Chalice.

World Legacy Awakens(400cp): Sad to say, this story's end is a tragic one. Near the end of the World Heroes' first adventure, Lee will possess Ib, and try to use the girl's power to kill her friends. Imduk, as one of the Creator's vassals, the dragons, will briefly weaken the wicked fairy's possession, allowing Ib to make the ultimate sacrifice and kill them both. Now, you can manifest that same holy power, allowing you to weaken or even end someone else's possession, depending on how strong a hold their possessor has on them. It will be exhausting to perform such an act at first, but as time goes on you will become better and better at doing it. Maybe your own use of this power will have a happier result than Imduk's did. Maybe no one will need to die for good to prevail.

World Legacy Succession(600cp): How peculiar. How is it that you have a Mekk-Knight's power when all the Mekk-Knight's still exist? Much like Auram will in the near future, you have somehow merged with a copy of the core of one of the seven Mekk-Knights. It need not be Blue Sky, it could be any of the other six knights. However it happened, you now possess the power of a Mekk-Knight, as well as the weapons of one, giving you the same kind of superhuman strength they possessed, the kind needed to fight the corrupted Nightmares or survive the World Lance's blasts, blasts so powerful they'd cause the very earth to quake, though that would leave you heavily damaged and unable even to defend yourself. In addition, you may connect with and repair other machines, and in future jumps allies and honourable or noble foes alike will consider you worthy to wield their powers and weapons if they themselves are on the verge of death or worse.

Crowned by the World Chalice(600cp): It would seem that Ib is not the only true heir to the World Key anymore: now, you are as well. Now, you too may use the World Key to its fullest extent, the fragment of the Creator allowing you to seal or unseal, activate or deactivate, the World Legacies, those divine relics, as if it was your right to do so. Which it is. Such is its eagerness to respond to you that even if you were only to possess one half of it or none of it at all, it would still allow you to use its power. In future jumps, you will find other divine or mystic relics responding to you with similar eagerness, allowing you to use them to their fullest extent, even if you were not in direct possession of them, or if their power were somehow weakened. Beware, however, for while this power is great, so too is the responsibility. And while Lee's focus might be on Ib for now, she may not turn down a chance to possess you if she sees it...

<u>Krawler</u>

Krawler Spine(100cp): It's no real surprise that humanity would fear the Krawlers, given how they have been forced into hiding by the machines. You inspire that same sort of fear in others, that of a relentless predator and force that will not stop hunting your opponents until they are run down and destroyed. And while the strong willed and courageous may overcome this, you'll find the weak willed preferring to hide rather than face something as dangerous as you.

Crusadia Krawler(100cp): And yet, one of the Krawlers would later end up as part of the reborn Crusadia, several years in the future. Despite the fact it should have filled those who joined the new organisation with fear or hate, it was allowed to be a member, and even to grow and evolve instead of being restrained or disposed of. Even if you belong to a race or a group that has hurt someone and their loved ones in the past, so long as you yourself do not act in such a way, you will not be judged or rejected: you will be given the chance to prove yourself by your own merits. And if you prove yourself a loyal ally or even friend, you will find acceptance. Of course, if you act like those who have hurt them in the past, you will be rejected, but that would be your own fault at that point.

Krawler Axon(200cp): Let it never be said that humans and their sister tribes aren't clever: they built you and your kind, after all, and you're some of the less impressive things they managed to create! As such, when the Krawlers were made to suppress human civilization, it was only natural that there were some models built to snuff out traps and other clever tactics their new foes came up with. Like them, you have a knack for finding and disposing of traps, whether that's filling in pit falls or getting rid of landmines. Even magical traps can be disarmed if you can detect them, though as the Celestial Forest has proven particularly powerful spells might be beyond you. The tiny lives on this world have learned how to outsmart one another, and they passed that knowledge onto you.

Krawler Dendrite(200cp): But you weren't simply built for disarming traps or sniffing out spells: you were built originally to fight the Great Darkness, and under your new orders, you fight against mankind! So it would only be natural to give you a body made for combat. Your body is more durable than most Krawlers, and certainly a great deal stronger. True, you can't compare to the X-Krawlers built to command the hordes, but you're still strong enough to crush most humans underfoot. Speaking of, you have natural weapons built into you, such as claws or tendrils or, if you perhaps wish to actually be one of the Dendrite models, massive metallic feet built for literally crushing an opponent underfoot! All this being said, a combat model you might be, but Krawlers weren't built to fight individually. So there are still plenty of foes in this world stronger than you.

Krawler Receptor(400cp): The individual Krawler, for the most part, isn't all that dangerous. It's true, even the combat models, while strong, can be bested by particularly capable warriors. The problem is that you're very, very unlikely to ever fight an individual Krawler. Because where there's one, there will soon be many! You have a knack for calling in reinforcements, almost as if your allies are always nearby whenever or wherever you might need them. You're capable of communicating with them even in the midst of heated battle, alerting them of any danger. And speaking of danger, the more danger you're in, the faster your allies will be able to respond to said danger, coming in to aid you in your time of need. The individual Krawler is weak, but the swarm is strong!

Krawler Ranvier(400cp): It's important to remember that the Krawlers have been active for millennia, long enough for the world to at least somewhat recover from the Great Darkness' brief moment of freedom all those years ago. For a world lacking the industry and resources it once had to support such a swarm, it's amazing that it's still going. That is at least partly because of the Ranvier model, repairing and restoring old, broken down robots. Like the Ranvier, you have the ability to repair even the most damaged Krawlers, restoring them and other machines all the way from complete destruction to full functionality. And you work fast as well, fast enough to repair two Krawlers at once in only a short amount of time. How can the Krawlers ever be defeated if they are without number or end?

Krawler Soma(600cp): The Soma model does not, in fact, exist. Or rather, it does not exist yet: it is the upgraded version of the Crusadia Krawler that will not come into existence for several more years. Yet here you are, nevertheless. You are a Krawler that can be considered truly dangerous, even by yourself, a match for some of the stronger warriors of this world in strength, speed, and durability, as well as an array of deadly weapons. For reference, the other Soma had blades for arms and legs, two larger forelimbs on its back with larger blades, and three tendrils ending in blades. Your own body will have similar levels of weaponry, though you need not be as blade happy as that Soma. In addition to all this, you may separate parts of your body from yourself, and transform them into smaller, weaker Krawlers that will do your bidding as extensions of yourself. The Swarm lives on in you.

X-Krawler Synaphysis(600cp): Every army needs a commander. Every nation needs a leader. Every swarm needs a king or queen. And that's you, Jumper. You are the directing force behind the Krawler horde, the command unit. Units connected to you follow and obey your every command, and are stronger for it. Literally. You have the ability to create machine hive minds with yourself as the centre will, mindless or weak-minded machines succumbing to your control instantly, while you might need to force stronger willed robots to obey. There's no real limit to the range of this hive mind, but those close to you will experience the greatest benefits: they will become stronger and tougher, their connection to you enhancing them. They'll even be able to attack faster, landing two blows when before they might have only landed one. There are two limits to this, however: units must at least be on the same battlefield as you to receive these benefits, and if you go down, they'll be knocked offline as well. As long as you stay afloat, however, the Krawlers are invincible.

Mekk-Knight

Yellow Star(100cp): It has been millennia since any mortal has seen the Mekk-Knights. If any did lay eyes upon them, they would be left frozen, not in fear, but in awe. Even Auram and his friends in the middle of their journey found themselves unable to describe them with any mortal terms. Now, you share the same otherworldly presence. When you appear, light shines off of you, giving you a feeling of something almost divine, your immaculate form radiating a grace that can leave even hardened warriors and determined adventures paralyzed for a brief moment. Aside from the pride one might feel for having such a presence, being given an opening like that can be quite useful...

Orange Sunset(100cp): When one realises that the Mekk-Knights are thinking beings rather than simply machines, it becomes almost incredible that the passage of time has not warped them into monsters, but instead allowed them to keep their valorous hearts and noble goals to restore life to the Earth. Like them, your mind is more than capable of weathering the passage of millennia. Your spirit will not falter, your will will not break, and who you are will never change except for the better. Time is no true match for the determined mind and the immortal machine.

Green Horizon(200cp): It's important to remember that one of the key goals of the Mekk-Knight was to ensure the return and survival of life on an Earth left desolate by the power of the Great Darkness. And somehow, miraculously, they succeeded, as evidenced by the existence of forests and wetlands and living spaces for the various tribes when millennia ago the world was practically uninhabitable. Like them, you have a talent for promoting life and growth, especially in areas that have been left broken and ruined. Depending on the damage done, it may take longer to see results: the aftermath of a forest fire gone out of control might only take days or weeks, while an apocalyptic event on a world already drained of resources might take millennia. But eventually, you will look out and see a green horizon.

Indigo Eclipse(200cp): As far as the mortals of this world are concerned, the Mekk-Knights are a mystery. Where did they come from? Who made them? What is their purpose, what are their goals? Do they truly even exist? Beyond the facts that there are seven of them, that they are powerful machines, and that they control the Krawlers, not much is known about them. Now you too enjoy an air of mystery to you, preventing people from understanding your goals or true nature unless you wish them to. You could hide all but the most obvious and well known facts about you, and keep yourself hidden away, a thing more of myth than of reality. However, this isn't always a good thing, as being a little less of a mystery might have prevented their corruption into Nightmares and Lee's near victory. As such, you can toggle this effect on and off.

Red Moon(400cp): Do not ever forget that above all else, the Mekk-Knights were originally created to be soldiers for a war against the Great Darkness. It was they who destroyed Mekk-Knight of the Morning Star, an ultimate weapon powered by the World Key, and stuffed the Great Darkness into its prison. You were made for battle, and it shows: when you fight by yourself, you demonstrate skill honed over millennia, backed by the strength of a machine, allowing you to strike down even some of the strongest mortal warriors. However, you are at your best when fighting as a team, moving effortlessly in sync with them as if you were made to fight together. You could prevail even against foes that should be so far out of your league that there should be no comparison. Together, you can accomplish miracles.

Blue Sky(400cp): But sometimes, strength and skill simply isn't enough. Sometimes, you meet a foe too great for you to handle. Sometimes, you face a threat too powerful for you to even hope to stop. Sometimes, you stare down a fate worse than death. But there is another way: now, like Blue Sky, when you are face to face with a situation that might otherwise mean your doom, you may name someone your inheritor, and pass your power, your very being, onto them. Your spirit will reside within them, and though you may not be able to interact with them or help them, so long as they live, so will you. After this jump, you may treat this as a 1up, and use it to avoid chain failure. However, if your inheritor is killed and you have no other way of saving yourself, your chain will end as you die with them.

Spectrum Supreme(600cp): There comes a time where teamwork just isn't enough; when simply fighting side by side as individuals cannot get the job done. There is another path: that of fusion. The Mekk-Knights possess the ability to combine into a single machine, the Mekk-Knight Spectrum Supreme, who wielded powerful great enough that even Auram and Ningirsu, working together and enhanced by the power of the World Grail, were forced into a fight where even a single wrong move could spell defeat. Now you too possess this ability, not just with your fellow Mekk-Knights, but with any other allies you might possess as well. When two or more of you gather together, you may fuse and become something much stronger than any of you would be alone, possessing new abilities none of you had and able to fight on and on. Show them the power of the Mekk-Knights, Jumper.

Purple Nightfall(600cp): I'm not quite sure if this is a blessing or a curse: somehow, you have gained the ability to transform yourself at will into a Knightmare. Your once noble form, like that of a knight, will be twisted into something monstrous. Whether it is the form of a goblin or a cerberus, a unicorn or mermaid, it is no longer anything human. Yet perhaps there are some benefits, like the ability to fly or swim through the air, or a smaller, stealthier form or a form possessing natural weapons. You even possess some sort of special ability, like sacrificing the life of an ally to attack an enemy, for example. How did this happen?

World Chalice

World Chalice Fairy(100cp): They say that when the Devil appears to mortals, he appears as an angel of light. When Lee appeared to Ib and her friends, she did so as a fairy of light. Now, you may do much the same. Your form is that of an adorable, perhaps even beautiful fairy seemingly made of light. This isn't entirely far off, as it appears your form is an image projected from four small machines, making you literally a fairy made out of light. In addition, something about you just seems inherently trustworthy. Perhaps it's just how cute you are, or perhaps it's how skilled you are at lying and making up stories about being a guide. But no one could ever tell just how rotten you really are...

World Legacy's Secret(100cp): ...unless you were to reveal it to them. And what a truly rotten, wicked creature you are. Your real smile is an ugly thing, brimming with malice and cruelty. Such is your evil that you could turn even the adorable form of a fairy into something terrifying. When you reveal your true nature, others are left stunned, feelings of horror or anger or shock or all of the above filling them. This is especially effective on those who previously trusted you and did not know what kind of creature you truly were, but can have an effect even on those who never knew you. Despite claiming to be an agent of light, if there were ever a being that could be described as kin to the Great Darkness, it's you.

Beckoned by the World Chalice(200cp): Though she had gained immortality, transferring her mind into the World Chalice cost Lee her physical body, and left her trapped within the massive relic, unable to really do anything except wait. There was, however, one thing that she could do: when the time was right, she was able to call out to Ib, guiding her to the World Chalice and beginning the next stage of Lee's millennia old plan. Now you too have a similar ability, able to reach out into the minds and dreams of others and speak with them telepathically, communicating with them and beckoning them to follow your voice and your instructions. This does not grant you the ability to control someone, only the ability to, well...nudge them, so to speak.

World Legacy Whispers(200cp): Had the Mekk-Knights known who the little fairy accompanying Auram and Ningirsu was, they might have focused entirely on her, both to stop whatever plan she was concocting and to avenge all those who died in her last scheme. But they did not know, and had other problems to worry about. For some reason, unless you make it readily apparent that you're the dangerous one, your enemies tend to focus on what they see as larger threats, ignoring you as you go about doing whatever wicked deeds you so please. This is especially convenient if the ones they're fighting are people you want dead as well. Of course, once they deal with those 'bigger problems', your enemies will come for you, but it will be too late by then, won't it?

World Legacy Pawns(400cp): For all their skill, strength, and courage, the 'World Heroes' spent most of their journey as nothing more than Lee's puppets. Even the title of 'World Hero' was just something she could use to manipulate them. It took Lee revealing the truth to them herself after possessing Ib for them to realise it. Now, like Lee, you possess a true genius when it comes to manipulation: you know exactly what to say, exactly how to act, exactly what to do, to make others your puppets, happily dancing to your tune with no idea what they're really doing. Even the cynical and clever can be fooled, convinced by your act and by your actions that you can be trusted. A group of children would go to war for you, a brother would trust you with his only sister, all while oblivious to the strings around their throats.

World Legacy Clash(400cp): But Lee's genius did not end with her masterful manipulations: no, if it did, she would not be nearly as great a threat now, nor would she have been able to set up this grand master plan in the first place. When the World Heroes were nearly overwhelmed by the sheer numbers of the Krawler horde, she recognized the X-Krawler as the command unit. Its destruction gave her pawns victory where they might have otherwise been slaughtered in time. You now have a similar talent for recognizing weak points, the little pebbles that will cause an avalanche once they start moving. A command unit that, when destroyed, causes the rest of the army to shut down; an opening where your foes are too focused on your allies and minions to notice you sneaking by; or a moment of vulnerability, when the chosen one you seek to possess is without protectors...

World Legacy Discovery(600cp): Ib might be one chosen by the World Key to use it, but Lee is the one who uncovered its secrets. It's how she was able to use it to unlock the Great Darkness' cage so many years ago, even though she was not meant to wield it. It's how she was able to transfer her mind to the World Chalice in the time between its creation and her 'death'. And it's how she understood the World Key and the World Legacies were the key to the power of the Creator. Like her, you have an almost supernatural talent for understanding mythical artefacts, from how they work to how they can be used to what they can really do. You could figure out how to work an ancient superweapon with only a short amount of time of actually interacting with it, or how to use a great relic that had only just come into existence quickly enough to use it to save your life. Of course, with only this, the true power of the World Legacies and more importantly, the Key is beyond you. But if you were to somehow gain the power of the heir...

Knightmare Corruptor(600cp): Lee's sheer evil would be unbelievable if it wasn't so horrifying. After possessing Ib, she will attempt to slaughter the girl's friends after stripping them of the power she gave them. And when the Mekk-Knights leap to their former foes' defence, she'll do something so much worse: transform them into monstrous Knightmares, noble knights now twisted slaves. That sort of power, it's rather tempting, isn't it? Well, now it's yours. By seizing the heart or soul or core or something similar of a foe or victim, you may transform them, warping their bodies into something monstrous. It doesn't have to be a hideous abomination, per say: two of the Knightmares were a mermaid and a unicorn, after all. Then again, another Knightmare was a goblin, and another something resembling Cerberus. The point is, in their forms as monsters, they will now be your obedient servants, willing to attack those they might have otherwise protected, and humiliate and degrade themselves in order to better serve you. Crusadia's dream of a better world, a world brimming with life and hope, has come to an end. Let the Nightmare begin!

Items

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

General

World Legacy Card Set(50cp): Well now, what are these doing here? You have with you a collection of every card connected with the first Act of the World Legacy storyline, featuring the "World Chalice", "World Legacy", "Krawlers", "Mekk-Knight", and "Knightmare" archetypes. In addition to these, there is also a group of original cards, based on you, your companions, and your actions within this world. There's not much use to them besides playing card games or maybe confusing the characters within this world with them, however.

Binder(50cp): Well, if you're going to have a collection of cards, you might as well have something to hold them in, right? Here you have a binder made for that exact purpose, capable of holding all the cards you could possibly need it to. While they're within this binder, your cards will not be lost, stolen, or damaged in any way, so if you have any rare, valuable, mint-edition cards, keep them here.

World Hero

Krawler Armour(100cp): You must have smashed at least a few Krawlers to obtain this set of armour, given that it's made from the broken pieces and shells of the machines. As you might imagine, it's rather durable, able to ward off the average blade and protect you against the elements. Well, most of you. It's scraped together armour, so it really only covers your chest, part of your arms and shoulders, and one leg. Do be sure to complete the set while you're fighting Krawlers, alright?

Heroic Weapon(200cp): It seems not all the technology of the old world was lost, given the weapon you now possess. Like Auram's blade and Ningirsu's spear, you now possess a weapon capable of damaging the Krawlers, penetrating and slashing through their armour. If you had the skill to wield such a weapon and the strength to wield it well, you might even be a threat to a large group of Krawlers! You can import any weapons you already have into this if you so wish.

Celestial Forest(400cp): Welcome to one of the last enclaves of human civilization in a world devastated by the Great Darkness and ruled by machines. This small community makes its home within a forest protected from the legions of Krawlers by powerful magical barriers, which would normally be powered by a certain ritual staff but now seem to be working just fine even without it. This place is where Ib and her friends were born, and perhaps where you were born as well in this world. And now, it can be your home even in other worlds, its mystical barriers protecting it from any threat, whether it be zombies, aliens, demons, or machines like in this world. In future jumps, you may choose to either place it within some forest already existing in the world, or keep it as an attachment to your warehouse. Welcome home, Jumper.

World Key(600cp): How is this possible? Did the Creator find the strength to leave behind one more relic for the tiny lives in His new world? However it happened, there is now a second World Key in your possession, exactly like the one resembling a ritual staff in Ib's possession. It can take any form you like, whether it be a staff or a sword or something else entirely. Whatever it is, though it may not have the devastating power to lay low armies, what it can do is almost more spectacular: the World Key has the power to activate or deactivate the World Relics, to seal or release the Great Darkness, to enhance one's magic so that they might create a barrier powerful enough to ward off the endless waves of Krawlers, all this and more.

In future jumps, you will find it holding a similar power, able to activate or deactivate magical relics and powerful technology and seal away powerful evils. Do be sure the cage you're imprisoning them within is strong enough to hold them, as there will come a time when the World Key can no longer imprison the Great Darkness within the Earth simply because it is too powerful for the Earth to contain. If lost, stolen, or destroyed, it will return to you within a week.

If you'd like, you may choose to import an already existing object, merging it with the World Key.

Krawler

World Legacy Survivor(100cp): What could have happened here? It's practically a graveyard, a graveyard full of Krawlers so broken down not even a Ranvier could fix them! The only time you shall see such hopeless devastation for the Krawler horde after this is the aftermath of their battle with the World Heroes. However it happened, you now have a vast scrapyard full of Krawler parts and metal before you, ready to be scavenged. Perhaps these could be used to repair other Krawlers who have been damaged or broken, or for the crafting of armour, or for some other purpose entirely? However you choose to use them, they belong to you. Should you use it up completely, it will take one year to fully replenish.

Krawler Glial(200cp): Ah, now this is much better! Some Krawlers that are still fully functional and completely intact! These flying drones are known as Glials, and their purpose is to act as scouts and advance units, flying ahead and clearing the way for other Krawlers to move in. And while they're not designed for combat, they're surprisingly dangerous in large enough numbers. You get a full flight of about seven Glials, and should they all be destroyed, you will get another squadron in about a week. Now this is a swarm!

World Legacy In Shadow(400cp): And this? This is a horde. At your command is a truly massive army of Krawlers, Krawlers of every variety except for the X-Krawlers and Krawler Soma. There are enough here to cover the buried remains of the World Armour, and still have plenty left over to cover the ground around it! To gaze upon them would be to gaze upon a vast, teeming sea of metal, enough Krawlers to overrun human settlements and to leave even the World Heroes, with the power of the World Chalice behind them, fighting for their lives. And had those heroes not destroyed the X-Krawler commanding that particular horde, deactivating the rest of the army in the process, they would have lost their lives. Behold: the hordes that humanity so rightfully fears. Should all these units be destroyed, you will gain another horde about a month later.

World Armour(600cp): Speaking of the World Armour, behold: a towering titan of shining steel and metallic might! One within the story of this world was buried, inactive, simply used as a nest for the Krawlers. And this copy of the World Relic will start out in a similar state. However, should you have the need for it, you may activate it, even without the power or blessing of the World Key, and watch it rise from the Earth, coming to life! It will obey your every command, wielding unbelievable strength as it moves to destroy your enemies. And as a machine, it's something that can be added to the hive mind should you have **X-Krawler Synaphysis**. If it is destroyed, you will gain a replacement in either ten years or your next jump, whichever comes first. Now, the Krawlers are truly invincible!

Mekk-Knight

Mekk-Knight Core(100cp): Now where did you get this from? What you have here is the core of a Mekk-Knight, which is to the mechanical warriors what the heart and soul are to a human being. If you're a Mekk-Knight, you already possess one of these within your own body, but even if you're not, you now have an extra. What you do with it is up to you: cores like these have kept the Mekk-Knights running for millennia, and they can be used to store other objects, like how Blue Sky's core will store the World Key for a time in the future. Depending on your scientific ability, perhaps you might be able to reverse-engineer it for your own projects?

World Legacy Trap Globe(200cp): While the Mekk-Knights have been charged with the duty of subduing any potentially dangerous civilizations, they have also been charged with the duty of preserving life, all in the name of ensuring the World Hero comes into the world. As such, there will be times where you wish to capture an enemy without hurting, or worse, killing them. With this, you now have a system built into your mechanical frame that lets you project a field of energy, trapping a single target in a globe of energy, keeping them from escaping and allowing for safe transportation. The sheer range is also rather impressive, projecting from the top of a high cliff down to the bottom with no loss in effectiveness. If you are not a Mekk-Knight, this may either be a cybernetic modification or a device with a similar effect.

World Legacy Scars(400cp): After the calamity and Crusadia's decision to start a millennia-long campaign to restore the Earth, this once thriving city was left abandoned. Only the Mekk-Knights remain here. But perhaps you might change that. You now possess the ruins of a once great city, half-sunk into the ocean, quiet and empty, its skyscrapers and towers and buildings shattered and broken. There is a single building, a tower, that is still standing, however. It is in this tower that you and your fellow Mekk-Knights make their home. It is surprisingly well maintained, though it lacks creature comforts, as it was designed more as a base than a home. Yet even a human being might not find it entirely inhospitable, even if they might not appreciate being held prisoner here. In future jumps, you may choose for this city to appear somewhere in the new world, or keep it as an attachment to your warehouse. The World Lance and Shield are not included in this purchase.

World Lance and Shield(600cp): But they are in this one. You have before you a choice: the ultimate offence, or the ultimate defence. The World Lance, or the World Shield. The former is a towering monolith of a weapon, its looming shadow cast onto the ruined city. A single blast from this left Avram, who held the power of Blue Sky and the World Key, heavily wounded, and had it not been for Imduk interference and Ib's sacrifice, would have given Lee a perfect victory. The World Shield, on the other hand, is the perfect defence, a building-sized relic in the shape of a shield that can create a barrier capable of withstanding nearly any blow, even a shot from the World Lance though that would be its limit. Choose one to buy at a discount, and if you'd like, you can buy the other at full price.

World Chalice

Chalice Projectors(100cp): Devices like these are what Lee uses to project her holographic form, and now, you have your own set! Or an extra set, if you're of World **Chalice** origin. These devices are capable of displaying 3D images, which can be handy for someone trying to show a map or picture or a digital entity trying to project themselves into the world. You also have some larger projectors which, as you might guess, project larger images. For reference, when Lee possessed Ib, she decided to showboat a bit by using projectors like these to give her new human form human-sized holographic fairy wings. What will you do with them?

Personal Chalice(200cp): Now, admittedly what this is isn't exactly clear. Is it a smaller replica of the World Chalice? A holographic image of the great relic? A piece of it you are somehow manifesting? That will have to be up to you. While what exactly it is is a mystery, what it does is much more obvious: just as the World Chalice can be used to transfer and store one's mind in digital form, this smaller Chalice can be used to transfer one's mind into another's body, allowing for the user to possess their target. This works better if the victim is weak willed, or too stunned and horrified to even try and resist the possession. Lee will use something like this to possess Ib and become Iblee, something that will take many years and many deaths, Iblee's among them for a time, to truly undo. What will you do?

Knightmare Steed(400cp): How utterly cruel. To not only transform one of the noble Mekk-Knights into a monster, but then use them as both a slave and a means of transportation, have you no shame? Somehow you have not only found a Mekk-Knight besides the seven that already existed, but transformed it into a Knightmare. Its new form can be anything you wish for, from a unicorn to a dragon to a gryphon or something other fantasy creature. This beast will obediently carry you anywhere you wish to go, and follow your every order, even if that means attacking innocents or dying for your sake. Should such a thing occur, your new pet will return to you within a month. What a tragic end for such a noble being...

World Chalice(600cp): It's a fundamental truth that without the World Chalice, this adventure would never have been possible. It is the World Chalice that allowed Lee to gain a form of immortality, the World Chalice that empowered Auram, Ningirsu, Ib, and Imduk and allowed them to truly fight the Krawlers and later the Mekk-Knights, and the World Chalice that guided them to the other World Legacies. You now possess a copy of the World Chalice, and its powers are nearly as versatile as the World Key. For one thing, it is capable of storing the minds of others within it, allowing them a form of immortality, as well as producing projectors that allow those digitised minds to take on at least a holographic form. It can be used to grant others blessings that give them incredible physical and magical strength, and can strip others of those blessings just as easily. And, on top of all this, it can also be used to locate other World Legacies, guiding one to them.

In future jumps, this building-sized relic can be used as a guide to other magical artefacts, helping you to locate them no matter how well hidden they normally would be. This doesn't guarantee you'll be able to find them safely, as seen with the World Armour and the vast horde of Krawlers guarding it. But when finding it in the first place is half the difficulty, and there are always plenty of potential pawns to be used to clear out those obstacles, it doesn't really matter. The World Chalice truly is your Holy Grail, in more ways than one.

Companions

Companion Import(50-400cp): No one is an island, my friend, everyone has someone they can rely on. Ib had her friends, the Krawlers had the rest of their swarm, the Mekk-Knights had one another, and Lee had her many puppets and pawns. If you yourself have anyone you wish to bring with you on your journey in this world, you may import them here, for 50cp per companion, up to 400cp for eight companions. Alternatively, if you'd like to make some new friends in this world, 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): But perhaps you would prefer to take an existing character from this story along with you to future worlds instead? In that case, by paying 100cp, you get the chance to convince one of the locals to come along with you into future worlds. For example, there is Auram, the headstrong but heroic youth that will eventually become the leader of the new Crusade, as well as Ningirsu, the mightiest of the World Heroes at this time and elder brother of Ib, and of course Ib herself, heir to the World Key who loves her friends and would gladly sacrifice herself for them. There are also the seven Mekk-Knights, who might appreciate being saved from their dark fate of being turned into Knightmares, though recruiting Blue Sky might be an issue if he merges with Auram. You may also, if you wish, take the World Chalice Fairy Lee as a companion, but you'd have to be mad to do something like that.

Naive Newbie(50cp): It would seem that the Celestial Forest is not the only place to produce wannabe heroes these days. Ever since she was a girl, this fiery lass has dreamed of being a hero, having been raised on stories of noble warriors doing battle against the forces of evil, triumphing against impossible odds and saving the day. But those dreams might have remained just dreams had she not stumbled upon the broken remains of a prototype of Red Moon, its core still functional after all this time. She reached out to touch it, and found herself changed by a sudden flash of bright light. When she awoke, it was to a cyborg body brimming with superhuman strength, a mind filled with skills and tactics she'd never learned, and a gigantic battle axe that tore any Krawler that stood in her way to shreds! It was in this state that you found her, excited about her newfound power but not really sure how to use it. Almost immediately, she decided that you would make for a perfect mentor and adventuring partner, and declared that together, you would go down in legend! She possesses the **World Legacy's Heart, Chosen by the World Chalice, World Chalice Blademaster, World Chalice Warrior,** and **World Legacy Succession** perks.

Kreepy Krawlers(50cp): What sort of monstrous machine is this? It seems almost as if it was made of multiple Krawlers coming together to form a single entity, a massive mechanical humanoid several times larger than the average human. It appears to have been designed for espionage and sabotage, the individual Krawlers able to split apart and use their smaller size to infiltrate enemy positions and bases. With their ability to perfectly communicate and relay information to one another, no matter the distance, they make for effective spies, and their skills at sniffing out traps and removing defences would allow a Krawler horde to smash through enemy lines that might have otherwise been secure. Worse yet is that when that attack comes, this mechanical horror is more than capable of assisting, the individual units coming together to form a body that could fight even one of the noble Mekk-Knights evenly. It's a good thing this appears to be a unique model, or humanity would be in great danger! For whatever reason, it seems rather fond of you for some reason, and is more than willing to follow your orders like an obedient dog. It possesses the **Krawler Spine, Crusadia Krawler, Krawler Axon, Krawler Receptor**, and **Krawler Soma** perks.

Super Combining Robot(50cp): This Mekk-Knight is rather unique, in that instead of being designed for direct combat, it was built for a support role. Aside from its skill in both preserving and encouraging the further growth of life, helping to restore areas that have been damaged by conflict or disasters, it was also made to combine with and empower other Mekk-Knights, and even human beings. By fusing with someone, it can make them stronger, helping them to survive and perhaps even win against opponents that would have otherwise killed them. And while not quite as competent in combat as the other Mekk-Knights, it does possess a weapon in the form of a gun built into its left arm. And, in the worst case scenario, when this machine is approaching destruction, it may give its core to an ally to empower them and preserve itself. For whatever reason, perhaps because you are one of the Mekk-Knights it was made to support, or perhaps for some other reason entirely, it has devoted itself to you. It possesses the **Yellow Star**, **Orange Sunset**, **Green Horizon**, **Blue Sky**, and **Spectrum Supreme** perks.

Flying Fairy(50cp): What a friendly little sprite this one is! She's always smiling, especially when she's around you, giving you helpful advice and doing her best to aid you in any way she can. She makes for a wonderful scout, sneaking into enemy positions and sending you telepathic messages letting you know what's ahead. And while she may not have the same level of skill as Lee, she's quite adept with using and manipulating any activated World Legacies or magical artefacts. Yes indeed, she's sweet, loving, and utterly adores you...and you alone. Everyone else? Oh, she acts friendly towards them, but there's a wicked glint in her eye as she speaks with them, her words like honey laced with poison as she skillfully manipulates them, ever and always in your favour. Why is she doing this? Because she worships you, worships you just like Lee worships herself. There is nothing she would not do for you, no sin she wouldn't commit if it would ensure your success. Her true personality is haughty and cruel and sadistic, delighting in others' misery, and for you she'd happily set the world ablaze. Why? Because she's your fairy companion. She is your herald, your worshipper, your faithful servant. And you are her god. She possesses the **World Chalice Fairy**, **World Legacy's Secret**, **World Legacy Whispers**, **World Legacy Pawns**, and **World Legacy Discovery** perks.

Drawbacks

Anyone who has read the old heroic legends knows that the greater the challenge, the greater the danger, the greater the reward. If you're willing to take on greater challenges, you too will receive greater rewards. Feel free to take on as many challenges and dangers as you're able to face.

Check THIS Out!(100cp): "Check what out? What am I supposed to be checking out?" That might be what you're asking yourself right now. I'm sorry to say this, but you're never going to receive a satisfying answer. For some reason, everyone in this world now tends to talk in extremely vague statements, making bold declarations that don't really explain what's going on and giving explanations that just leave you more confused than you already were. This might not be intentional: Auram and his friends legitimately don't know what's going on for most of this particular tale, the Mekk-Knights never really speak to anyone, the Krawlers' exact level of sapience is debatable, and Lee...well, Lee is both incredibly manipulative and also evil. If she's not lying to your face, she's probably taking joy in your confusion. And you will be confused. Constantly.

World Legacy Not-So-Secret(100cp): You may want to leave lying, tricking, and scheming to the professionals, because you're not good at it. At all. Even someone as naive and innocent as Ib would be able to see through one of your lies in an instant, and the likes of Ningirsu or the Mekk-Knights would probably be insulted if you even tried. There's always some tell to your act, some obvious hint that you're lying or trying to manipulate someone. Just stick to what you're good at, like fighting or commanding or something, for your own sake.

World Legacy Pawn(100cp): If it was not already obvious by now, this world is not anything like the stories or fairy tales you were told as a child. There is good in this world, yes, but there is no guarantee that it will triumph, or that those who proclaim themselves to be good truly are. You do not yet understand this, but you will. You have become naive, not unaware of danger but perhaps unaware of just how dangerous it can be, and most certainly unaware of what true evil is. You will grow out of this eventually, but the growing pains will hurt you dearly, I'm afraid.

Words Left Unspoken(100cp): Why was it that the Mekk-Knights never bothered to communicate with humanity or speak with the World Heroes while pursuing their mission? Was it simply because they believed they knew what was best? Was it because they did not trust the small lives of the world to listen? Or maybe it was because they did not know they had to? Whatever the case, you now possess the same problem: for whatever reason, you refuse to simply communicate with or explain yourself to others. If there was someone you wished to protect holding an artefact you also wished to protect, you would kidnap them, take the artefact into your custody, and simply leave them within your base without ever explaining what your intentions are or why you're doing this. Even violence is a better solution than simple communication. Expect this to cause a lot of pain and misery.

Random Encounters(200cp): This world, in many ways, resembles one of the JRPG games of your original world, with a group of young heroes setting out on a quest in a world filled with monsters to uncover ancient relics and save the world. And so, it is in the spirit of those games that your journey shall now be filled with battle and conflict. From the outskirts of the Celestial Forest to the broken remains of the World Legacy Scars, you will find a variety of foes to test your mettle. You will face everything from Krawlers to wannabe heroes to wild beasts and more, and while you may be able to deal with them easily enough, enough battle can wear anyone down.

A Scarred World(200cp): It would appear that the Mekk-Knights were not quite as successful in their mission to ensure the birth of new life as it first seemed. With only a few outliers such as the Celestial Forest, the world you walk will now be one filled with desolation: forests, barren and devoid of life. Rivers and streams, dried up. Mountains, dangerous to even walk on, let alone live in. The environment itself has become almost as deadly as the Krawlers, with any wrong step potentially leading to injury or even death. And supplies such as food and water will be few and far in-between. Watch your step, Jumper, or it might be your last.

Power of the Great Darkness(200cp): It would appear that when the Mekk-Knights re-imprisoned the Great Darkness so long ago, the seal was not as secure as they thought. From now on until your time here is over, you will see the Great Darkness' fiery fury periodically erupting to the surface, threatening even places like the Celestial Forest. And while you might be able to patch the holes with the World Key or similar sealing powers or items, it is only temporary. Because of this, no place on Earth is truly safe. Fortunately, the seal is still strong enough that the Great Darkness will not be able to escape and destroy this world by itself, but it is still dangerous.

Celestial Forest Under Siege(200cp): The worst has happened, Jumper: the Celestial Forest's barriers have finally faltered and failed. Maybe it is because the World Key is no longer within the Forest, maybe it is because the barriers were never meant to last forever, but however it happened, they're gone now. And the Krawlers know it. They're coming, Jumper, hordes of Krawlers, all with the singular goal of overrunning the human settlement that has been out of their reach for so long. Your time in this jump will be extended to a full year, in which you must protect those who live here from wave after wave of Krawler hordes. Should the Celestial Forest be destroyed, your chain will end. Can you save these peaceful people from the onslaught of the machines?

Threat to the Earth(300cp): Well that's probably not good. You have been marked by the Mekk-Knights as a danger to life on Earth, and they have decided you must be removed. To do this, they have called together seven vast hosts of Krawlers, one for each Mekk-Knight, each a match for the army that the World Heroes would have faced in the original story. They shall also seek to find and retrieve the World Key so that they might utilise the World Lance and World Shield, which while already active they do not have the ability to control. Should they succeed, it shall make defeating them all the harder. Speaking of which, when you face them, and you must face them in order to leave this world, you will be forced to fight them three times: the first time, you shall fight them one-on-one. Then, you shall fight all seven at once. And finally, you shall face them all united as Spectrum Supreme. Behold, the power of the last legacy of Crusadia!

World Legacy's Sorrow(300cp): This tale does not have a happy ending, Jumper. The Mekk-Knights, corrupted into Knightmares and then slaughtered by the World Lance. The Krawlers, rendered all but extinct save for a lone survivor. Ib, forced to kill herself in order to save her friends. Avram, Imduk, and Ningirsu, helpless to save her, only able to watch her die. Even Lee does not have a happy ending, as victory is snatched right out of her grasp at the last minute and she joins her victim in death. In the same way, you will find no true triumphs during this adventure, Jumper. Every victory will be bittersweet at best, as you are forced to watch your friends and comrades suffer or die. You will come within inches of accomplishing your true goals only to fail at the last minute. And you will never be able to forget or escape your sorrows or failures, not when they're constantly hounding you. It may not be total misery and bleakness, but you'd be forgiven for thinking so.

Iblee The World Chalice Corruptor(300cp): You're late, Jumper, almost too late. Lee has already managed to take control of Ib, and worse, has also managed to corrupt Avram, Ningirsu, and Imduk, not to mention the six Nightmares that would have already been under her control. With both the World Key and its heir in her possession, Iblee seems all but victorious. You must set things right, before it's too late! Free Avram, Ningirsu, and Imduk from Iblee's control, for they are crucial to this world's fate. Destroy the Knightmares, for it is already too late for them, and death would be a mercy at this point. Retrieve the World Key, for without it the future is impossible. And strike down Iblee, so that her plans might come to an end, at least for now. Do not worry for Ib, for she will return in the future...as will Lee. But you must do something now, or there will be no future!

World Legacy Fury(300cp): What on earth did you do? The World Legacies aren't even truly sapient in their current state, how did you make them angry? Well, however you did it, they are angry, very angry. The World Chalice will strengthen your foes, not to the extent it was used to empower the World Heroes but enough to make even a regular Krawler a menace. The World Armour will rise from the Earth, just to crush you. The World Lance will fire on your position as often as it can, protected by the World Shield. And I'd avoid the World Key, if I were you.

Ending

The curtains have fallen on both the first Act of this story, and on your time in this world. But that does not mean your journey has to be over. You have four choices in front of you:

Go Home: Perhaps you have grown weary of travelling and adventure, of war and sorrow, and would prefer to return to your original world? 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 maybe there's something about this world that makes you want to continue living in it? 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 are not yet ready to end your journey? 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!

Intermission: But there is another option. This world's tale is not finished just yet, only the first half of it. If you wish, you may remain in this world, not forever, but to enjoy the next chapter of the World Legacy's story. Continue on to **Duel Monsters: World Legacy Act 2.**

Notes

This jump is based on the first half of the Duel Monsters: World Legacy card storyline, featuring the following archetypes: “World Chalice”, “World Legacy”, “Krawlers”, “Mekk-Knight”, and “Knightmare”. The story is very JRPG-esque, taking place in a post-apocalyptic setting set after the fall of a far more advanced civilization and featuring a cast of young adventurers and childhood friends setting out in search of magical artefacts in a grand quest to save the world and free humanity, only to find that things are not quite as they seem.

Now, before anyone asks any questions about power levels: it’s not really clear. There’s no real clear examples proving just how strong the characters can be, especially in Act 1, because it all comes from the cards or the lore book. We know that the heroes can fight through armies of machines, though they can be exhausted by sheer numbers; that the Mekk-Knights, Blue Sky in this instance, are at least strong enough to casually stab their weapon through stone and use it to hold themself and a human being up; and that Auram/Avram was able to survive the ‘earth-shaking’ blasts of the World Lance though he was heavily injured. Beyond that, it’s unclear.

And that’s not getting into Ningirsu somehow slaying the six knightmares by himself, without the power of the World Chalice. I mean, yes, when he had the World Chalice power he was the biggest threat to Spectrum Supreme, but given that he no longer has it, and Avram, who had the power of a Mekk-Knight, ‘bitterly struggled’, something seems odd. Maybe the World Lance damaged them, or Iblee’s death left them unable to fight back?

Then again, it also seems like the Knightmares might be weaker than the Mekk-Knights, maybe? At least according to their cards, though that’s ignoring the Link mechanic.

So just assume that it’s something like low-level JRPG power levels, where you can fight and slay monsters, or machines in this case, with sword and/or magic, but you’re not exactly going to be breaking the sound barrier or wiping out entire cities.

So what other things can the World Key do? Well, quite a few things, apparently. It’s able to merge with Blue Sky’s swords after he takes it into his core, taking on their form when he names Auram/Avram his successor, and they’re able to function to a certain extent even when used individually, as seen with Avram and Ningirsu, both of whom became lesser inheritors to the Key for different reasons.

Speaking of, another power of the World Key is that it can be used to control the other World Legacies. In Act 2, Idli is able to use it and Ib's body to control and fuse with the World Legacies. And later on, after Avram finally becomes a true heir to the World Key like Ib, he's able to fuse with the World Legacies, transforming into Avramax.

It also ends up absorbing the power of the other World Legacies after Avramax becomes Avida, though whether he made it that way or it can just do that by itself is unknown.

The World Legacies you bought in the item section will not be affected by the World Legacy Fury drawback. So yes, if you'd like, you can have giant robot battles with your World Armour facing off with the original, though given that the latter is also strengthened by the World Chalice the former will probably lose without assistance.

Assuming that the Knightmares really are weaker than the Mekk-Knights, you will not be penalised for taking the Knightmare perk. Just assume you're at least as capable as you were before, with the added bonus of being a mechanical version of some mythological monster.

Super Combining Robot and **Flying Fairy** are based on Mega Man and Airy respectively, obviously, but **Naive Newbie** and **Kreepy Krawlers** are just some characters I made up.

Here's the backstory of this setting: long before the birth of Auram and his friends, humanity and the other races (which were elves, what appear to be sapient lions, and some FF Black Mage-esque creatures) enjoyed technological prosperity as part of the Confederation. It's not exactly clear how advanced the Confederation was, though we can presume they were at least as advanced as modern day Earth and probably even more advanced, given the creation of Krawlers and Mekk Knights. They also either wiped the dragons out or drove them into hiding, the latter most likely given Imduk exists.

In any case, the stories of the World Hero and the Great Darkness were considered to be nothing more than myth...until they uncovered the World Key. Excitement turned to horror as they realised that the myths were, in fact, reality, and that their uncovering of the Key might mean the Great Darkness would soon awaken once more. As such, an organisation was created to analyse the Key and prepare for the Great Darkness' return, which would eventually become known as Crusadia.
And one of the experts recruited for this team was a brilliant and world leading scientist in 'information engineering'/computer science named Lee. With her help, the project advanced by leaps and bounds. Unfortunately for the world, Lee was not just brilliant, but ambitious as well.

Her analysis of the legends of the World Hero led her to the discovery that the Key was not just responsible for the Great Darkness' cage being locked again and again over the aeons, but unlocked again and again as well. The story of the World Hero was one of conflict between mortals, between those who sought to keep the Great Darkness sealed away and those who sought its power for themselves. The Key, in the hands of the right person, could grant one the power of a god. Unfortunately, there was no one in this mechanical world who could properly use the Key as its heir, and thus Lee came up with a new plan...

The Mekk-Knights were built, designed to be frontline soldiers in the inevitable battle with the Great Darkness, the greatest among them being the Mekk-Knight of the Morning Star, which would be powered by the World Key and operated by none other than Lee. Yet when the Morning Star first set out, something went horribly wrong: the power of the Earth suddenly reversed and flowed into the Great Darkness, allowing part of it to escape. It laid the planet to waste, reducing the once-prosperous society to ruins. The first part of Lee's plan had been set into motion, using the Key to unlock the cage.

The other seven Mekk-Knights, built to support the Morning Star, ganged up on and destroyed the Mekk, then forced the Great Darkness back down before it could fully escape, but the damage was already done: the world was left desolate. In the wake of its brief freedom and in reaction to the World Key, the Great Darkness left behind the World Legacies, one of which was the World Chalice. This was the second part of Lee's plan, as she transferred her mind into the World Chalice, leaving her corpse behind and causing Crusadia to think her threat ended.

Coming to the same realisation Lee did, Crusadia understood now that the world simply did not have the power to birth a World Hero after the exploitation the Confederation put it through. And so, three orders were given to the seven Mekk-Knights: to restore the power of the Earth so that a new World Hero might come about; to ensure the birth of new life so that the world might recover from its near destruction; and to suppress any dangerous new civilizations to preserve both the Earth and the new life that would live on it. Unknown to any of them, this too was part of Lee's plan: as the millenia went on, she could wait patiently within the World Chalice for the heir to the Key to finally appear. When they did, Lee planned to possess them, and use their power to awaken and control the World Relics.

With all of them under her control, Lee would have the power and authority she needed to control the Great Darkness. Or rather, to control the World Gears of Theological Demiurgy. In reality, the Great Darkness was not simply the 'power of destruction': rather, it was the very source of the being that created this universe itself. Using it, the Creator had created everything, until eventually it grew too powerful and unwieldy to control, and thus the Creator imprisoned it within the Earth before disappearing. Whoever merged with the World Gears would gain the same power that being did. With the World Key to unlock the cage and the other World Legacies under her control, Lee would be able to control it, bind it to her will, and rule over everything as a god.

Admittedly, most of this is more relevant to the post-time skip section of the World Legacy storyline, or the Act 2 jump whenever I do that. But I figured I'd mention it here for context.

If you want to read the original story, you can find links to two different translations down below. They're mostly the same, just with different wordings, though the second link might be better if you prefer to have visual examples, as the images in the first one are broken for some reason.
https://github.com/ProjectIgnis/LORE
https://ygorganization.com/atinytaleoftimeconcerningwarbetweenfriends/

I also used Master Duel's version of the Act 1 story as a source in some parts, so check that out as well.
https://www.youtube.com/watch?v=Ghk1-9bkTDs