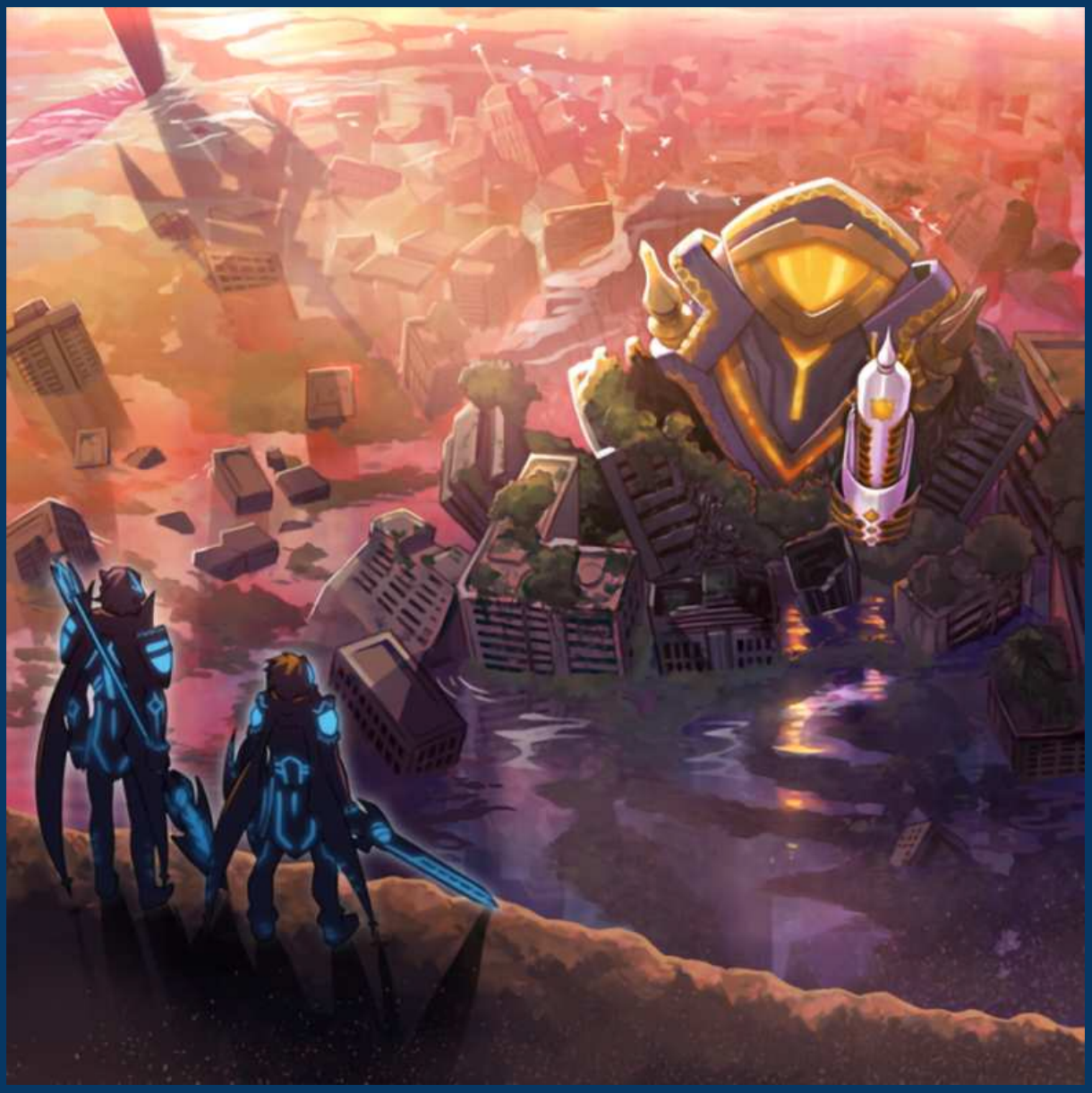
The World Legacy Jumpchain

A YuGiOh Lore Jump

Version 1.6-made by Sabshark



Hidden in the cards there is a legend, of a land once home of advanced civilisations, and of heroes mighty and powerful. This land is home to seven colossal items invested with the power of a God long gone: the World Legacies.

By these legacies, a Great Darkness rose from within the planet to spread destruction, and by these legacies heroes found the power to oppose said darkness and seal it again. Again and again, in a great cycle. And through this cycle, civilization grew and prospered.

Ah, but this land has long since lost such luster. A calamity descended upon the land, and no hero rose to oppose it. As it stands, humanity and its allies stand fractured, divided, hidden amidst the woods to escape the many Mekk-strosities that roam the lands. And now, guided by the Fairy Lee, a new band of heroes departs, as the cycle seems to begin once more.

Passing through the cosmos, you have found your way here. Welcome, Jumper, to a land where God's remains lay scattered. Welcome, to the land of the World Legacy.



Location
You appear as the main characters begin their journey toward the World Chalice.
There isn't much left of this world worth seeing, but nonetheless you can choose where to start between the few important places that appear in the story. These are, in order:

The village in the Forest of the Stars: Only five tribes of biological beings remain in this world. This village is the home of one of them, and also the home of Avra, Ib and Ningirsu, our would-be main characters. If you chose the Origin "World Chalice" together with this location, you can be a companion of theirs in their upcoming adventure.

Scars of the World Legacy: The ruins of a city of ancient times. A colossal Shield and an equally gigantic spear cover everything in their shade. A single intact building remains: the headquarters of the Mekk-Knights.

World Legacy - World Armour: In the middle of a jungle, towering over the savage vegetation, lay these empty armor pieces. Many Krawlers hide inside, some of whom are particularly powerful.

The lake of the World Crown: Hidden beneath an artificial lake, one can find the World Legacy-World Crown. In the future, this World Legacy will empower Avram and his Crusadia

allies in their quest to stop Ningirsu's grief-fuelled omnicidal madness. As of now, though, this is simply an isolated lake, lost to the world.

Origin/Archetype:

World Chalice
Adventurers empowered by one of the World legacies. Maybe you are in the same party with Avram and the other protagonists, or maybe you are going out on your own, for fame, fortune, power or maybe just to kill any Mekk-strosities you might find.

(-300) Mekk Knight
When the old civilization fell, they left seven guardians, one for each World Legacy. You are now the eight. While your shape may vary, your nature is the same: a quasi-mechanical psionic being empowered by the very same items you are supposed to guard. The Mekk Knights are mankind's protectors and jailers, stopping the Darkness from devastating the land while at the same time using the Mekk-strosities to keep all the biological races confined to their remote villages. Why they do this is lost to history.

Krawler
The nerves of the planet, taking form and life. They all look like weird mechanical insect creatures. These beings swarm the World Armour, obeying the larger X-Krawlers. You, though, are completely independent. They seem to treat any infraction into their domain as an act of aggression, and will answer with absolute force. They do not seem to obey the Mekk-Knights, nor do they cooperate with the Mekk-strosities. In general, they seem rather unconcerned with anything going on outside of their territory.

Orcust
Oh? You… you are not supposed to exist, yet. You are an artificial being, born of the design of a grieving inventor who… has yet to become such, really. Still, you are here, you are. You are a fully mechanical being, and look like someone took a few gold and black musical instruments and made a fantasy monster out of it. As of now, you are alone in this world, but maybe this will change in the future.

Crusadia
Are you the last soul of an ancient group of heroes or the first member of a new one? It doesn't really matter, but you might want to decide what you will do with the power that is now yours. You are either a human, an elf or a leonkin (functionally they make no difference), and have already received the blessing of the World Legacy - Crown. In the back of your mind you know your power will be needed soon. What will you do, oh hero?

(-300) Guardragon
Originally the assistants of the ancient God, now you and your siblings sleep inside the Word Legacies. Until now, at least. Something woke you up and your much reduced form slipped out of your world legacy to gaze upon this new world. You immediately feel that another sibling of yours is awake and walking this earth, a youngling named Imduk. But you can also feel something dark coming, something that will wake up all your siblings. What will you do, Guardragon?

Perks

World Legacy Succession (Free for this jump/300 to keep it):
In this world, it's normal for all beings to think of "Raw Power" as something fluid that can be passed from creature to creature, stored in objects or, with the proper conditions in play, even stolen! Now, for the duration of this jump, you can do so too. Take notice: This perk only allows you to join in this system, but gives you no idea on how to give/steal/use the power in question. You will have to learn that on your own.

Link Summoning (Free for this jump/100 to keep it):
Power is fluid, as we said. And what happens when one receives enough power? They transform! Their name changes, their clothes get cooler and more "tron-like" and they develop their existing abilities in a way that thematically fits their new development. You can do so as well now! Careful though, should you lose enough power or receive enough damage then you will be knocked back to your "lower forms". (If you choose not to keep this perk, then your unlocked forms will become simple alt-forms once this jump ends)

World Chalice



(-100) Landmark: It's dangerous to go alone, take this! You now have the competences of an adventurer. You have the combat skills necessary to face most regular mekk-strosities one on one and win. Most importantly though, you are always able to find your way through unknown territories and survive in the savage wilds, like a proper explorer!

(-200) Discovery: Heroes always have destiny on their side, in one way or another. You are now blessed by fate as well, increasing your chances to find relics of the past and items with power to take for yourself. More importantly, you are able to absorb power from the items you find and use it to grow stronger. If you have a scholarly inclination, you can also study the items you find and discover new applications for the power you have taken in.

(-400) Clash: When heroes are in dire straits, they reach greater heights.You now grow stronger when you fight, the rate of growth being increased with the harshness of the fight. Do not be fooled, this ability is not all powerful. Your growth will still be progressive, and can easily be halted by removing you from the fight. Furthermore, this growth will not include any regenerative properties, nor will it restore your stamina. Get in too deep, and you will die just like any other person.

(-600) Heart: In this story of ancient relics and powerful beings, the truest strength comes from the heart. Ib's heart, to be precise, and her selfless determination to ensure that no one around her will suffer. As long as you share that sincere determination, you can also ensure that others around you do not suffer, by channeling your will and the power of the planet around you into healing magic. This healing magic, while limited to targets other than yourself, is incredibly powerful, capable of acting against injuries, diseases, toxins and all other kinds of maladies and even being able to act as a form of "invulnerability" by healing injuries just as they are forming. You can even bring back someone from the dead as long as they still have a body you can target with your magic, and your dedication to their return is deep enough. This kind of feat is extremely tiring though, and as such you can perform it up to twice every jump/every ten years (no, you cannot "store rezs").



Mekk-Knights

(-100) Memories: You are a Mekk Knight, with the boons and skills that come from this. Your body is now a robotic shell of humanoid shape, guided by the psychic power of a mind uploaded into you by your creators. You can command the Mekk-strosities that roam the land, and have a limited interface with your own World Legacy. But, most importantly, you remember. You remember the origin of your group, you remember Lee's plot, you remember the Darkness that destroyed your makers, and your failure to defeat it completely… and you remember the mission: to keep humanity contained but not extinct, so that the planet will reacquire the power the Ancient Civilization had unknowingly sapped, and in doing so allow for the birth of a new True Hero, that could seal the Darkness within the earth once again.

(-200) Whispers: The Mekk Knights' downfall came not from a defeat on the battlefield nor for lack of strength, but from treachery. You will not be caught unaware. You can now feel when someone is plotting against you. So long as these plots are mere discussions, they will only feel like distant whispers at the back of your mind, but the closer and more overt these plots are the more these whispers will reveal to you. Furthermore, you receive a trickle of power whenever someone is plotting against you, and the more people plot the more power you get. I am sure there are settings where this could be useful for you.

(-400) Secrets: The technology at the core of the Mekk Knights was lost with the downfall of their makers. Until now. You now know how to fabricate both new Mekk-strosities and new Mekk Knights, and how to repeat the process that granted them minds and might. You know how to upload and download minds and even souls into machines, you know how to build colossal mechas, and how to interface your technologies with the World Legacies and the power hidden within them.

(-600) Key: The Mekk Knights are both defenders and jailors, and as such you have acquired the fitting power to seal powers. As long as you or your allies are directly facing an opponent, you can seal away their abilities. The more abstract an ability is, the easier it is to seal away. This type of sealing ignores both your and your opponent's raw power, sealing the same type of ability would take the same energy out of you should your opponent be a God or a regular person. Obviously, you must correctly identify the ability in question before you can seal it.



Krawler



(-100) In Shadows: You are now a Krawler, with all the biological boons and banes this implies. You are a biomechanical insect that communicates telepathically with the other members of your species. You can dig with your bladed limbs, jump high and light up your chromed carapace in strange patterns. You are also immune to direct mind control, be it by larger Krawlers in your colony or… other forces.

(-200) Pawns: Extremely efficient when commanding armies and swarms. Spread and recall power from underlings. Krawlers are colonial beings, and as such it's only right for you to have your own colony. You can take control of Krawlers weaker than you, and include them in your colony. Your multitasking and thought capabilities are increased by the number of Krawlers in your colony. Finally, you can fluidly and unevenly distribute power to your underlings and take it back at will. With enough time and practice, you might also be able to take power from your underlings that was not originally yours.

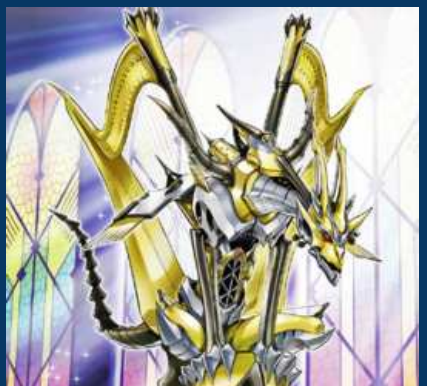
(-400) Survivor: Krawlers are extreme survivors and ambush predators. And now you are too. Your ability to dig and hide is increased, and your attacks do a lot more damage when your target is taken by surprise. You are also extremely hardy, able to survive both extreme damage and extreme conditions, and adapt to the harshest of situations. You just cannot lay down and die.

(-600) Mind Meld: The secret greatest skill of the Krawlers: the Mind Meld. Avram used this to give power to the last Krawler, turning it into Crusadia Krawler and in exchange receiving the information he needed. You now can do the same, though in a less consensual manner: you can invade the mind of a target you are holding down and extract memories, skills and even fragments of power from them. But, should you use this power in a transactional, consensual manner, you will find your power boosts much larger than their non-consensual counterparts. If you are a Krawler, you will also be able to upgrade your form into an X-Krawler, the larger beings that command the colonies.



Orcust

(-100) Core: You are a mechanical being, and your form is definitely NOT that of a human. Cymbals, harps, pianos, flutes and other instruments compose your body, arranged around a core to form some sort of fantasy monster. Your exact shape is yours to decide, though your maximum size



may not exceed that of a horse. You can disassemble and reassemble parts of yourself at your leisure, even modifying your functionality. So long as your Core is intact, you will not truly die, and will be able to rebuild yourself in a new monstrous form.

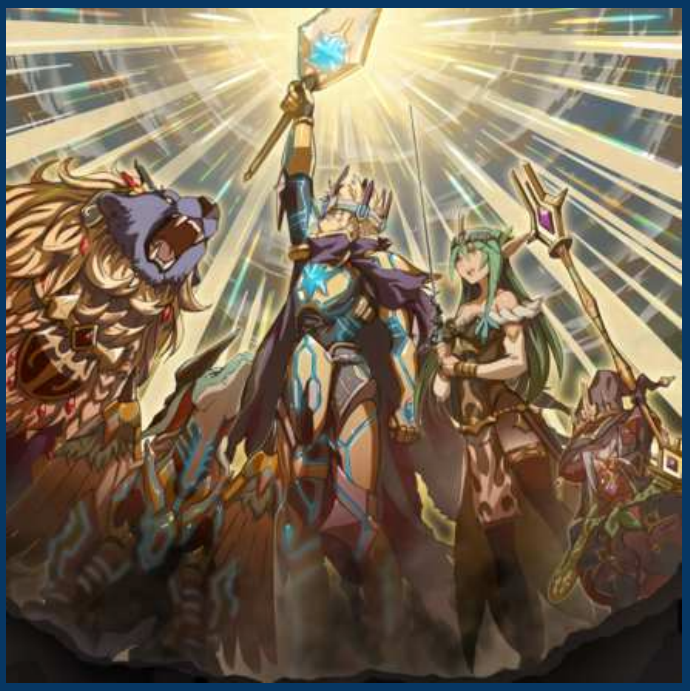
(-200) Release: The Orcusts were built to act in concert, and part of it is the ability to share their pain and their power. During a fight, you can now freely exchange your position with that of a fellow Orcust in an immediate vicinity. Furthermore, should one of your ally Orcust fall, you will take on their power to add to your own. Once this jump is over, you can freely expand this perk to include all your companions and those that swear loyalty to you.

(-400) Return: While Ningirsu's technology is undoubtedly an offshoot of the tech of the ancient civilisation, it has certainly developed in a different direction. You are now able to create other fellow Orcusts both as independent monsters and as humanoid puppets like Galatea, though you are unable to grant them souls. You also have the tech to construct space elevators like the Orcust Babel and orbital based weaponry like the World Wand. Finally, if you take this as an Orcust, you can upgrade your form to that of a human-like robot.

(-600) Crescendo: This is a tremendous attack, born of self sacrifice and desire of redemption. Through this, you call upon yourself the power of all your fellow Orcusts, combining in a colossal machine and unleashing its power on your target in one swift blow. Your new combined form will be much, much stronger than the sum of your individual power levels and some of that excess power will stay with you and the other Orcusts even after you separate. But this is not an attack to be used lightly. To activate this, you must dedicate your entire self into the blow, and might take extreme damage should it not land. But, should you use it correctly, you will find this risk worth it.



Crusadia



(-100) Revival: Self-sacrifice, protection, unity. The Crusadia is defined by its noble ideals, and its ability to rally others beneath their banner. So long as your cause is just, you may sway any neutral party to join it. Fight on, oh hero, for everywhere you'll find allies.

(-200) Testament: The ideals left behind by the heroes of the past are not merely a guide, a burden or a weight. They are a source of power. So long as you act along to those ideals then you will see your power slowly growing, with rapid increases corresponding to the more sincere and grandiose acts. Furthermore, whenever you hear and then satisfy the last wishes of anyone, you inherit a part of their power, with the part inherited being proportional to the difficulty of the wish.

(-400) Vanguard: To be Crusadia means to find strength in one another, and in the weak who are sheltering behind you. You now incarnate this ideal in its entirety, with your power rising when people rely on you in a fight. Act as a Vanguard in a party and you will find yourself slowly gaining strength, stand as the lone defender of a mass of civilians and your power will rise much faster. No matter how much you rise though, you'll never be invincible. Your wounds will remain, your fatigue will accumulate, and even your body can only take so much growth in a single fight before breaking. Be careful not to let your heroism lead you to an early death.

(-600) Power: Power is everything and everything is power, this is a fundamental truth of this world. So, in the end, even the abilities of those seeking to circumvent a direct attack can be reduced as a confrontation based on power… and a Hero will always face their enemies head on. You now can use pure physical power to strike against things that you would normally have no business hitting. Magic? Illusions? Ghosts? Esoteric abilities? Punch through them, and force your enemies in a fight based on True Power! Go forth, Hero, and let no evil stand in your way.

Guardragon

(-100) Reincarnation:
The Guardragons are the living form of the World Legacies, having acted as the assistants of the primordial God that originally made them so, so long ago. Now you are a Guardragon too, though not a fully grown one. Your appearance may either be that of a small western drake or a small winged snake, you may have fur or scales or even blue aether-like skin, the details are up to you. The only constant thing is that you will be absolutely adorable.



(-200) Coreawakening: You can now instinctually feel upcoming disasters. You know where and when (but not how) something disastrous will happen, though you may choose to silence this ability should you wish to. The closer in space and time a disaster is the more details on time and location you will receive, and should you be quick enough you may even be able to prevent the disaster from happening- but you'd need to be there at the exact place and the exact time for that to happen. (Note: Disaster here means things like natural calamities, mass incidents, wars, terrorist attacks, fires, or other things where many lives are directly put at risk. Personal disasters, financial disasters and other kinds of events where no lives are directly impacted are not included in this ability. Ecological disasters are a bit of a gray area, in the sense that they count only if the immediate after effects of said disaster will put lives at risk)

(-400) Shield: You can call forth your power to summon shields, powerful barriers capable of repelling all kinds of attacks, be they physical, magical, or even mental and environmental. So long as something could cause harm to you or the person you are protecting, your shields will work against it. Careful though, these shields require your power to be raised and kept up, and overuse of this ability may leave you weakened or even comatose.

(-600) Cataclysm: Coreawakening can lead you to disasters and, with this perk, you gain benefit from it. You now gain power from disasters, with your gains proportional to the entity of the disaster and your efforts to save lives in it. If you are a Guardragon you are now a much larger dragon like Almarduke.



Items
You can buy up to three items at half price. Discounting 100 cp items will make them free. Stacking these discounts with objects already discounted by origins means that either you can discount the same instance of the object twice (making it a quarter of the price) or you can discount two separate instances of the objects.

(-100) CARDS!: Hope you have a trade binder ready, because your collection is about to grow bigger! You now own all the cards of the World Legacy storyline, ready to be used to play a certain children's card game. Who knows, maybe they could be useful if you happen to take another certain jump…

(-100) The manga we'll never have: Konami might not allow this story to exist in a medium more readable than a Master Duel solo mode, but with the power of jumpchain, everything is possible! Behold, the World Legacy Manga, with all the information and spoilers you might need to face this jump! It also has pretty good art!

(-200) A certain sash: A gift by a loved one, a last memento of a fallen comrade, an inheritance passed onto you. No matter what it really is, this article of clothing makes you tear up slightly whenever you see it. And yet, you cannot let go. When you wear it, it feels like a loved one is embracing you. When you are hurt, depressed or desperate, it helps you go just a little bit forward. When your heart hardens, it reminds you of your humanity.

(-200) A Hard Light Projector: A remnant of the civilisation before the fall. This little floating drone is capable of projecting a hard light image that reaches maximum the size of a person. At the moment it contains the schematics only for a human appearance, but with a little bit of fiddling you could program it to show anything within its size limit, from building plans and computer screens to movies. Sound is included. The hard light is not particularly robust, but the tech behind it is solid, so you can also improve that, should you want to.

(-400) Sword of Blue Sky: How do you have this? This weapon is identical to the blades wielded by the Mekk Knight of Blue Sky, the unofficial leader of the Mekk Knights! This blade is a weapon fit for a leader, its mere sight capable of inspiring others to follow you through hell and back. It also contains a ghostly echo of the Mekk Knight of Blue Sky, for now it sleeps but, should you find yourself in trouble while acting for a good cause, it will awake and pour its power in you. This weapon also has a last ability: should you grow in power while wielding this blade, it will also grow with you, growing and mutating to keep being useful to you.

(-400, one discounted for Mekk Knights and Guardragons) One of the World Legacies: Chalice, Armour, Shield, Spear, Crown, Wand, Ark. These are the Seven World Legacies that one can find on the planet's Surface. Each of them contains an enormous amount of power, and will provide it to the first to reach them. By buying this, one of these World Legacies is bound to you. It will only work for and provide power to you and those you indicate, and will also be able to shrink to a size you can use.

(-600, one discounted for World Chalice) A Magical Staff: A strange staff that can channel the "heart of the world". Though, with that shape, it certainly resembles more a huge key? This staff is attuned to you, so only you can use it, and can generate magical shields.

Twin to the weapon wielded by Ib, this staff also has the potential to evolve into the true Key to the World Legacy, being able to seal and control said huge artifacts of power (Out of jump, this staff will be able to interact with any powerful artifact, allowing a level of control directly proportional to the number of World legacies you have sealed/released with it. Should you manage to evolve this staff into the full Key, then you will be able to control them completely).

Be careful though, just like Ib's staff, it will invite hungry gazes by those seeking to stop your quest, or co-opt it to their ends.

(-800, discounted for Mekk Knight and Guardragon) World Legacy: J: Now you have a World Legacy all for yourself! It can take any shape you want, provided it's that of an item one can wear or hold in their hands. It cannot be the same as that of an already existing world legacy. Your World Legacy can act as a place to store/seal a frankly ludicrous amount of power, and will always answer to you and you alone. During this Jump it will remain in its full-size colossal form but afterward you will be able to change its size at will.

Companions:

-50 Legacy Support: The single import option, with this you can create/import a single companion. They receive 800 cp to use for skills or items. They cannot pick World Legacy Items, or other companions. Furthermore, they cannot choose the Mekk-Knight or Guardragons origin.

(-200) The 9-th Archetype: This is your mass companion import option, with this you can import/create up to eight companions as members of a tribe/group. They must all share the same origin (not necessarily yours), and receive 800 cp each to use for skills or items. They cannot pick World Legacy Items, or other companions. Furthermore, they cannot choose the Mekk-Knight or Guardragons origin.

(-100 each/-400 for all of them, discounted by World Chalice) The Starting Heroes: With this option, you have a chance to meet the main party, made by Avram, Ib, Ningirsu and Imduk, before they begin their journey. They are not heroes yet, but their potential is enormous. You must ensure their survival (as in, they must be alive when you live. Asking them to stay alive the whole way might be a little too much), and they must be willing to join you (it will be easier if they are all together). They all come with Link Summoning and World Legacy Successor, as well as "Landmark", "Discovery" and "Clash". Individually, Imduk has "Reincarnation". At the end of the jump, Ib will access the full perk "Heart", same for Ningirsu and "Crescendo" and Avram and "Power".



(-400, one discounted for Krawler, Crusadia) Your personal Krawler:

A little mechanical spider-crab that has imprinted onto you. This little thing will obey any orders you have, and follow you around like a weird puppy. Nothing and no one will be able to take control of it, and it will always value your survival over everything, even itself. It comes with Link Summoning, World Legacy Successor, and all the Krawler perks except Mind Meld.



(-400 discounted for Orcust) A puppet named Galatea:

Is she a puppet, or a girl? This newly built automata is not supposed to exist yet, having been built by Ningirsu as a desperate attempt to revive his sister Lib. And yet, Galatea is here now, having already developed the self awareness and the soul she would normally only possess at the end of the story. Her consciousness is barely developing, and she looks up to you as an example and a guide. She is a kind girl, please treat her well. She comes with all the Orcust Perks, Link Summoning and World Legacy Successor.



(-600 discounted for Mekk Knight) Mekk Knight of Morning Star:

Differently from the other Mekk Knights, this being is a skyscraper sized self-aware mechanical behemoth. This colossal machine was corrupted by the Darkness and so brought the end of the last great civilisation before being defeated by the other Mekk Knights, and now it is your faithful companion, programmed to act as your protector and enforcer. Animated by a copy of the World Legacy - Key, this being is not only extremely hardy, requiring either a great deal of force or subtle manipulation to be brought down, but its mere presence buffs the defenses and coordination of all of its allies. It comes with the



Mekk Knight perks, Link Summoning and World Legacy Successor.

Mekk Knight of Golden Aurora (Free, can be taken only with World Legacy J, if the jumper is not a Mekk Knight):
For each World Legacy, a Mekk Knight. This rule is absolute. So, the moment you approach your personal World Legacy, you are welcomed by this vaguely humanoid creature, less a fully corporeal being and more a mass of psychic might incarnated. This is the Mekk Knight of the Golden Aurora, and it's here to serve and protect you. It has access to all the Mekk Knight perks, as well as Link Summoning and World Legacy Successor. Furthermore, it comes with its own dozen of small Mekk-strosities, exclusively obeying it and therefore you.

Guardragon Aurete (Free, can be taken only with World Legacy J, if the jumper is not a Guardragon):
For each World Legacy, a Guardragon. This rule is absolute.So, the moment you approach your personal World Legacy, you are welcomed by this dragon. I say dragon, it really looks a lot like a puppy, with pure silver fur and wings of golden light. She immediately takes a liking to you, following you everywhere and listening to your orders, mostly, if she can be bothered to. This very good girl has access to all Guardragon perks, as well as Link Summoning and World Legacy Successor. She can also draw power from and channel power into the World Legacy - J.

Drawbacks:

(+0) World legacy-Sorrow:
Be it a cruel fate, be it your own twisted design, you have arrived a few years late into the jump. Ib has already sacrificed herself to stop Lee's twisted machinations. The Mekk Knights have already fallen, leaving the World Legacies without guardians. Ningirsu has already succumbed to his grief, unwittingly falling for Lee's manipulations in his attempt to resurrect his sister, and Avram has already launched his crusade to stop him. Should you choose Crusadia or Orcust as your origin you can now begin as part of Avram's or Ningirsu's armies; should you choose Guardragon then you will immediately know where the two armies will collide. Whatever you wish to do, be quick. Time is running out.

(+100) Check this out!:
Looks like the translators have taken… liberties, when adapting this world to your language. For as long as you are in this jump, every time you'll attempt to read anything you'll find the text switched with random sentences that provide no information whatsoever. This goes beyond translations or deciphering perks, and will apply even to any kind of text coming from out of jump objects (yes, even computer screens and the like).

(+100) Extra linked:
Oh dear, it seems like your Link climbing has been halted. You will not be able to Link Summon, so neither you nor your companions will be able to change forms while in this jump. Sure, you might still be able to grow stronger, but your progress will be severely stifled.

(+200) Firewall FTK:
Despicable. Everyone in this jump is truly despicable. Rather than fighting you directly, almost every opponent will attempt to kill you before a fight can really start, be it by ambush,

treachery or other, increasingly convoluted manners. These kinds of things should really be banned.

(+200) World Legacy Corruption:
The fairy Lee is a master manipulator, and her capabilities with this world magi-tech is unrivaled. And she has put her eyes on you. She will try to control you and, should she manage to truly put her hands on you, she will succeed. No perks nor other mental defense you have will stop her. Your best bet and main hope is to outsmart her and prevent her from touching you directly. Being corrupted will not count as an immediate jump loss, but reaching the end of jump while corrupted will. Good luck.

(+400) Mekk-strosities:
This world is home to strange, dangerous beings that besiege all biological beings, Krawlers being only a few of them. Regardless of your origin, all these beings are now allied against you. Krawlers, Mekk Knights, and even Orcust should they be created, they will all believe you to be an enemy and hunt you to the end of the heart. Humans and other biological races will avoid you not to be caught in their hunt.

(+400) Master rule 4:
Ah, it looks like Konami is trying to push the new jump mechanic. You out of jump perks and powers start sealed and must be unlocked by increasing your own “Raw Power” inside this jump, while also taking on new forms with the perk “Link Summoning”. The more perks you have sealed, the more forms you have to unlock, and the more perks you want to unlock in a single form the more “Raw Power” will be required for you to access it.

(+600) The World Legacy-Combat Conclusion:
Some say that the World Legacy and the Duel Terminal worlds are somehow connected. Now, that is actually true. A portal has opened and monsters and archetypes from the dueling terminal arc have started to come through it, carrying their chaos with them.
Quick, Jumper, close that portal before this linear, beautiful lore becomes cluttered with the unmitigated chaos that is the Duel Terminal Lore… oh, and also with at least three different entities hellbent on eradicating all life on the planet. Good Luck.

Scenarios/Achievements

The World Legacy-World rebuilt

This world lives in a cycle of conflict, where the Light of the Hero and the Darkness at the core of the planet will keep fighting forever. This will eventually lead to the end of the world and, through Avram's ultimate sacrifice, its rebirth into a different one. A world where no Gods nor relics will control the lives of people. A kinder, gentler world.

This ending is bittersweet though, as even Avram's sacrifice cannot undo what this conflict has done to his friends. Lib and Imduk left forever wandering as errant heroes, Avram erased from the world, and Ningirsu reborn as the last Orcust Mekk Knight, watching over his sister from afar. The four friends will never again be together.

If you refuse this outcome, then take this challenge: do not simply prevent the calamity, but go beyond it. Destroy the great darkness at the core of the planet without sacrificing Avram, Ib, Imduk or Ningirsu. Build a world where the World Legacies will be no longer needed nor abused. And give this story an ending that can be truly happy.

If you do so, the four protagonists will join you at their maximum power free of charge, in the form of Lib Blademaster of the World Legacy, Ningirsu Orcust of the Evening Star and Mekk-knight Crusadia Avramax. They have all the abilities of their base forms that you can take in the Companions options, but they also have the following:

-Avramax has all the Crusadia perks and the Sword of Blue Sky.

-Ningirsu has all the Orcust perks and can switch between his Longirsu and Ningirsu forms at will.

-Lib has Key, Power and Cataclysm, and a unique World Legacy called World Legacy - "World Key", a sword that can channel the colossal power of all the world legacies in a single devastating strike.



The World Legacy-An end to Knightmares

The story of the Mekk Knights is a tragic one. Built to seal the darkness while lacking the power to do so, they have watched over the planet for centuries in a thankless vigil. And when the end of their long guard finally arrives, it is immediately tainted by betrayal and corruption.

By taking this, you oppose this cruel fate. Instead of your chosen starting location, you will wake in the middle of the Mekk-Knights HQ, having been discovered passed out in the rain by the Mekk-Knights. They will not start immediately hostile (unless other perks have been taken), but will still be suspicious of your circumstances.

You must prevent the Mekk-Knights from being corrupted, earn their trust, and lead them toward a true victory against the Darkness. None of them must die, or this scenario will be counted as a failure (you will not fail the Jump though).

Should you manage this feat, you will receive the seven Mekk-knights as companions, and the ability to fuse with them in increasingly powerful forms. Each Mekk Knight comes with Link Summoning, World legacy successor, Memories and Secrets, and each has a special ability:

- Blue Sky: Heart and leader of the group, it is able to call upon its comrade and summon them to its position.

- Red Moon: Its massive ax is not just for show, with it this Mekk Knight is capable of unleashing earth-shattering physical attacks.

- Yellow Star: Striking from a distance, this shining Mekk Knight can unleash powerful magical attacks that are extremely effective against any kind of magical protection.

- Indigo Eclipse: A master of space manipulation, it is capable of teleporting itself and its fellow Mekk Knights one at the time in a 500 meters radius.

- Green Horizon: The healer/mechanic of the group. Its mind is uniquely adept toward restoring damage, allowing it to psychically heal one target at a time. These healing powers are not as strong as those given by the perk Heart, but they are still extremely versatile and work both on biological and mechanical beings.

- Orange Sunset: While lacking offensive options, it is instead capable of summoning powerful psychic force fields and barriers to protect its allies and create obstructions.

- Purple Nightfall: Among the Mekk Knights' powers, this one is the strangest and yet probably the most powerful. Purple Nightfall is capable of momentarily warp reality, banishing a single creature into an interdimensional limbo for a limited time. This can be used either as a way to protect an ally for a time, or to temporarily remove an enemy from the battlefield. Initially this ability will have a hard limit of an hour for the maximum time an enemy can be exiled and a rate of use of once every ten minutes, but with time and training both these parameters will improve.

The World Legacy-Shed no tears



Avram attempted to understand the reasons that pushed Lee toward her destructive path, and the answer left him without a choice but to end her and rebuild the world she had destroyed. Lee, while not actively malicious, was driven by a self-centered, destructive curiosity that pushed her to sacrifice everything and everyone for the sake of her goal: hold the power of the Ancient God in her hands. But is there another way?

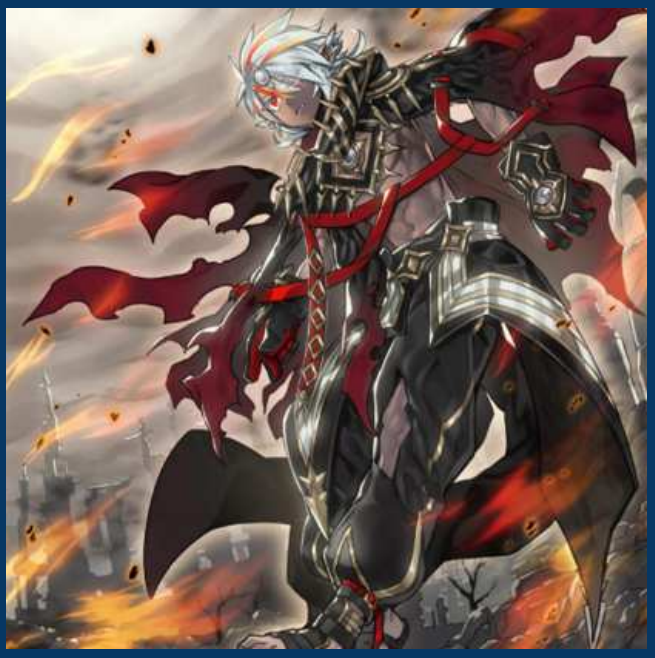
By taking this Scenario, you affirm that even Lee is not beyond saving. Whatever your start will be, Lee will start telepathically bonded with you, your mind ever in contact with one another. You will be able to communicate by thinking at each other, you will be able to follow what she is doing no matter the distance, just as she will always be able to follow along with your actions. Furthermore, you will be forbidden from directly harming each other, greatly impairing any effort you might take in stopping her mad design.

In this condition, you are uniquely posed to understand Lee and maybe even reach her past her obsession. Should you manage to convince Lee to let go of her mad quest before she unleashes the cataclysm, and should the two of you survive until the end of the jump, then she will join you as a companion, her fearsome scientific and strategic mind now at your service. Not only that, she will also bring with her the Knightmares, her most terrifying creations born of a perversion of the Mekk Knights, as her personal summons and bodyguards.

Lee comes with World Legacy Successor, Link Summoning, Return, Secrets and Mind Meld. Her Knightmares come with World Legacy Successor, Link Summoning and a special ability each:

- Knightmare Phoenix: can cause enemy spells to misfire or fizzle into nothing.
- Knightmare Cerberus: can break barriers and protections, leaving the enemy defenseless.
- Knightmare Unicorn: can unleash a devastating area of effect attack to sweep the battlefield.
- Knightmare Gryphon: can seal a single opponent's supernatural abilities, forcing them to fight with their physical power alone.
- Knightmare Goblin: can split itself into two identical Goblins, and fight in sync with itself.
- Knightmare Mermaid: can teleport itself in the way of attacks that would target another Knightmare or Lee.

The World Legacy-Fallen of Albaz?!?



As you travel this world, a young man with ashen air and a strange power will fall from the sky right in front of you. The young man is not evil, just scared, confused and in pain. And unfortunately, this means that whenever he feels in danger he turns into a dragon, temporarily absorbing the nearest living creature into itself to create increasingly powerful and strange draconic beings.

Albaz might have a strange power out of this world, but he is nonetheless a kind young man. If you manage to calm him down and keep him alive through the dangers that are about to beset the world, then he will join you as a companion, and as a friend.

Receive the Fallen of Albaz, and a Weird Ticket for another jump*.

The End:

You have done it! You have survived the story of the World Legacies!
Now it is time for you to choose where your story will take you:

- **Shuffle back into the deck:** Whatever your reason, you want to go home. Very well. Your perks, your items, your companions, everything you have gained in this journey will come back with you. Have fun!

- **Set face down:** So you want to remain in this world? Maybe you feel responsible for it, or maybe you just want to settle down. Enjoy your life in this new world then, and let's hope Konami does not decide this lore needs a second season.

- **Draw a Card:** The story of the World Legacies might be over, but you still have worlds left to conquer. Go forth then, and may cards favour you.

Notes:

On World Legacy Succession

Even if you don't keep world legacy succession, all other perks that allow you to share/take power are still valid and work, only you will be strictly limited to the methods and circumstances of the perk. Meanwhile with Succession you would be able to push said boundaries and even learn new ways of using the "fluidity" of power.

Image Credits:

World legacy collage: https://www.deviantart.com/dizzyshot24/art/World-Legacy-864640726

Longirsu and Galatea fanart: https://www.pixiv.net/en/artworks/105591800

*somewhere, a world called Abyss is stirring…