A Jumpchain-Compatible Kamen Rider Neo-Heisei Part 1 DLC

SCENARIO 3

Rise of the Mad King

(Note: This jump assumes both Kougami, Dr Maki, and Kougami Foundation are active at the time. If this isn't the case, you may insert a new organization and head of that organization, the plot remains the same with different actors. Otherwise, it can take place as early as Episode 10 of Kamen Rider OOO's plot, due to Dr. Maki's place in this story.)

It started as many situations do in this world.

A man's ambition, pushing him to approach the boundaries of common sense and take a swan dive off into the garden of madness.

It wouldn't be accurate to say this was the first time Kougami Kousei had made a decision that developed in unexpected ways, but this was definitely one of the times where even HE was worried about it. At first you might've noticed the signs. Maybe you worked with Kougami and saw that he was requesting large amounts of cell medals. Maybe you were even there when it happened and couldn't help but watch. Or maybe you were too busy instead, after all there's a lot to do in this world if you aren't afraid of a little risk.

But on that day, something dead and ancient awoke.

The Greeed in this world all shivered as they felt that presence again, the mysterious medals recognizing the aura of their Master. Their creator. The Greeed(Uva, Gamel, Ankh, Kazari and Mezool)all feel that presence draw them, and in a moment, they are reduced to their true

essence. In the sky, medals fly like flocks of agitated birds towards a far off distant Kougami Foundation laboratory. Points of light within the swarm of gray coins. A flash of light from within, and then?

The research facility is in shambles, leaving only confusion in its wake.

A figure flies out from the ruins, out towards far-off Europe.

Whether you witnessed it or not, you get a call only a few hours later…somehow. You know it's your own. The same feeling that only get when something is out of your control. You answer.

"Jumper-san." You hear a deep voice say over the line. Kougami Kousei, the head of the Kougami Foundation. "I've had a problem…and that certain person told me you'd be able to solve it. They told me of your ambition…WONDERFUL!" A laugh.

Yep, you knew it. That Person couldn't be anyone but your benefactor, the one who sent you to this place…With a sigh, or maybe curiousity, you listen on.

A meeting place.

Within a few hours.

Easy enough to get to, so he explains on your way there.

"Jumper-san, Desire is what life is made of…Exploring that energy is my passion, my own DESIRE! A promising young scientist from Europe, Vitale, told me he could harness the power of the O medals to bring the dead back to life. A rebirth! Taking an ending and turning it into a beginning…I couldn't give him my support any faster. I even gave him the ultimate test.

My great ancestor, the original OOO, once ruled over the richest kingdom in Europe, from castle Yokubrunn in Thuringia. His castle is sealed off to this day, by markings that only allow the King himself to enter…his

desire to rule and keep all he saw lived on even after him, and fills the castle! Who wouldn't want to see that energy return to this world?"

…He didn't.

"So…I gave Vitale the task, of reviving the first Kamen Rider OOO."

Oh no he did.

"It succeeded! OOO was revived, HAPPY BIRTHDAY! But, he broke away, and did something that I wasn't aware he could do…perhaps the power of the medals had amplified his desire to amazing levels. Our brilliant Doctor Maki will explain the rest."

You kept moving towards the rendezvous point. It was late 2010, and if something wasn't done about it, it would be the last year free men ever knew…as an entity with the will and power to bring the whole world under his heel had awakened.

Knowing the Benefactor…this was your job to handle.

You grumbled, hoping to hell this was worth the trouble it'd end up being.

A vehicle awaited you there, a slick black car where you were…somehow whisked away towards the main Kougami Foundation building, the one in Shibuya. It was there that you were given the rest of the information…as well as seeing the true extent of how badly Kougami set things out of control. Every news channel appeared to be fixated, and you can't blame them.

Not every day that an unstoppable flying castle was making its way across continental Eurasia. Maki and Kougami let the news play out.

It's been like this for a few hours, moving towards Japan. A few efforts to land on the castle have been met with blasts of energy from cannons on the ramparts, blowing apart any jet sent to intercept it. Missiles that

tried to take vengeance on the jets also exploded against apparently thin air, meaning that whatever the Castle was hoping to do, wasn't going to be stopped by anything as petty as the military might of the earth.

"Castle Yokubrunn…The King's fortress. It's said he held all of the world's finest and most unique treasures inside…WONDERFUl! This is a chance we won't get again. Your benefactor told us you have a special…condition. This condition, they said, made you a…" He said the next part in English, because of course he would. **Blank. "A Blank."**

"Dr. Maki!" The man suddenly shouted, and the gaunt man with a small doll on his shoulders stepped up. He explained the process you'd undergo, and I'll skip you the explanation to the bare basics.

Since you were not technically 'born' into this world, you are a blank, without identity. Even the identity you took on is more of a 'cloak' you wear rather than your core self, as your retaining of the powers and skills of past journeys means you still count as a different person than that 'identity', just using it as a way of fitting into the world.

As such…Dr. Maki has devised a way to get you into Castle Yokubrunn, despite the castle's strong defenses making it destroy anyone who isn't The Mad King OOO. By taking advantage of you and your companions being 'blanks', they will use a mixture of cell medals and a recovered crown from the Mad King to for all intents and purposes make all of you identical to the Mad King and allow you to enter…However.

You would become a little less connected to your 'original self', and may lose your capabilities from this…but the Castle would accept you as its own, and allow you to claim from its vast treasure stores.

Kougami extends his hand. "In the end, it's up to you…Will your desire push you past the edge and into the heart of the Castle? I can't wait to see…"

He wants to see that fire, the promise of treasure and glory driving you forward. If you've come this far…there's only one answer.

Of course.

"WONDERFUL!"

An exclamation.

"Your old self will be gone for a small while, but to the 'new you' we'll make…I say this."

A cake, readied just for your agreement, depicting the Castle in icing.

"HAPPY BIRTHDAY!"

They prepare the procedure…and darkness follows, before you awaken, feeling odd. You have a message from Kougami on a small Kougami Foundation flip-phone.

You've been put inside the castle. The process worked, but it seems they were correct. You'll have to go in on your own. But, what's this? An odd tingling in your heart and hands.

It appears you have an inheritance to take…However, it's not too late.

If you reject it now, you realize, you might not be able to take the treasures here…the castle will reject you and destroy the artifacts as soon as you think of stealing them.

But you will be yourself again, and have all that you've gathered up till now…

(To take the fluff out of this:

You have a major choice to make right here right now.

Either Forsake or embrace your inheritance. If you choose to embrace your inheritance, you will keep all of your perks and gear from other jumps,

but will acquire no Royal Points from which to get from the ‘inheritance’ section of this DLC.

If you forsake your inheritance, every perk and everything in the warehouse that you and your companions possess that isn’t from a Jump or DLC with the words “Kamen Rider” in the name is lost for the time being. They will retain the basic gist of their home nature, but Companions who began as more than human will be dropped to a human state for this DLC. You will however be able to get 500 RP up front to get items and gear from the Inheritance Table, and will be able to gain RP from later choices in the DLC.)

As you take a look around, you can see that you’re in a medieval courtyard…around you are a strange sight of what seem like fairy tale forests and paths through the forest within the almost cathedral-esque constraints of the Castle.

You’re given a message through the Kougami flip-phone.

‘The legends of Yokubrunn say that the Castle is divided into 5 Courts, and then the Throne Room where the King sits. They also talk of the Knights of Lucre, the Original OOO’s loyal circle of warriors. I can’t tell you much more, but I know that the castle’s power and the King’s is derived by the Throne in the Throne Room. If you were to destroy it, you’d be able to defeat him with much more ease. However, if you were to somehow defeat him without it, you could take it for yourself, alongside the Castle and his own power.

The choice is yours…I’ll be watching.’

The message is unmarked, but you have a strong feeling you know exactly who it was… Clever. I guess you should at least be happy they gave you this much guidance.

(Now, is the second choice of this DLC: Will you claim or destroy the throne?

If you choose to destroy the throne and haven't embraced your Inheritance, you now have 1000 Royale Points to spend for the following section. You will be unable to claim the Multi-King Form and Castle Yokubrunn for yourself, however.

If you wish to claim the throne and haven't embraced your inheritance, you still only have 500 RP at this point. But, you will be able to take Castle Yokubrunn and the Multi-King form as your own, wrested from the Mad King's cold dead hands.

As always, if you've embraced your inheritance, you get nothing.)

You walk through what seemed to be the enchanted courtyard, feeling a something drawing you forward towards a more ornate and vast part of the castle. It feels like a royal hall…You and your comrades are faced with a number of Knight Soldiers, apparently the king's foot warriors. There's a lot of them, but you have the capability to fight them off if you have at least a single transformation belt…You follow that sensation of desire further into the castle fortress, before you find a door sealed with a massive circle that appeared to contain the many colors of the Core Medals…Dots all in a circle.

If you've accepted your inheritance, you may open the door and enter the Treasure Room…Otherwise, you can move along to the Courts.

The Treasure Room

(The Place of Wealth and Desire)

As you step inside, you can feel that power course through you. You can only take so much, but…What you can take? Is worth a

fortune. The halls are quiet, and the various artifacts and coins lying around seem to tingle and buzz with anticipation…Murals of the Mad King and his kingdom line the walls, with towers of golden coins and a sea of soldiers at his beck and call. He reaches for the heavens, as if to claim those as well.

(1000 Royal Points for those who wish to destroy the Throne

500 for those who wish to Claim it

0 for those who have embraced their Inheritance.)

The Colors of the King(50 RP): A small ribbon that may be tied around your finger, it appears to be made from 5 intertwined colors. You may flare the hand and produce five brightly colored banners from nearby walls, in green, blue, yellow, red and silver. If you wish, you may instead produce a single large banner on any wall, or a series of banners(up to 5) of any mix of the above colors. You may purchase this as many times as you like to either add 5 more colors to this selection OR allow you up to 5 more banners maximum. Yes, this means if you take this with 1000 RP you could produce 100+ banners. This not a bug, but a feature. Show your colors, and seize the world in your hands…

A Familiar Bell(100 RP) – A strange little bell, marked with the symbols of the Core Medals. As you take it and ring the bell, a trio of identical-seeming women appear. They look at you with expectation, their garments like that of an old jester in bright and flamboyant colors. You ask them their names, and they only respond “Bell.” They have their own bells, and ring them lightly. You get a bit of explanation…They were servants of the Alchemists, who had the power to harvest Cell Medals through a peculiar ability. By making a deal(or a wager, as long as

there’s an equal exchange involved) with a person, they can create a canister of cell medals that are roughly equivalent to the ‘greediness’ of the deal involved. For example, if one of these lovely ladies were to offer forth a diamond in exchange for your left arm, and you were to accept, it would create a vast amount more cell medals than it would be if you were to offer forth 5 dollars for someone’s sandwich. Indeed, it has to be an exchange that both can agree on, but the more painful or unwilling the victim would be to part with what they’re wagering or exchanging, the greedier they’re being and the more medals they create…There isn’t a strong correlation between a monetary value and medals, you think, but you can figure that someone sacrificing a minor thing like a lunch for 10 dollars would yield about 3 cell medals. For what it’s worth, the girls don’t count as companions but are unlikely to win a fight despite their loyalty. They also can be revived with a simple ring of this Bell, though only 3 familiars will be active at a time…I suppose it’ll be easier to fill your own coffers, if you feel like being the Devil who people make deals with.

Yes, My Lord!(100 RP) – You don’t think the castle populated itself? No, these Knight Soldiers had to come from somewhere, didn’t they? You find a small book detailing what would in many magical sets be a cantrip, an easy to cast ritual. By making a small sign over a Cell Medal, you may throw the medal out and watch as it spawns into a Knight Soldier, a mindless mystical footsoldier of the Mad King and his Alchemist servants. The footsoldier is a match for any mortal warrior, with an immunity to small arms that seems so common with monsters in this world. It seems that as long as you stack the Cell Medals exactly, you can even animate a whole contiguous stack with a single gesture. Why, with enough greed, you could forge an army unlike any other…After all, quantity is a quality all of its own.

The Dragon’s Hoard (100 RP) – None of this, the artifacts, the castle, the magic was free, mind you. The Mad King’s kingdom was, for a multitude of reasons, one of the richest of its time. The Mad King was aliked to a dragon among men, a powerful beast that thirsted for gold and glory. If the Mad King was a dragon…you’ve stumbled across his pile of treasure…You’ve acquired a truly ludicrous sum of gold and jewels, as well as crafted objects that can’t help but seem just your style…As well as that, it appeared the greed inherent in this room is amplified by a truly impressive pile of Cell Medals as well, approximately 9999 in total…There’s quite a few things you could do with this, both the cell medals and the gold. I’m sure you’ll figure it out. You may take this several times.

Medajarent(300 RP) – A King must have his knights. They cannot be mere foot soldiers or pikemen, people who can only carry a sharp stick or a hunk of metal and swing it around. No, the king who would claim this world should only have the greatest warriors he can muster. As such, the Mad King commissioned the ultimate Blade of Knighting. Not only would touching this blade to a man’s shoulders give him the title of Knight, he declared, but would give him the power that a warrior underneath the God-King of the world deserves. Thus, the Medajarent was created. By placing three Cell Medals into the blade, you may activate the small switch at the hilt and give the blade a silver aura. When this aura is touched to a willing person, they will be enveloped in a silvery “Chevalier” armor, which gives them combat abilities far above any mere mortal warrior. If you had to guess, you could say that one of these warriors was on par with Kamen Rider Birth Prototype, a hero among the humans in terms of strength and speed. They only lose this form upon defeat or after an hour

of use. Your knights await you, the true defenders of your crown. Allow them a measure of that crown's power.

Medawenann(300 RP) – A Dagger of dark desire magic, its power is truly vicious in a clear fight…You can see a scanner built onto the hilt, similar to those on many of the other weapon-like artifacts. There's also a slot for one to insert cell medals, though they simply are converted into latent energy in the dagger…Once the scanner is activated, you find that your entire body is converted into a swarm of flying cell medals! This gives you unprecedented ease in dodging and weaving through attacks, as well as fitting in small spaces. You'll have full control over your body in this state, however, you have a limited amount of cell medals in this swarm, and every second this form is active, one of them is burnt into the ether as fuel…if all 99 medals in this swarm are burnt out, the final medal forcibly transforms back into your original body, regardless of where it is. You can restore the capability afterwards by inserting more medals, however the dagger can only accept up to 99 before it rejects any more coins. Be like a wind in battle, untouchable but able to cut at your foe...

The Beasts of Bronze(200/300 RP) – The art of creating movement and life where none existed was one of the greatest acts that the Alchemists could claim, but they didn't immediately create the Greeed. No, they started smaller…and these bronze statues are a testament. At first, they're simply life-sized statues of the animals they represent. Mantis, Stag Beetle, Tiger, Octopus. However, you may note that they all represent an animal used in the Core Medals…and indeed, with a bit of experimentation, you can see that when their corresponding Core Medal is inserted into the creature, they come to life as a loyal servant! They also appear to have the nature of the medal that they are themed to, as well as their Set

Bonus. For example, the Mantis statues have small razor scythe arms and can replicate themselves, though they remain the size of a mantis. However…if you look closer, and pay 300 RP instead of 200, you'll find bronze statues instead all matching Medals that were never created…Medals that you might only find through other means. It also seems that if you tried hard enough, making a statue that functions the same way with a core medal you possess would take only the bronze and time necessary… (300 RP option gives you a set of Bronze Statues all matching the Jumper Medal Combos, and the ability to forge Bronze Statues of any medals you create with things like Gara's Last Work!) A menagerie of metal ready to serve you, what could be better?

Medal, Please (600 RP) – The Alchemists of the Mad King's employ crossed the line of science and magic, and this is firmly on the mystical side of things. It is a small ring that is styled to your taste, made of fine metal and artifice, a ring fit for a wizard. It doesn't have a slot for cell medals, but you see that it lights up in the presence of O Medals regardless. With a small flourish of your hand and by waving the glowing ring over a Cell Medal, you'll see the latent energy of Desire inside flare up and form into a small nodule of light! The Nodule is a quiet but loyal servant that can hover, fly, lift heavy loads with a minor telekinesis, sacrifice themselves to form short-lived but near impervious to physical harm shields, or fire 'force' bolts that feel like strong punches at foes. They will serve your will as long as you wear the wing, though they simply perform set routines while you're not wearing it. Core Medals, however, will summon spectral creatures with the properties of the medals they represent…Each individual medal can only have one specter out at a time, but you can have multiples of the same specter. For example, since there are 3 Tora medals, 3 Tora eidolons may be present at once and serve your command…This ring makes you a magician

able to manipulate Medals it seems, as you are also able to do a form of telekinesis on Core and Cell medals, either drawing them to the palm of your hand or pushing them away from the direction your palm is facing…

Giru's Punishment(300 RP) – Could it be? They never said that they had ALL them…Well, I suppose that you've found a curious discovery. These are the Purple or Dinosaur core medals, the antithesis of all others. They were created from the bones and eggs of extinct creatures, meaning that when they were created…they exhibited the energy opposite of desire. An energy that destroys want and hope. They can do nothing on their own, per se, but they can be used to transform with Core Medal drivers, or used with any other artifact that requires cores. They won't be as potent as the ones Eiji used, as Eiji resonated with them immensely, but they're still a varied and strong set of Medals. They have the powerful effect of acting as a Bane against Greeed, Core Medals, and Cell medals as well as things that use them. Surely you could find a reason for these greed-destroying medals to be used…

OOOlifan(200 RP): The horns of war, as used in the days of old. However, this horn doesn't call an army. It calls something much, much more potent. By blowing into this horn, an octet of Chevaliers much like those created by the Medajarent are summoned, arriving on silver horses. They will be able to act and fight for approximately an hour before they dissipate into silver gales, and you cannot call them again until the sun rises on another day. Curiously enough, this takes no medals, it is only the calling of your rightful defenders and knights. Let the battle commence.

The Treasure of Life(600 RP): The ritual that began all this. Vitale's work wasn't that original, it looked like, but it worked all the same. You need 999,999 Cell medals to perform this spell, which limits the usefulness, but as long as you have a bit of an entity's body or something that was associated heavily in life with them, you may revive someone at the prime of their life in their wholeness. The Cell Medals involved are burnt, but such is the price of life. Be careful, however…this is the same ritual that revived the Mad King. Sometimes choosing who to revive is as important as knowing how

Medarongowen(300 RP) – There are times when you'll stand outnumbered, when the beasts knock at the door with not much more than a spear as your only companion. However, with this weapon, you are no longer alone. It's as strong as the medajalibur in combat, however, the main strength of the Megarongowen is that you may insert a Cell Medal onto a small slot in the shaft. A light will shine as that coin becomes an extremely durable shield that floats around you, intercepting attacks without needing your cue. You may also, at will, transform the shields you have into spears that can attack on your cue or autonomously, as if skilled warriors were wielding them by your side. Not only are you able to command these weapons and shields in battle, but commanding them to move for things such as platforms with shields or fences with spears are possible. However, you can only bring to bear around 99 Shields or Spears in total. You may stand at the gates alone, but you are far from the only spear there…

Green Scarf(100 RP) – You may find yourself thirsting for more Cell Medals, more potential power, but frustrated at how few seem to come without the power of the Yummies…But, ah, this scarf seems to hear your laments. It thirsts too, that is, it thirsts for the limbs of others.

Part of a set of 2 Green Items, the Mad King appeared to have heard legends of the items associated with a Knight in Green and wished to make them true…This scarf is the opposing artifact to the Green Belt. While the Green Belt spends Medals in order to prevent your limbs from being permanently severed, the Green Scarf will reward you for removing the limbs of others! Every severed arm, leg, tail and head will become approximately 9 medals. It's not much, but if you have a lot of enemies…

Well, they don't call it Blood Money for nothing.

Green Belt(300) – This is the belt that opposes the Green Scarf. While the Green scarf rewards the severing of limbs, this belt works to prevent it. This Belt will allow you to detach and re-attach your limbs and extremities (including head) at will, as long as you carry it, however the time that it can keep these parts separated is determined by a store of Cell Medals you've placed inside…You burn 9 cell medals every second you willingly have these limbs separated from you, and it can be done at a moment's notice…What if you had them separated forcefully, you may ask? Why, the belt will automatically kick in and try to keep your body stabilized during this point…however the stress of doing this burns 36 cells a second, and if you can't reattach it in time which the effects of the loss of limb will kick in. Might be a good idea to have this, after all, a little damage is nothing to lose your head about.You may only have 999 Cell medals within the Belt at a time.

Medaromane(500) – The King was not only a royal for his blood. Once upon a time, the king was decided by the one with the strongest army! So, naturally, a God-King would require a suitably impressive army…this is a good step towards that. This a large and crimson banner with a slot for 3 Medals on the banner's pole. When 3 cell medals are inserted into the Medaromane and scanned with the built-in scanner, it gives all allies you can clearly see(as in, being able to tell who they are at a glance) a

strong boost in their capabilities, a little less than twice their usualy strength, speed and durability…The effect doesn't last long, if they leave your sight it ends, or after a half hour of use. When 3 Core medals are scanned, however, people in that range are instead given the powers of that combo! If they're a full set, they also can get the Full Set Bonus of that combo at 1/3rd power, but it'll sap at their stamina and fatigue them quickly. This is the banner for your warriors! Raise it high.

Oydwen(400)- The castle may be mobile, but you'd hardly call it a practical method of transportation… This is the OOOydwen! It was meant to be the Mad King's personal ship for raids on other kingdoms once Yokubrunn's Throne was activated in earnest, but it's been mothballed…until now. The OOOydwen is a dragon-themed flying ship the size of a Frigate, armed with the same kind of energy cannons guarding the Castle and stylized with your own personal Jolly Roger across the sails and flag! It looks majestic as it sails through the air, and it's remarkably strong, it could easily take the missiles sent to intercept the flying Castle and keep moving, though only two of them in row with all honesty. It also has a small slot in the helm…It perfectly fits a Core medal! If you insert one into this, you'll see the OOOydwen gain a new attachement themed to the Core being used! This could be anything from a speed booster to a harpoon gun, but it'll never be a weapon stronger than the Energy Cannons already on board. They could be less powerful but have gimmicks, however..I'll leave how they manifest to you. Set sail for the skies, jumper. They're yours to inherit.

The Station of the Alchemists(700) – The mystical abilities of the Alchemists were vast, indeed, with many of their effects being amazingly magical. You may notice that even being able to create the Core Medals that were their peak of power still does not take you to the level of being able to replicate their various artifacts, as they could do things that no other could on this world…yet their art was lost, a massive tragedy. However…You may be able to learn their secrets and bring back this strength. By taking this, you gain a set of tools and books on the study of Desire as an energy source… The things you see here were all created with these secrets, and if you had enough time and research, you may be able to replicate the magitechnological nature of all the artifacts you've seen already. You will be able to create artifacts on the level of the Animus Statues, the MedaGaBryu, the Medajarent, and the OOO Driver...and possibly more, as you improve on the art of the ancient Alchemists…

The First Court

The first court is much like the one that you faced to find your inheritance, that is, it appears to be a mystical forest with stepping stones, grandiose statues of the creatures that are depicted in the Core Medals, and other features as if it were some kind of park. It doesn't help you can still see the walls and crenellations that remind you you're within the walls of the castle. You noticed any attempts to try to get around without going through the gates were…blocked off.

Attempts to get around this usually were met with the barrier striking back at you…and even if you got past that, the throne room wasn't open.

Through the woods you go…

There are guards, to be sure, but many of them are simply Knight Soldiers who come in large numbers…however, they begin to have back up. For one thing, you can see that they appear to move through the bushes, brush and trees as if they were piranhas in water, effortless movement that led to vicious ambushes in the deep woods. Another thing, is that the trees themselves appeared to grow large branches and block off your path, giving the soldiers ample time to move in and surround you multiple times! That isn't the end of the world, but it becomes much harder to forge your path through the forest. There's a definite tinge of something alien and off in the air as you progress…

You come to more twisted and strange trees, resembling more like artificial constructs of petrified wood and…you swear you see the familiar shape of medals in your eyes as you behold them. It appears one of them even is bearing a jewel-studded fruit! A few of the fruits lie around, as well as more vicious and predatory-looking statues.

A knight soldier once again appeared from the grass and brush as if by magic(you suspect he did) and took a small cell medal in his hand…A few more appeared, each bearing a medal. What was he planning?

They threw the medals, and the coins sunk into the monstrous statues…animating them and bringing them to combat with you! A few more battles initiated like this, with the knights using the short grass and brushes to somehow appear, then animating the warrior and monster statues to bring them into a vicious battle with you!

These would be hard, as the creatures were of stone and could call upon strikes empowered by the same force behind a Core Medal's own, but they were not impossible to defeat, especially with the treasures you'd claimed…or your full power still at your beck and call.

You're nearly to the end of the path, you feel. However, a massive spiraling tree…or was it a statue? Awaited you near the entrance of the next court…

The tree had a humanoid figure in knightly armor facing you…He stepped down, the branches forming platforms for him as he stepped down. The Knight's voice was dull as he spoke.

"You're the one who's broken into this sanctum…

I can't let you go any further. I am the Grey Knight…and a servant of the King of this world.

My only duty is to preserve the sanctity of these woods, the safety of my comrades, and the seat of my King.

Please, understand, I need to test your will if you want to go any further."

The knight simply flourishes an orb…and a few pillars of wood burst out of the ground! The Knight glows, and you see that he moves quickly across expanding and growing tendrils of wood, grabbing one of the strange treasures growing on one of the trees! He takes it for himself, and the pearl begins to melt into cell medals! They're burnt in a moment, and he uses that power to produce more wood bursting from the ground…Forming a cage around you as well as a massive wooden statue of a bear. A number of Knight Soldiers arrive and form up!

"This is the gift that my King has given me. For protecting my home, I willingly remade myself with the power of his desire. This gives me the strength to shift the woods such as that which surrounded my homeland…I could not protect it then, but that is a failure I will allow only once."

He transformed the wooden statue into a stone statue, then threw the cell medal into it…Animating it!

It appears the Grey Knight deemed it fit to watch you take care of this battle…

A towering, tall stone bear will swipe at you, as well as the occasional bolt of wood turning to stone mid-air launching at you, but if you've come this far, all it'd take is your best effort to overcome.

The grey knight tilts their head, surprised.

"You're stronger than I reckoned. I need to warn the others…"

The Grey knight fleets, despite your attempts to attack…

He goes undefeated, for now.

But those trees and plants that grow treasures.

Sure you can find a use for them?

[C O U R T O N E – T H E G A R D E N O F S T O N E A N D M E T A L]

[CLEAR!]

[Clear Bonus: Garden Court Seed!

Court Seeds are a special clear bonus regardless of how you complete the Court. They may make your warehouse or anywhere you wish more like the Courts.

The Garden Court Seed is:

Tree of Midas – You gain a number of plants, bushes and saplings of the trees here, able to grow inanimate objects as fruit. They will default to growing pearls, minor art statuettes of ebony, and eggs filled with gold coins and rubies. They may in time grow and evolve to fruit even grander things, but for now, they will stick to those minor trifles. Still, I guess you can’t say that money doesn’t grow on trees now.]

The Second Court

As you move through the gate to the second court, you feel oddly refreshed. The area ahead was a lot more…airy than you expected, the fresh mist on your face.

It appeared to be a series of stone bridges across placid blue waters, small pagoda-like central platforms as well as larger temple-sized areas, all in the same style as the castle around you. The area seemed a bit calmer, and you moved on ahead with confidence as you did. The knight soldiers here apparently were a fair bit more confident as well, as they fought effectively, using the small walkways to their advantage. It didn't help that you felt yourself being pulled into the seemingly endlessly deep water if so much as a foot broke the surface…Breaking out was possible, but these deceptively calm lakes held a true and patient malice, you could tell.

The end was far off, though mercifully visible, the next gate across the lake itself.

Fighting your way through the waterways, you could see that there were a number of giant Lilly pads that supported the weight of Knight Soldiers using them as boats, stealing one for your own made the journey much shorter than it would have been. The 'temples' also provided some succor as they were often a safe sanctuary where you could plot out the next move, though you noticed they appeared to have ruined and lost sigils on them, alchemical symbols. The meaning could be eked out, but incomplete as they were, they appeared to be the results of alchemical experimentation. This was made evident by the bottles of useless or harmful chemicals often left aside in these…Laboratories?

A few of the sanctuary laboratories held in Silver Chevaliers, animated warriors that could match a Kamen Rider in ferocity and bravery, if not brute strength. Their defeat would signal a bell's chime, and make that area safe however. A small comfort in this.

This wasn't merely a lake, as well, as there appeared to be an even more mysterious and mystical element. The mist itself would condense and allow for surprise attacks by what appeared to be small wisps of light with capabilities like those produced by the Treasure "Medals, Please" …

It appears that the treasures weren't simply lying around unused, though thankfully it appears nobody had used them in a while.

Though the walk was long and both the mist and waters seemed to have some sort of vendetta, at least the pathways were direct and clear, and the exit was in sight. The largest platform, about a baseball field's size, was waiting there. It also was ringed further out by a loose collection of round platforms bobbing in the water.

There, a knight in Blue awaited, a bit less heroically built than the Grey knight, with a feminine voice. Her cape billowed in the mist as she held a small gold chalice, it…seemed to be producing the mist, from what could be seen?

"I am the Blue Knight, guardian of these waters, of the secrets of desire's magic, and of my King's court. You've already gotten past Grey, I suppose, though knowing him…He's found a way to bother you even now.

Whatever your intentions are…I still can't allow you to come into conflict with my king!

The ones of my home saw me as madwoman, or a witch. Only he saw the worth in this magic, and in the power of desire.

I can't help but support that.

This is the culmination of centuries of research and waiting, and you can’t be an obstacle in this…Let these waters be your final resting place!”

The Blue knight began the fight in earnest, it seemed she had water in the chalice…She threw it onto the ground, and it produced a large solid hand! She condensed more mist into liquid inside the chalice, moving and throwing out more liquid…The water fist was impossible to destroy with physical force alone, requiring something magical or heat-based to disintegrate it, and the Blue Knight herself moved quickly and allowed the Weird Water to fight for her. She wasn’t entirely helpless, however, as anyone who got in melee range would be struck immediately with a powerful kick or elbow strike, using her magic and martial arts in tandem.

The fight itself would get more frustrating as time went on, she would move to the bobbing platforms of the outside and toss the Weird Water into the lakes proper, causing large limbs made of water to seemingly pop out of the surface and attack, as well as enhancing the already-dangerous properties of the lake that seemed to wish to drown you of its own accord…

If you had her on the ropes, however, the sound of splashing would make itself clear…before the sound of a roaring wave.

From outside the battleground, the Grey Knight was half-way out of a tidal wave, crashing and sending much of the battleground in a disarray. While the main platform was untouched, the bobbing platforms would sail through the air…

Grey landed…

“I’ve come to lend my aid.” A nod, and they fought together. Grey remained his normal strength, but Blue was the weak link here. She couldn’t move as fast nor fight as hard, but Grey’s abilities seemed to be able to keep this an even fight.

He could pop into the water and pop out again in another part of the surface far away, and it seemed that he would grab a handful of water and shape it with his hands, turning it solid!

He could shape the water into balls and blades with his bare hands, and the watery weapons struck like steel.

The Knight soldiers would redouble their efforts and try to push you off of the platforms, unhelped by the weird waters that the Blue Knight spawned, and the Blue Knight herself fights desperately on to maintain herself.

Still, if Blue was sent to her knees, defeated, the Grey Knight would simply say “It’s no good to our King for two of us to fall at once…” Leaving Blue to her fate.

She could no longer fight, but she was able to put up enough resistance to justify the following choice…

Will you spare her life, or slay her before she can get her second wind?

[This is the end of the Court, and your decision is now -

SPARE: The Blue Knight will become a companion and will not count for Active Companion limit for this DLC only.

SLAY: You will gain the Cup of Mists for your own use and +50 RP to spend.

The Blue Knight, as a companion, is able to use water and animate it into semi-solid servants as well as able to fight extremely competently barehanded, in combat she’s as effective as OOO’s TaToBa form. She’s also

skilled in the use of desire energy in esoteric or outright ‘magical’ ways.

The Cup Of Mists will allow you to condense water from the air and either use it or produce a magical mist able to obscure your movements, or confuse others.

No matter the choice –

[COURT 2: T H E C O U R T O F T H E M A G I C L A K E]

[CLEAR!]

[COURT SEED –

Loyal Lakes – A small vial of liquid that, when dropped into a body of water, will turn that body of water into a loyal servant that will allow you and others to cross it or enter it(even underwater!) without fear of sinking or drowning, and attempting to drag intruders or enemies underneath to their watery graves. If the water is removed from the main ‘lake’, that water becomes inert. It must be a stationary body of water, as well.]

The Third Court

As you stepped through the threshold, you already could feel the vast difference between this place and the lake. For one thing, there was at least a ground with the lake…Here, everything was a series of floating platforms! Most of them were wide open platforms that looked like parts of a meadow or a forest, so that much was at least familiar…However, there was already a wrinkle in any attempts to fly. The winds were amazingly strong! There were points where the wind could pick up a regular human and force him to struggle to keep his footing, and there was a LONG fall from here…Luckily, poles that appeared to act like streetlights with pinwheels atop them were placed around, presumably as a way of measuring the wind speed, so grabbing onto them for dear life was the obvious choice. Unfortunately, you still weren't alone. There were massive hawks and other birds of prey, colored red and patrolling the skies…However the king got their loyalty, rest assured that their strength in flying meant that the winds didn't bother them, and their bestial nature meant that swooping down on unsuspecting fighters and carrying them off to their fate was not beneath them. The flying Knight Soldiers and Chevaliers who accompanied them weren't much of a help either.

You found an easier way to get around, using a number of sky-trams that appeared to be set up…Still, they were slow and kept you an open target while you traversed the area. As you traversed through the first few platforms, the reason for the wide open areas and the transportation became clear.

These courtyards were mock battlefields, and the deeper into the area you found, the more militaristic they became, arenas and barracks. The

barracks were about as dangerous to traverse as you'd think, with a number of the knight soldiers equipped with dangerously sharp and durable weapons, they were well armed and armored. The Arenas themselves were closed off until you fought whatever opponents that made their way to you, including what appeared to be more mystically inclined knight soldiers who threw explosive coins, and fatter heavier Knight Soldiers with the heft and strength to back up their size. Cannons and siege weapons on Rook-like towers that floated stand-alone were more prevalent as you approached the endpoint for this part of the Castle.

There was a large fortress guarding the main halls of the King's deepest sanctums…

The fortress was truly fearsome, only one major gate even feasible to enter. Even then, the storm of cannons and siege attacks from the walls made it a rush to break through the gate, and then the halls themselves presented their own issues.

For one thing, most of the rooms were disconnected! Getting from one room to another in the castle either meant more traversing of a number of floating platforms or using intensely powerful 'wind tunnels'…

It didn't help that the fight into the inner sanctum and the next court itself was difficult, as each room would have a number of the advanced warriors from the arena battles ready, and a strict time limit..The air was being sucked out of the room, forcing those who needed to breathe to fight before they fainted and breathed their last.

After more fighting through the various rooms, the final battlefield was prepared.

The Knight of the wind looked more like a knight than the others, noble and regal in their armor as well as wielding a proper blade. The air

around them seemed to wobble and coalesce, as you entered the battlefield.

“I am the Green Knight, the guardian of my king’s army, his fortresses, and this court.

You aren’t merely brutish soldiers if you’ve managed to make your way through this gauntlet. The arenas, the siege engines were all meant to test the mettle of a warrior.

The King defeated the army I had lead, but saw that my skills surpassed his, if not surpassing in power.

Can you show me that your skills surpass mine?

Let this be a duel. I will have my men stay back, but you.”

He pointed his sword straight at you.

“You and I will fight alone.

To test your mettle, truly.”

If you accept, then the Soldier Knights hang back and allow it to occur, and the Grey Knight will actively stay out of his fight…He has too much respect for Green to actually intervene against his will.

Otherwise, this entire battle will happen while cannons are fired into the fray, and the Grey Knight will immediately join in with the ability to use the wind itself as a medium to transport, following bursts of air from the fortress to carry himself in an attack.

He’ll also be creating walls of howling wind to support his allies, making it difficult to navigate and pushing your own fighters off of the main platform that the battle takes place on.

The Green Knight is a capable and skilled swordsman, he’s able to use the wind to carry him around the battlefield and fly as well as creating

strong gusts and breezes across the platform as you fight. His strategy is solid, essentially a hit and run with his blade that is able to create slices through the air.

There aren't many tricks to this battle, as though the Green Knight is clever, he will not use anything unreasonable. The battle is simply a skilled warrior going against you with flight, an extremely sharp sword, and superb knowledge.

After a battle of speed and wit, you now can see that the Green Knight simply flies ahead of you and gets on a knee…nearly defeated, but allowing you the honor of making a coup de grace.

[This is the end of the Court, and your decision is now -

SPARE: The Green Knight will become a companion and will not count for Active Companion limit for this DLC only.

SLAY: You will gain the Howling Blade for your own use and +50 RP to spend.

The Green Knight, as a companion, is able to manipulate air with ease and can both fly and produce furious bursts of force with this ability. He is also extremely skilled in swordplay and battlefield tactics, besides this.

The Howling Blade can produce waves of cutting energy through the air, able to slice through solid rock with ease.

No matter the choice –

[COURT 3: T H E A E R I A L F O R T R E S S]

[CLEAR!]

[COURT SEED –

The Floating Stone: A small stone that can be inset into a brick or the foundation of a building, allowing it to float without any thrust or fuel, simply becoming a floating castle or other building. This also gives it the property of a greater durability and growing energy cannons, the building cannot be larger than a 3 story house.]

The Fourth Court

The next area is deeper into the halls of the Castle, the light of the sky is unknown. A heavy heat in the air as you entered, and orange light lead the way deeper into the foundries of Yokubrunn. The air was filled with hot orange liquid flying through the air in globs, mystically levitating…molten metal. The only way forward was through the streams of metals, it was obvious the results of having this hit you head on, so approaching with caution was your best friend. As you moved along the halls, you could see that the entire area was merely a number of walkways over a massive churning series of mechanisms and forges taking in and outputting giant globs of molten metal. There were actually small forging stations and furnaces, with knight soldiers actively working the forges! It seemed that this was the one place you wouldn't be actively attacked…which was good, because the area itself was exceedingly dangerous!

It looked like what they called a smoke and fire factory if you had to describe it, the ways forward defined by either massive unstable pipes with boiling hot steam spewing out of them at intervals, more molten metal flying through the air, and various barely-functioning machines acting as platforms for the way forward. As you continued on, it took a lot of dexterity and care to avoid getting attacked by blasts of steam…

The conveyer belts were safer, but danger mounted even on these as giant hammers slammed down on white-hot shards of metal on the belts, meaning to progress avoiding these was paramount…It would take careful leaping or even flight to avoid both the white-hot shards and glops of metal flying through the air as well as the hammers that crashed down on every path.

You could see the light at the end of the orange-lit tunnel, the heart-forge of the Castle at the end and signifying the entrance into the inner Vault of Yokubrunn. However, the next few portions were actively guarded now…and for a good reason. There were swarms of cell medals flying into the heart-forge of the castle! This was both a blessing and a curse, as the Knight Soldiers guarding the heart-forge were not simply armed with blades. They were actually wielding imperfect versions of the treasures in the treasure room! The main weapons they used were the Medarongowen and Medawenaan and powered by the medals they snatched out of the air, incomplete and not as powerful but still much more troublesome than the usual weapons they were toting.

Still, they were the final obstacle before you approached the forging station at the howling, hot mouth of the Heart Forge. There, the Red Knight awaited you, with two red-hot rods in hand. He wore a blacksmith's apron and a strange mask, more like a welder's than anything else.

"What, are you expecting a big introduction? You know what I am, and what I'm fighting for.

I'm the best blacksmith my King could find, and he made sure I never wanted for materials. I gave him my life and soul in his blades, so like HELL I'm going to let you beat him!

Let's dance!"

The rods that he wielded turned red hot and he began to beat the ground with them, summoning up cell medals from around! With a flourish, he struck the cell medals and turned them into white hot coins that formed together…

They formed lances and blades mid-air and launched at you and your followers! He could manipulate white-hot metal with his will alone, and combined with the rods being able to strike any metal and superheat it…

This was going to be a rough battle. The inflowing Cell Medals danced around you as he struck them and turned them into shields and weapons on the fly, flinging and manipulating molten metal through the air as he ran around…He was impetuous, however, and would often fling all of his available metal at you before rushing in with the superheated hammer-wands…

As he was damaged further, the forge would burst with steam that strikes the battlefield, while Red Knight's attacks grew more desperate and the creations he forged from the molten metal were more elaborate traps and fortifications he'd used, or even combat platforms.

Halfway through, you hear a familiar sound, and the Grey Knight joins the combat…He's taking the superheated air and redirecting it towards you as clouds of concealing steam and painful scalding gales.

He's able to touch the metal of the area and melt into it, appearing out again with any contiguous metal in the area…

However, his assistance is not enough, if you're willing to push yourself, and soon the Red Knight is defeated…the choice is yours, again.

[This is the end of the Court, and your decision is now -

SPARE: The Red Knight will become a companion and will not count for Active Companion limit for this DLC only.

SLAY: You will gain the Blazing Rods for your own use and +50 RP to spend.

The Red Knight, as a companion, is able to manipulate and solidify liqud metal as well as possessing a powerful knowledge of metallurgy, engineering and weapons design.

His weapons, the Blazing Rods, are able to heat up to an insane degree- the point that it will automatically melt metal- without hurting the user or those they designate as allies!

No matter the choice –

[COURT 4: T H E H E A R T O F Y O K U B R U N N]

[CLEAR!]

[COURT SEED – Ever-raging Furnace: This furnace has a magical fire capable of changing any common or mundane metal put into the fire, into a magical version of itself. Though it won't gain any extra properties, it is considered an enchanted metal as far as anyone's concerned.

]

Final Court

Past the Heart of Yokubrunn was the grand court, one of the King's most treasured. That would be, of course, the Treasure Vault. The area is vast and metallic, with darkness everywhere at first. You stepped forward into the darkness to try and fight off the guards, Knight Soldiers with flashlights who could try and spot you in the dark. The entrance into he Vault itself was mazelike and filled with guards. Finally, you entered an area where it was too vast and dark to step forward without any assistance… But, backtracking through the maze, you were able to find a switch. Torches lit along the walls, it was still dark in places but…You could clearly make out the vast scale of the King's hoard. It was almost mountains of treasure, with small clearings here and there…However, there was a small issue. There were guardians of this massive area, and they were nothing to be sneezed at. After all, they were full-sized dragons made of Cell Medals, the size of 18-wheelers. Sneaking in the valleys of the gold mountains and in the shadows of these piles would let you avoid them, but of course there are lesser but no less present dangers in these valleys.

For one thing, some of the treasure had a will of its own. The gold, gems and artifacts would fuse together into enemies that would use their surroundings as camoflauge and strike when least expected, as well as some treasures being golems meant to guard the precious items in the guise of an innocent object! You would have to be on guard to not stir the ire of a Medal Dragon or be ambushed by the mimics and treasure golems that plagued the valleys.

As you went further, you would notice that even here there were traps, the one that you encounter being the cruelest of all. By stepping near a certain tile, if you didn't move fast enough off of it, the offending

limb would start to turn to gold! Being completely petrified, mercifully, wasn't permanent. You would be trapped in that gold for a few seconds(though unable to breathe) until the enchantment weakened enough to break out…However this often made you prime target for a Medal Dragon or a swarm of treasure golems and patrolling Knight Soldiers. Other traps included an avalanche of treasure that would strike those who tried to pry from the vault, or even big vats of liquid molten gold that would instantly sear those who entered them, often in pit traps or as obstacles to your path. However, this was a mercifully linear path compared to the entrance, and at the gate of the Throne Room there stood the Grey Knight and the Yellow Knight. The Yellow knight was heavy-set, with a heavy pentagram-shaped shield as his only weapon. However, the Grey Knight looked wounded, the Yellow Knight's shield already scuffed.

"Why…"

The Grey Knight asked, as the Yellow knight shook his head.

"You run away. Again and again. The others at least stood their ground. You will not run away from this one. Stay. Here."

The Yellow knight turned and walked towards you, his shield ready as he took a stance.

"I am the Yellow Knight.

I don't need to tell you about the reason for my loyalty. It will speak for itself. I'll plant my feet here and make my stand, here, and now. The steadfast knight of my King…

En garde."

The Yellow Knight was both terrifying and direct in his sheer power, being immovable by any attack and able to throw his shield out and return it to his hands. The Shield itself would draw in gold and cell medals

from nearby and launch the desire energy inherent in those items as bursts of force!

Still, he lacked the finesse or the backup or even the secondary abilities of his fellow Knights. His main and most terrifying attribute is sheer determination and brute strength, easily able to take the Medal Dragons you'd been avoiding and throwing them a yard. If you can find a way around this strength, then you will be able to take him down and be able to take not one, but two choices.

The Grey Knight, after having avoided you for so long and harrying you across the Courts, is now at your mercy alongside the Yellow knight.

This is the final choice of the Courts.

[This is the end of the Court, and your decision is now –

The Yellow Knight

SPARE: The Yellow Knight will become a companion and will not count for Active Companion limit for this DLC only.

SLAY: You will gain the Shining Pentagram for your own use and +50 RP to spend.

The Yellow Knight, as a companion, has no special skills or even abilities. However, he is extremely strong and durable, as well as possessing a powerful will and loyalty.

The Shining Pentagram is a durable shield that is able to absorb and launch out wealth and Cell medals as bolts of force able to launch a man off of his feet.

THE GREY KNIGHT

SPARE: The Grey Knight will become a companion and will not count for Active Companion limit for this DLC only.

SLAY: You will gain the Orb of Movement for your own use and +100 RP to spend.

The Grey Knight, as a companion, is extremely smart, tactical and excellent at teamwork. He also is able to gain new abilities in accordance with his surroundings, unlocking the powers of the world around him as manipulation and control powers, evidenced by his modular abilities throughout the Courts.

The Orb of Movement allows you to touch and move through one contiguous substance as long as it isn't interrupted by another, teleporting instantly form one end of the surface to another.

No matter the choices –

[COURT 5: T H E V A U L T O F T H E M A D K I N G]

[CLEAR!]

[COURT SEED –

The Golden Safe: A Small portable safe, it is able to produce the Treasure Golems from any currency, treasure and valuables within a 50 foot radius to defend the treasure, if the golems are defeated, the safe will absorb the constituent treasure into itself as a protective measure.]

THE FINAL ENCOUNTER AND THE FINAL REWARD

THE THRONE ROOM

As you enter the Throne Room, you feel a pressure in the air. It's time. Ahead of you is the Throne of Yokubrunn, inset with every Core Medal the King had a part in commissioning. Sitting in the throne is a familiar site…A man in the Tatoba combo, awaiting you. He stood and stared you down.

Anger, hate and desire all swirled and emanated from the King in almost visible amounts. It was clear that he was far beyond being saved, or helped. He was a mad, undead revenant of greed. He took a stance.

"Thief and pretender…

I'm going to enjoy taking EVERYTHING from you, as you've tried with me."

With that in mind…The Battle is ready to begin.

How the battle proceeds depends on your choice. Did you wish to destroy the Throne, or claim it?

Those who destroyed the Throne will find their opportunity in the opening shot…The Throne will shatter and explode, scattering the Core Medals across the room. It's a race, then, as the Mad King will only have something similar to the Ancient Driver from the base Jump as his equipment…He's still nothing to be trivialized, as all of the powers of the Core Medals he can gather and use in his driver will be amplified threefold by his own strong and inhuman desire. He can easily take and use and Medal on its own and is a strong combatant, but if you've come this far, it'll only take your efforts and your claimed treasures to defeat him…Allowing you to escape the malfunctioning and exploding Castle soon enough, with all of your treasures in tow.

If you chose to claim the throne?

You have a hard fight ahead of you. As you step forward to combat him, the Mad King activates the strange driver on his belt.

“TAKA KAMAKIRI TORA UNAGI CONDOR KUWAGATA ZOU BATTA LION GORILLA KUJAKU SHACHI CHEETAH SAI TAKO!”

You have a feeling you’re about to have a bad time.

The battle will be…horrendously difficult, in all honesty. The Mad King has activated a fully complete and operational Mult-King Form, able to use the powers of every Medal as well as every medal’s combo. Simultaneously.

Let’s sum this up, actually, without being flowery about it:

The Gatakiriba Combo can create massive numbers of duplicates of the user, shoot lightning from its horns, use the Kamakiri Swords on their arms, and leap high bounds as well as giving groundshattering kicks with the Batta Legs.

The Latorartar Combo can emit an infrared light intense enough to boil water on contact and incinerate other things, use the Tora Claws, and run at a ludicrous speed.

The Sagohzo Combo allows the user to gain superhuman strength and gravity manipulation, as well the ability to perform strong headbutts through the Sai Head, rocket punches that work by firing clones of the heavy arms of the combo, and also create powerful shockwaves by shouting or banging the chest "armor" through the Gorilla Arms or by stomping the Zou legs.

The Shauta Combo allows the user to liquefy his body and move as liquid, unable to be attacked by any physical stirkes. It is armed with the Denki Unagi Whips which enable electrically charged attacks and the Tako Legs

allow the user to climb walls with their suction cup-like abilities and can split apart for a barrage of kicks, if needed.

The Tajadol Combo allows the user to see far distances, create energy peacock tail feathers to direct at opponents, use the Kujaku Wings to fly, project Core Medal-like energy at its opponents, shoot streams of fire and use the talon-like attachments of the Condor Legs as a melee attack. The speed, strength and endurance are also a notch above the other combos.

He has access to every combo's power and equipment.

This is going to be a hell of a fight, I won't lie. The Multi-king form was supposed to make the Mad King unto a God, and…He may have succeeded.

But with your friends, your determination, the treasures you've claimed...You have the opportunity to win, if you fight with courage and fight intelligently. If you can overcome his overwhelming advantage, he will shout into the heavens

"I was…I had claimed Heaven! How could-" before being defeated in an explosion of colors.

For your stunning feat…you claim both the Multi-King form belt (unless you destroyed it in the combat) and the Ownership of the Castle Yokubrunn, truly its new king. Castle Yokubrunn has all of the Courts you've encountered so far as part of it, and may grow and evolve to your liking if you feed energy into the Heart of Yokubrunn, either as cell medals or any other supernatural energy that you fancy. I won't define the capabilities, here, but unique Courts similar to the ones you've encountered can be created with this, and the Castle itself retains the magical shield that protects it from attacks…though weakened, and enough damage will break the shield for a few hours. The shield as it is can take about 5 missiles directly before being broken, which is still nothing to sneeze at.

Regardless of how you did it…

The Mad King is defeated, and his greed will never again terrorize the earth. You should commend yourself, you succeeded against harrowing odds!

For defeating the Mad King, no matter how you did it, you have a final

+500 RP to spend in the Inheritance section of the jump, unless you embraced your heritage.

You also gain access to one final treasure hidden from you before.

The Cup of the King(Priceless): It’s a simple iron goblet that lets you do one thing, but it’s a very potent thing. You may transmute your life energy into Cell Medals, or you may take cell medals and transmute them into Ambrosia, a substance that will empower you the same way that Cell Medals empower a Greeed.

Enjoy your new treasures, and keep them well, Jumper.

Nobody can say you didn’t earn it.