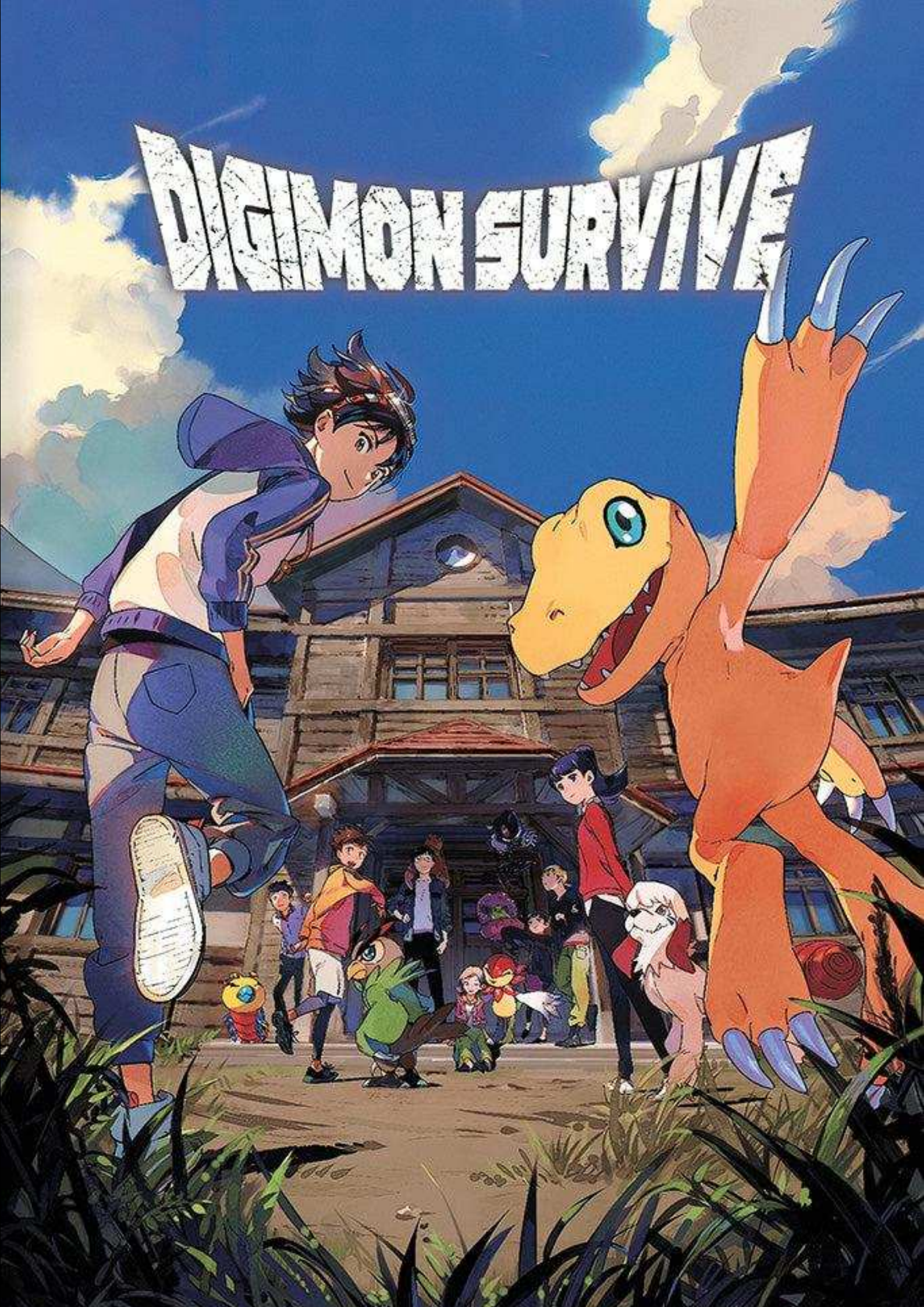

DIGIMON SURVIVE

Digimon Survive

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

A strange world mirrors the human world; this is the world of the Kemonogami, Beast Gods once worshipped by humans in a bygone era. If you have some knowledge of this setting, you might recognise them as Digimon, though they do not yet possess such a name.

This world is on the brink of ruin and its caretaker, a being known as the Master, has resorted to sacrificing human children spirited away from their world in order to stabilise it. Takuma Momozuka, along with a group of other humans, have just found their way into this world, and it is their choices that will shape the fate of this world.

What role do you intend to play in this tale? Are you a kind human with a strong Moral code? Are you one of those Kemonogami bound by fate to a human, seeking to live in Harmony with them? Or are you a Wrathful creature that despises the human world? That is up to you.

You arrive here just as Takuma arrives in the spider lily forest in the world of the Kemonogami. You will be staying here for next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased. You may also freely choose your gender.

Such things matter a lot less to Digimon than they do to humans.

-Species-

Choose one of the three options below. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. You probably know what is this.

[Varies] Kemonogami

The Kemonogami, or Beast Gods, are creatures native to this world. Some Kemonogami are bound by fate to human partners, whilst otherwise are free to act as they like.

Common to all Kemonogami are strong instincts that alert them to danger, as well as the ability to sense other nearby Kemonogami. With time and effort, it may be possible for you to learn to sense other beings; should you have a human partner it will particularly easy to learn to sense them. Be warned, some Kemonogami are able to mask themselves from this sense, so don't become too reliant on it.

Kemonogami come in a wide variety of forms, and possess a wide variety of powers. These forms can be separated into "levels", with Kemonogami progressing through levels as they mature. This takes a very long time to naturally occur, and it is extremely unlikely you will be able to do so during this jump. While Kemonogami of a higher level can typically be expected to defeat those of a lower level, well trained Kemonogami may still be able to emerge victorious.

For the In-Training and Rookie levels, the cost of this option is Free. For Champion level Kemonogami, the cost is 200cp. For Ultimate level Kemonogami, the cost is 400cp. For Mega level Kemonogami, the cost is 600cp. Finally, for Ultra level Kemonogami, this cost is 800cp. Those who purchase the *Permanent Evolution* perk can pay for a level at the cost of the previous tier (i.e. Champion is Free, Ultimate is 200cp, etc.).

Paying for a higher level here means you have made your way to that level the hard way, and will be advantaged over a fresh Kemonogami who has jumped straight to that form by the use of Enlightenment Slabs.

Alternatively, if you have already acquired a Digimon form prior to this jump, you may elect to import that form here. In this case you pay nothing.

[Varies] Kenzoku

A strange kind of lifeform created by the Master, the Kenzoku come in a variety of forms, with a variety of powers. Regardless of what you choose here, your will is your own, but disobeying the Master is very likely to draw his wrath.

Kenzoku are able to tap into the memories of those around them to a limited degree, and can use this to display themselves as people or creatures a person is familiar with, though the haphazard nature of this can make your disguise flawed for the alert. Engaging in actual combat will require you to take your true form.

You are free to choose whether you are a 1st, 2nd, or 3rd Class Kenzoku, which determines your appearance and the manner in which your combat power manifests. You can even choose something original, so long as it remains in scope with the other classes and shares in the general aesthetic of the Kenzoku. The amount you spend here determines your approximate power level. For 200cp, you are about the same level of power as a Champion level Kemonogami. For 400cp, you are about the same level of power as an Ultimate level Kemonogami. For 600cp, you are about the same level of power as a Mega level Kemonogami. Finally, for 700cp, you are somewhere between a Mega and Ultra level Kemonogami.

Kenzoku do not undergo Evolution, so the amount you are paying here will play a critical role in your time here. While Kenzoku have been shown to merge together for more power, this effectively creates a new creature, and will be considered death for the purposes of chain failure without dedicated perks, and has not been shown to produce a more powerful Kenzoku than one at the 700cp tier.

-Background-

You must choose one of the four Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Human

Requires the Human species.

You've only just arrived in this strange world. There are many Kemonogami who would sacrifice you in their name of their Master. Be careful.

Partner Kemonogami

Requires the Kemonogami species.

You are a Kemonogami that is bound by fate to a human partner. This fated partner can provide you with immense power, but is also a source of severe risk if the relationship between the two of you is fractured. Take good care of them.

Free Monster

Requires the Kemonogami species.

You are a Kemonogami that is neither tied to a human child, nor has thrown your lot in with the Master. This doesn't necessarily mean you are a neutral party; rather, you are a free agent with the opportunity to act as you please.

Kidnapper

Requires either the Kemonogami or Kenzoku species.

You have allied with the Master, and willingly assist with his practice of sacrificing human children. Your motivation for doing so is your own; you might agree it is the only way to save the world, or perhaps you simply despise humans. You may be a member of Piedmon's gang, answer to the Master more directly, or work on your own.

-Location-

You are starting in the world of the Kemonogami, but where?

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Forest Area, Spider Lily Forest

An odd wooded area where red spider lilies bloom. The light here is dim, and the place has an ethereal quality.

Those with the Human Origin may choose to begin here for free.

[2] Forest Area, Shrine

A shrine out in the woods, damaged in places and likely abandoned. Surrounded by red spider lilies, it's very serene.

Those with the Partner Kemonogami Origin may choose to begin here for free.

[3] School Area, Old School

It's an abandoned old school building that looks like Camp HQ. It's damaged and overgrown with leaves and vines.

Those with the Free Monster Origin may choose to begin here for free.

[4] Dam – Underground, Waterway Entrance

The entrance to the underground waterway blocked by an iron grate. There's a path through here, but it's locked.

[5] Park Area, Central Plaza

Rubble lies in the amusement park entry plaza. Ahead is the main gate, with the castle and Ferris wheel beyond it.

[6] Second Island Area, Residential Ruins

Houses stand here grouped together, but with no sign of anyone living in them. They're just quietly aging ruins.

[7] Factory Area, Factory Exterior

It's a giant industrial area. Iron pipes and rusty fences cover the outer walls. Out of operation for quite some time.

Those with the Kidnapper Origin may choose to begin here for free.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Human Perks

[100cp, Free for Humans] Observant

You are highly observant, a trait that may prove vital to your survival in a world like this one.

Your power of observation will alert you to loose items, and will even point you in the general directions that could not normally be seen with the naked eye initially.

Should you take the time to understand your allies, your strong observation skills will alert when they start to behave out of character, giving you a greater opportunity to help a friend on the verge of breakdown, or spot an imposter before it is too late.

[100cp, Free for Humans] *We can eat that.*

You have acquired a general level of survivalist knowledge, which will help when you are suddenly thrust into an unknown and strange world.

In addition to being able to set up camp, you can identify which plants, fruits, and mushrooms are safe for human consumption. This knowledge is strictly based off of mundane human world norms, so it won't be much help if that mushroom you are looking at has strange crystals sticking out of it. In those cases, applying common sense might be a good idea.

[200cp, Discounted for Humans] Talk

You might think all a human can do is stand around and watch as their partner Kemonogami does all the fighting, but you'd be mistaken.

By cheering on an ally, you are able to provide them with a special boon, decided on purchase of this perk. This could be a large amount of healing, a large amount of stamina recovery, or a "buff" that

lasts until the end of battle. Such a buff might improve all of their combat capabilities a little, or a single aspect of theirs by quite a lot. You can only use your special cheer once per battle.

While you can only provide this benefit to a single ally per battle, it does not have to be a partner Kemonogami. It will be up to you to determine the most effective application of your cheer.

[200cp, Discounted for Humans] Free Action!

Are you underprepared for the perils to come? Then, this perk may be just what you need.

With this perk, you can 'delay' major upcoming events. This will allow you to get in some much-needed training, complete a side quest or two, or simply take the time to better understand your allies. People outside of yourself or those allies you have around you might experience this extra time, but don't seem to benefit from it.

There are a few limitations to this. First, you can't use it while in the middle of battle or a major event. Second, you can't use it to sidestep or prevent the event from occurring; the moment you try to do so, things will return to their regular progression. Finally, events cannot be delayed indefinitely; you will have a limited number of 'acts' you can take during this free time, which varies by circumstance, and you'll always be able to keep track of how many you have left. Repeated uses of this perk to get even more time will fail.

[400cp, Discounted for Humans] Karma

You have gained access to a special system, which will help you get along with Kemonogami.

From now on, at sporadic intervals, the manner in which you respond to a situation will cause you to become more strongly aligned with one of three types of Karma: Moral, Harmony, and Wrathful. These are not so much a reflection of good and evil as a reflection of your personality. Acting or speaking in a straightforward or vague manner will net you Moral Karma. Acting or speaking in a diplomatic or conciliatory manner will net you Harmony Karma. Acting or speaking in an aggressive or violent manner will net you Wrathful Karma. These aren't hard and fast rules; you may earn unexpected Karma at unexpected times. You will always be aware when you earn Karma, and by concentrating or checking your phone you will somehow be able to check your current Karma values.

Why does this matter? Well, most Kemonogami relate to one of these three Karmas. In other Digimon settings, you might have heard this referred to as their "attribute", with Moral corresponding to Vaccine, Harmony to Data, and Wrathful to Virus. The more you are aligned with a Karma, the more success you will have when negotiating or building friendships with a Kemonogami who has that Karma or attribute, though this will never become so great as to extend to mind control. Additionally, if you have a partner Kemonogami, the higher your Karma value, the easier it will be for your partner to evolve into a form that possesses that Karma or attribute.

Opportunities to raise Karma cannot be 'farmed', and there may be plenty of times you feel your acts should result in a boost only for that to not be an intended opportunity to improve your Karma. These opportunities will simply come around as you go about your life.

Post-jump, your Karma will provide benefits with creatures other than Kemonogami or Digimon. A strong Moral Karma will help you negotiate with and befriend angels and other holy creatures. A strong Harmony Karma will help you negotiate with and befriend plant creatures and certain beasts.

A strong Wrathful Karma will help you negotiate with and befriend demons and creatures of darkness.

[400cp, Discounted for Humans] Affinity

If you have been to a Digimon setting before, you probably appreciate the power of bonds. This perk will help establish and strengthen such bonds, in various ways.

From now on, you'll find that each time you have positively shifted an ally's long-term perception of you, through your words and deeds, you will be made aware that you have done so. You'll also find that simple conversations with others will not only help you build your relationship with them, but also slowly work to help them fight through trauma and mental instability. Dedicating serious time to those suffering under such conditions could be the difference between life and death in the events to come.

That's not all. Where others might think of friendships as single connections, for you they act more as a web. As you develop positive relationships with others, they will develop similarly positive relationships to your other friends, albeit to a lesser degree. While this won't go as far as to make them overlook acts from your other friends that would shock or appal them, it does generally help to improve the cohesion of your friend group as a whole. Should a person have a "soulmate", "fated partner", or the like, then your development of a friendship with them will help them to deepen their bonds with this person or person(s) (including yourself if you qualify), and to find newfound resolve in their feelings – the very sort of thing needed for a human to help their partner Kemonogami Evolve.

You can toggle each aspect of this perk on and off, should you desire to, but toggling off the perk will not undo benefits it has already provided.

[600cp, Discounted for Humans] Digimon Survivor

If you mean to survive in this world, you'll need a little bit of talent, and a lot of luck. Fortunately, this perk provides you with both.

First, you have a solid amount of tactical acumen, certainly impressive by the standards of a fourteen-year-old. Under your command, you'll be able to keep your allies positioned effectively during combat, either to help each other or to take advantage of enemy blind spots.

You have also picked up a large amount of a certain kind of luck, which others might call 'plot armour'. Where possible, events line up to give you the best possible chance of survival. You'll get suspicious of death traps just a bit earlier, your allies will manage to break you out of illusions that would otherwise lead to your death, and enemies that are singling out members of your group to attack will often leave you to last. Why, you could give up on the whole world saving thing and still manage to eke out a stable, albeit depressing, life as the world slowly comes to an end around you.

[600cp, Discounted for Humans] Blood of the Maiden

The Minase bloodline flows through your veins, and you have had training as a Minase Shrine Maiden.

By singing a specific song (which you already know how to sing), you are able to thin the borders between this world and the human world, allowing you to create a bright portal that allows people to travel between the worlds. This same song can also be used on certain enemies, holding them in place and weakening them.

In settings with a similarly connected world, or a 'Digital World', your power will allow you to create portals which enable travel in and out of these worlds. If a setting is not known to have either, this perk will ensure that it does have one. It will be similar to the world of Kemonogami, but reflect the setting it belongs to. It is initially a spiritual world but may become a digital one should the 'real' world come to perceive it as such. You can be assured that the 'real' world and this new world will not interact with each other in any way until such a time that you choose to use your power to thin the borders between the two.

With sufficient power, you may even learn to merge these kinds of worlds together more permanently, for good or ill.

Partner Kemonogami Perks

[Free, Exclusive and Mandatory for Partner Kemonogami] Fated Partner

You are bound by fate to someone else, decided by you on purchase of this perk. In order to qualify, this person must have a human form (they don't have to acquire it in this jump). This can be a canon character, an existing companion (or Jumper if you are a companion yourself), or a new companion you are creating for this jump. This can't be changed later, so choose wisely.

The connection between the two of you provides serious benefits. Their emotions and feelings are reflected in you, allowing you to undergo a temporary evolution. The more levels above your norm this evolution takes you, the harder it is for a human to find the resolve to help you reach it, and the more exhausting it is for you to maintain that state. Additionally, as you strengthen your bond, it will become possible for you to share certain senses with them, to tell where they are and how they are feeling even when they are not nearby, and for them to understand what you are saying even if you can only speak in growls and other odd noises.

With these serious rewards comes serious risk. Strong negative emotions felt by your partner are also reflected by you, causing aggressiveness and negativity. At the worst, these emotions could cause you to undergo a berserk transformation and turn on your allies. Should your human partner die, you will fade away, which will count as death for the purposes of chain failure. Post-jump, their death will no longer result in your own.

[100cp, Free for Partner Kemonogami] Friendly Face

Normally, you might expect a child-sized dinosaur to be quite frightening, particularly for those who have no experience with Kemonogami.

Fortunately, things are a bit different for you, as you are able to somehow maintain an atmosphere of friendliness regardless of how monstrous your form is. This won't stop people being taken by surprise by your unusual form, but they won't think you are planning on eating them simply based on your appearance alone. This atmosphere only applies when you mean it to, so it won't impede with attempts you make to intimidate others.

[100cp, Free for Partner Kemonogami] Crystal Carrier

Not all Kemonogami forms are well-suited for carrying items around. This perk will help you manage such a situation.

From now on, you'll always manage to keep a small number of items on your person, no matter what kind of form you take. These items will stay on your person even during intense combat; very helpful if you intend to make use of the special equipment crystals found in this world.

[200cp, Discounted for Partner Kemonogami] Bonds of Virtue

The bond between Kemonogami and human partner can bring about great strength, but also great danger if damaged or distorted.

Fortunately, you have what it takes to get an ideal friend for your human partner. You have a high social intelligence that allows you to read the atmosphere. When it comes to 'fated partners', 'soulmates', or the like, it is very easy for you to understand what they are thinking and feeling, and you'll also have an easier time winning these people over.

Perhaps most importantly, you will never be forced into unwanted corrupted or berserk states or transformations. No matter how frayed your relationship with your human partner gets, you won't be chowing down on them anytime soon.

[200cp, Discounted for Partner Kemonogami] Path of Vice

…but perhaps such transformations appeal to you?

From now on, you'll find it easier to access corrupted or berserk states or transformations. As a Partner Kemonogami for example, your human partner only needs to show some genuine negative emotions rather than a full-blown mental breakdown, or perhaps some cruel words rather than beating an Evolution out of you. This won't force you into these forms early; rather, you will be able to willingly give in to them ahead of schedule.

While your control of such forms is not absolute, you'll have a great deal more control over your actions than you would normally. Should such forms be unpleasant to be in, whether it be because of an associated sadness or rage, or even physical pain, you'll have a much easier time dealing with these, ensuring that your experience is mostly pleasant.

One last thing: should you be a Partner Kemonogami and consume your human partner, not only will you not fade away as a result of their death, but you won't have their consciousness bleed into yours either.

[400cp, Discounted for Partner Kemonogami] Battle Backup

The bond between human and Kemonogami partners brings about great strength, but it is not the only kind of bond that can turn the tide of battle.

When battling alongside an ally, when one of you attacks, there is a chance that one of three special bonuses occur. Encouragement allows the non-attacker to provide a temporary boost to the attacker's power by cheering them on. Team Attack provides the non-attack an opportunity to slip in an additional attack of their own. Support allows the non-attacker to provide the attacker with some health and stamina recovery by cheering them on, and may also occur when the "attacker" simply takes a guarding stance near their ally. It will always be clear when you are being provided one of these opportunities. Different allies are more likely to trigger some bonuses more than others.

The greater the friendship between you and the ally, the greater the chance one of these opportunities will appear, but you will never receive more than one bonus per attack per partnership.

Additionally, if you are being supported by a human partner (or someone acting in a similar role) who possesses the *Affinity* perk, then the relationship they have with your ally (or the ally's human partner or similar if they are also being supported by one) will also work to boost the chances of these bonuses occurring.

[400cp, Discounted for Partner Kemonogami] Crystal Crafting

Like Kunemon, you have learned how to craft equipment crystals from mundane materials found here and in the human world.

These crystals provide benefits to Kemonogami who hold on to them. Some allow the Kemonogami to perform a new attack, whilst others provide a passive boon.

Right now, you can only make relatively weak crystals. With time and practice, it may be possible for you to learn how to craft more potent crystals. Perhaps you'll learn how to imbue these crystals with entirely new skills, or craft crystals that can be used by non-Kemonogami?

[600cp, Discounted for Partner Kemonogami] Parallel World Power

You have obtained a great power, one that may or may not mirror something obtained by you in an alternate timeline's future. Choose one of the two options described below.

Your first choice is to gain access to a particularly powerful Mega level Kemonogami form, sidestepping the need to be gifted one by a Sovereign Monster, or go down a dark path. If you have a human partner, they can help you temporarily Evolve to this level, even if they have not found the resolve normally needed to get you there. This consumes the level of stamina Evolving to that stage would normally cost you. You can also transform into this form without a partner, in which case the more powerful adopting the form would make you, the more exhausting it is to maintain, but also it is comparatively more exhausting than it would be with a partner's help.

Alternatively, you have gained the ability to temporarily fuse with a willing partner, combining your bodies into a singular, more powerful form. You can decide whether you retain control, or if it is split between both parties. Maintaining the fusion does exhaust you, with the amount of exhaustion

dictated by the power of the new form. It can also be de-fused at any time, should either party wish it. During the chain, at the end of a jump, if you are fused to someone who can't be brought between jumps, the fusion will automatically end.

[600cp, Discounted for Partner Kemonogami] Miraculous Revival

A common aspect of the Digimon franchise is that Digimon who perish are instead reverted to the form of an egg. In this world of Kemonogami, such an event is quite rare, but purchasing this perk will guarantee you benefit from this feature.

Once per jump, when you would die, you can instead choose to revert to the form of an egg, preventing chain failure as a result of death. Whenever you like, you may revive from this egg – no need for strong feelings from a human partner. Importantly, your revival will not result in any form of memory loss or loss of power, allowing you to fight for your friends right away!

Post-chain, you can use the effects of this perk as often as you like.

Free Monster Perks

[100cp, Free for Free Monsters] Caretaker

Like Jijimon, you are quite good at caring for young children, be they human or monsters.

In addition to the general know-how required to do so, you have an easy time getting on the same wavelength as children. This will help you get along with children, and also recognise when it is safe to let a child play-act as queen of the castle, and when you need to actually step in and take charge.

[100cp, Free for Free Monsters] Personality Quiz

That human over there wants to be your friend. How nice! But how do you know they would make for a good one?

You are now quite skilled at devising questions that allow you to gain insight into someone else's personality, as well as how well they might get along with you. Of course, nothing is stopping the person you are asking from lying or trying to predict what you'll want to hear, so you'll have to factor such things in when evaluating their answers.

[200cp, Discounted for Free Monsters] Monster Of Unusual Size

The Dokugumon that kidnaps Aoi on her first night in this world is actually a good deal larger than its peers. Now, so are you.

You are notably larger than typical members of your kind. As a result, you are a fair bit more powerful than you would normally be, though it is not such a significant boost as to compare to an Evolution to the next level, or outmatch those with extensive training.

Post-jump, the size increase caused by this perk becomes a transformation, which you can turn on and off as you please.

[200cp, Discounted for Free Monsters] Auto-Battling

Not a fan of battling? Sick of the grind? Then, perhaps you'll appreciate this perk.

Whilst in battle, you can activate 'Auto-Battling' mode. When doing so, you will automatically move and act according to one of five pre-set behaviours: Destroy (focus on attacking enemies closest to you), Full Power (the same but whilst maintaining the strongest transformation you have access to), Cautious (the same but automatically using recovery skills when you or your allies have taken a decent amount of damage), Cooperate (battle whilst maintaining close proximity to allies to better support or be supported by them), and Focus Fire (commit to individual enemies once you have engaged in battle with them).

While this will free you up to think about and focus on other tasks, this auto-battling is not flawless; it can often be quite simple and predictable, and doesn't support allies as well as you might wish to. It may be best to only use it for battles you are confident in winning.

[400cp, Discounted for Free Monsters] Fast Learner

You aren't so fortunate as to have a human partner rapidly Evolving you up the levels, but that doesn't mean you have no advantages of your own.

When it comes to training, you reach new thresholds of power much quicker than other Kemonogami. In broad terms, you needed about half of the combat experience you would otherwise require to reach the same point in your development. It is a simple advantage, but a potent one.

[400cp, Discounted for Free Monsters] Shadow

You have learned to camouflage yourself into your surroundings, rendering you near invisible, and making attempts to sense your presence significantly harder. You can also apply this same trick to most kinds of substances or items around you; for example, a Dokugumon would be able to hide its webs.

Curiously, when viewed through a phone's camera or similar apparatus, a distortion can be seen where the camouflage is present. If such a device takes a picture of you or something you are applying your camouflage to, or if you are hit directly, all of your camouflage effects will be dispelled and cannot be reapplied until you have had the opportunity to break away from the situation.

You are free to manually dispel any camouflage effect created by this power, and may do so without revealing everything you have hidden at once.

[600cp, Discounted for Free Monsters] Permanent Evolution

Where Partner Kemonogami might move up and down evolutionary levels, for you the process of Evolution acts as a one-way street. You have learned how to apply this to other transformations.

From now on, transformations you use no longer require stamina or other internal energy sources to maintain. Similarly, transformations with time limits can be held as long as you like.

This perk does not prevent you from suffering any other adverse effects from a transformation, such as berserk state of mind or physical damage. It does not allow you to bypass any external requirements a transformation requires, which are still required at the normal rate. It does not force you to remain in transformations longer than you would have without this perk (for example, if a transformation only ends when you run out of stamina, you can choose to end it any time after your stamina would have run out if not for this perk).

[600cp, Discounted for Free Monsters] Dark Fusion

Betrayed by your Master and left for dead? No worries, you still have one last trick up your sleeve!

You have now gained the ability to permanently fuse with others. If a target is significantly weaker than you, you can force this fusion upon them. If they are at least relatively close to your power, or you are severely injured, they must consent to this fusion for it to work. Partner Kemonogami not only require their own consent to fuse, but also the consent of their human partner.

If you have forced the fusion, then your will remains dominant, and the other parties are effectively killed. If you had to do it with consent, then either the other party's will is dominant or the resulting fusion has some kind of shared will, depending on the circumstances. Not to worry though, as you are able to find exploits to take control of the body. These exploits will vary by circumstances; for example, it might require you to have a special power first, or to insist a human partner inject certain feelings into the fusion and then wait for their feelings to change. This might be very easy or very challenging for you to pull off; fortunately, you will also have a sense of what the exploit is before committing to the fusion.

Should you ever be absorbed or consumed by another being, you will not immediately die; instead, you will have this same opportunity to subvert the will of the being who consumed you.

Once you have completely taken over a body in either of these ways, the new form (if you gained one) will be considered a new alt-form which you can switch to and from at will, and your general power gain will be available across all of your forms. From this point the other parties are considered dead. If for some reason a jump ends and you have not yet taken full control, it will be considered death for the purposes of chain failure.

Kidnapper Perks

[100cp, Free for Kidnappers] Mommy

People tend to be far less suspicious of you than they really ought to be. Flimsy excuses are often enough strangers in the moment, and you are good at affecting a kindly presence that might remind children of a loved parent.

All the better to bait your victims, right?

[100cp, Free for Kidnappers] Sinister Spider

Of course, the time will come to show your true colours. At these times, being as scary as possible is generally the way to go.

You now find doing so comes much easier to you. You know how to smile creepily, and make your voice sound threatening or menacing. Efforts you make to scare others are more effective than they otherwise would be.

[200cp, Discounted for Kidnappers] Human Form

There are times where it can pay to pass yourself off as human. You've learned how to do just that.

On purchase, decide upon a human form of your preference, including how it both looks and sounds. You are now able to adopt this form whenever you like, and it is comfortable for you to move about in it. This is your actual form, not an illusion.

Whilst in your human form, your combat ability may be severely impacted. On the plus side, any kind of sensory ability will fail to recognise you as anything but an ordinary human.

[200cp, Discounted for Kidnappers] Psychological Warfare

It is the thoughts and feelings of these human children that are their greatest weapon, so if you want to capture and sacrifice them, unbalancing these thoughts and feelings is key.

Thankfully, you have become quite good at doing just that. You are able to easily identify weaknesses in the psyche of your victims, and can effectively apply pressure to these weaknesses with the right words or arguments. Should you take the time to analyse your opponents and apply these tactics, the battle might be over before it even started, allowing you to sit back and enjoy the show!

[400cp, Discounted for Kidnappers] Illusionist

You have learned how to create illusions, through one of two mechanisms (chosen on purchase of this perk). It can take the form of a psychic attack, or as the result of a strange pink gas you can generate. In either case it takes time to prepare your illusions, making them more useful for traps and ambushes rather than open combat.

These illusions operate in a variety of ways. You can disguise yourself and others, changing their voice and likeness to confound your foes. You can target specific foes directly with your illusions, either allowing your power to operate on its own, focusing on the fears and insecurities of your target, or deliberately crafting how an illusion operates, such as causing the target to vividly hallucinate, or to reexperience certain events over and over. You can even warp the environment somewhat, turning a tunnel system into a confusing maze for your foes.

Your illusions will be dispelled if those around them are able to determine they are fake. For illusions targeting individuals specifically, it may be possible for their allies to snap them out of such a state. Your illusions tend to work best in confined spaces, particularly if you are relying on the gas to apply them.

[400cp, Discounted for Kidnappers] Villainous Exit

You have learned to create black portals, that will allow a few people at a time to instantly travel large distances.

This power will let you travel anyway over a large island, or across islands if they are close together. It will not allow you to travel between worlds; you'll have to look elsewhere for such a power.

Creating a portal takes a bit of time and concentration, making it difficult to employ in combat. Still, it might serve as a means of effective retreat, if you can find a break in the action. You can only maintain a single pair of link portals at a time, and they generally only last a short period of time before disappearing.

[600cp, Discounted for Kidnappers] Kenzoku Creation

You have learned the secrets by the creation of the Kenzoku, and can now make your own.

Your Kenzoku may share the aesthetic of the Kenzoku canonically present in Digimon Survive, or share an original aesthetic of your choosing (this won't provide any advantages).

Kenzoku you create will always be significantly weaker than you are, and cannot exceed the power demonstrated by Kenzoku in Digimon Survive. The more powerful a Kenzoku is relative to you, the longer it takes to make them, and the more exhausting the process is. Regardless of how powerful they are, Kenzoku you make are absolutely loyal to you, and will follow even suicidal commands.

Finally, you can even absorb several Kenzoku into you in order to receive a temporary boost in power and heal your body. This technique cannot be used repeatedly in a short period of time, making it unlikely you can benefit from doing so more than once in a given battle.

[600cp, Discounted for Kidnappers] Foul Fog

You are able to create a fog nearby, which can eventually consume the soul of targets.

Creating the fog is a slow process. First, a more normal-looking but sinister fog will spread over the area. Prolonged exposure to this fog can cause memory loss or passing out, but neither of these effects are guaranteed.

Once the regular looking fog has appeared, smaller pockets of black fog will appear within it; this fog can be controlled and moved by you. Should you possess the *Kenzoku Creation* perk, you can create Kenzoku arms that reach out from this black fog and pull others into it. If a target is consumed by the black fog, they are absorbed into an 'inner world' of sorts where you can consume their soul for power as well gain their memories. When consuming an individual in this way, you can choose to use their body as a vessel, possessing and remotely controlling their body, and channelling some of your powers through them to a limited degree. You can only control one body in this way at a time.

You can teach others how to perform a ritual that allows them to summon this fog to their position, allowing you to utilise it over long distances. Your fog will eventually dissipate unless your control over the world becomes extremely strong.

As powerful as this ability is, it has many weaknesses. First, the formation of the fog is slow, making it unsuitable for use mid-combat. Second, those with spiritual powers or teleportation may be able to

escape your inner world before you can consume them, or hide within it to prevent you consuming them. Third, it is possible to rescue those caught in the black fog, though this likely results in your victim still losing a portion of their soul to you. Fourth, vessels you are possessing can shake off this possession when confronted by loved ones, and someone who shakes off this effect will retain their full soul.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Varies, Exclusive to Humans] Smartphone

Discounts cannot be used on this item.

This is your smartphone, fairly average by the standards of 2020 Japan. It has all of the usual features a smartphone would have. Getting a signal will be challenging if not impossible in this world. Strangely, the power level never goes down regardless of how much it is used, and this will remain true in other worlds you visit.

In this world, using the phone's camera will allow you to detect camouflaged enemies and hidden items, which appear as 'noise' on the phone's screen. Taking a photo will dispel these effects. For 200cp extra, you will continue to find hidden items in future worlds, which must be discovered in the same way. These items will match the setting in question, and may be useful, but you will never find anything exceptionally rare or powerful.

For an extra 100cp, some strange apps have appeared on your smartphone. The Status app allows you to check the, well, status of Kemonogami allies. Their health and overall capabilities are approximated as a numerical value, and you see previews of Evolutions they are capable of as well. Post-jump, the Status app can be used to check all allies. The Profile app tracks information on your friends, including their age, height, weight, blood type, your general sentiment towards them, and their disposition towards you (indicated somewhat unreliably as a numerical value). Information a person is attempting to hide from you will never appear in the app. The Library app keeps a record of Kemonogami you have fought alongside, providing a description and listing possible Evolutions. Post-jump, all 117 entries found in Digimon Survive will automatically fill in, and the app will expand as needed to apply to any Digimon you have fought alongside in other settings.

In addition to the usual import availability, you can import any kind of 'Digivice' into this option.

Should your phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Digimon Survive Console Game Bundle

Want a heads-up on the events to come, or do you just really like the game? This bundle contains:

- A 2022-era television.
- Either a Nintendo Switch, PlayStation 4, or Xbox One.
- A controller for your chosen console.
- Either a physically or digital copy of Digimon Survive for your chosen console.
- Access to all downloadable content for Digimon Survive for your chosen console.

The television, console, and controller do not need an external power supply, and do not run out of power no matter how much you use them. Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Digimon Survive PC Game Bundle

More of a PC gamer, Jumper?

You've acquired a modern gaming computer or laptop, by the standards of 2022. Somehow, it doesn't require an external power supply, and no matter how much you use it the power level never seems to go down. Digimon Survive, and all of its downloadable content, is pre-installed on the computer.

Should the computer be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Spirit Lamp Kit

A perfectly functional spirit lamp kit. In addition to its intended use, if you had access to some fire, it could serve as an improvised explosive that could seriously harm even Champion level Kemonogami.

If lost, destroyed, or used up, a replacement will appear in your Warehouse at the start of the next day.

[50cp] Item From Home

An entirely mundane item, that offers little in the way of practical function.

What makes it special is that it is related to your past, either your past in this setting, or your original world. Technically it is not the real deal, but you won't have to worry about it suddenly disappearing on you.

Should the item be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Bag of Nuts

A large pack of nuts, which can be enjoyed by humans and Kemonogami alike. Useful as a snack, or perhaps as a means of winning the trust of a Free Monster?

Should your pack be lost, destroyed, or used up, you will receive a new pack the following day.

[100cp] First Aid Kit

A set of five items: Bandage, Big Bandage, Clean Dressing, Salve Pack, and All-Purpose Ointment.

Strangely, using these items won't merely treat injuries, but actually heal damage that has been sustained. Each subsequent item offers more healing power than the last, but there does come a point where injuries are too severe for these items to do anything. Non-Kemonogami, such as humans, will receive these same benefits – an added benefit of buying them here.

Should one of these items be lost, destroyed, or used, you will receive a new one the following day.

[100cp] Tasty Ribs

A collection of five meaty items: Ribs, Choice Ribs, Prime Ribs, Rib Platter, and Rib Party Set.

Each subsequent item offers more ribs, and is more delicious than the previous. Eating one of the items not only satisfies hunger, but will restore your stamina, with each subsequent item offering a greater effect. Non-Kemonogami, such as humans, will receive these same benefits – an added benefit of buying them here. Ribs provided by this option somehow stay fresh and at the ideal temperature, allowing you to whip one out in combat without preparation.

Should one of these items be lost, destroyed, or consumed, you will receive a new one the following day.

[100cp] Seed Set

A set of three items: Boost Seed, Boost Bushel, and Energy Seed.

Consuming a Boost Seed will cure the target's 'status abnormalities', such as confusion or poison. The bushel is instead spread over a small area, providing these benefits to anyone they are spread over. Consuming an Energy Seed will undo any stat reductions or "debuffs" the target is currently experiencing. Non-Kemonogami, such as humans, will receive these same benefits – an added benefit of buying them here.

Should one of these items be lost, destroyed, or used, you will receive a new one the following day.

[100cp] Clown's Cloak

A creepy looking cloak. When worn, it covers the majority of your body, somehow giving you the frame of an adult human, and masking monstrous features or large weapons you may have on you.

The cloak is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Equipment Crystals

Strange crystals can be found throughout this world. They effectively serve as 'equipment' for the Kemonogami. They provide benefits to a Kemonogami that holds on to them, though any individual Kemonogami can only benefit from two of these crystals.

These crystals can be divided into two types. Skill-Equip items grant the Kemonogami that holds them access to a battle technique (skill), that it would not normally be able to perform. Enhanc-Equip items instead provide some passive benefits to the Kemonogami.

Each purchase of this option entitles you to any two equipment crystals that can be found in Digimon Survive, with the exceptions of Divine Protection, Nature's Bounty, and Dual Strikes. Purchasing them here will ensure you will be able to benefit from them regardless of your form.

Should any of the crystals provided be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Training Items

You have received a random assortment of consumable items, which will help you grow stronger. At the start of each week, you receive an additional random assortment.

The majority of these items are strange parodies of mushroom, fruits, nuts, and vegetables. Consuming one will increase one of your 'stats' (vitality, stamina, speed, attack, special attack, defence, or special defence) either a small or moderate amount, depending on the specific type consumed.

Also possible to obtain are 'growth stones' – strange stones that provide a small, moderate, or large amount of combat experience when consumed; though they cannot take you beyond what you could train to unassisted.

Normally such items would only work on Kemonogami, and some are actually stated to be poisonous to humans. As a special benefit for spending your points here, items provided by this option can be used in any of your forms.

[200cp] Perceived Memories

Spread throughout the world are fifteen special items, which carry the memories of individuals from this world's past. Specifically, they are divided into three sets of five, with each set relating to a different person. Three new sets of five will appear in each future world you visit as well.

Should you touch one of these items, you will be able to experience part of their memories in the form of a story. Additionally, should you have a phone or similar device, the memories will save themselves on your phone in text form.

Together, these memories form an overall narrative, which may provide information on the background of the setting they belong to. But for those that prefer a more material reward, you'll find that after collecting a set of five, you'll be given a useful but not all-powerful piece of equipment – the nature and power of which is determined by the setting in question.

Due to the nature of this item, you cannot import into this option.

[200cp] Automated Defences

You have acquired two automated defences. Such defences come in two types, and on purchase you may choose to have two of one type, or one of each.

These defences must first be placed in position, after which they can be remotely activated and deactivated. When activated, they hover just above the ground.

The first type of defence is the Phamamend, a silver orbs with blue lines. Should a target move within its range, it will attempt to heal them. The second type of defence is the Phasmacharge, which has a red diamond shape. Should a target move within its range, it will fire at them, and it has enough power to meaningfully harm typical Kemonogami, though stronger ones might just shrug it off.

Both types lack the ability to identify friend or foe, and operate indiscriminately. This means your opponents might be able to exploit them. They are also quite fragile, and can be fairly easily destroyed by even weak Kemonogami. Perhaps with study and know-how you might be able to address these flaws?

Should one of your defences be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Abandoned School

You discovered an abandoned school, not unlike the one that Takuma and the others will use as a base of operations during the events to come.

There are many abnormalities regarding the school, as might be expected from a world like this. The school always has access to clean, fresh water. The nurse's office has some first aid supplies (which can be used on both humans and Kemonogami), which restock every so often. There is an emergency food store in the gym; these food items do not have an expiration date on their packaging and seemingly never go off. For a group of four, there would be enough here to last an entire year, and it will be replenished at the start of each jump (post-chain, every ten years). Should you need more, the woods outside the school can be foraged for fruits and nuts, which also replenish occasionally. The cafeteria has a working grill, and a replenishing supply of spices.

Unless they are out to get you specifically, Kemonogami (and wild monsters in other settings) will not attack or attempt to take over the school, making it a safe refuge.

The school retains upgrades, handy if you work to restore the run-down building into something more functional.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Mugen Crystals

A trio of equipment crystals, normally reserved for those that can survive an arduous gauntlet. Purchasing them here will ensure you will be able to benefit from them regardless of your form.

The Divine Protection Crystal grants the holder a strong resistance to 'status abnormalities', like confusion or poison. It also works to reduce the amount of damage the holder takes from attacks.

The Nature's Bounty Crystal grants the holder a powerful resistance to attacks that possess Fire, Water, Wind, Earth, Light, or Dark attributes. It also grants a notable passive regeneration of vitality and stamina.

The Dual Strikes Crystal increases the holder's attack, special attack, and speed. More importantly, it has a special effect which the holder can choose to activate whenever they attack. This will cause the holder to immediately repeat the same attack at the same target or location, without expending additional stamina or other energy resource.

A holder is still limited to only benefitting from two equipment crystals, so you'll have to decide which of these benefits are most useful to you. On top of that, the special effects of these crystals cannot be stacked, even if you were to get your hands on a second set.

Should a crystal provided by this option be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Enlightenment Slabs

A trio of three rare stone slabs, each of which strangely seems to resemble a data storage device.

These items can be used to safely force an Evolution onto a Kemonogami. The first slab allows a Rookie level Kemonogami to reach the Champion level. The second slab allows a Champion level Kemonogami to reach the Ultimate level. The final slab allows an Ultimate level Kemonogami to reach the Mega level. Unlike the Evolution a human partner could provide, these Evolutions are not temporary, and don't require stamina to maintain. A slab is consumed on use.

It is important to note that these Evolutions do not provide the combat experience and growth that a Kemonogami that naturally Evolved would earn along the way, so it is possible to create a Mega that might still struggle against Champions. In saying this, there is nothing stopping those Kemonogami from being trained to that point after the fact, so it is strictly a positive.

Enlightenment slabs do not normally work on Kemonogami bound to a human partner, but as a special consideration these specific slabs will do so.

Should a slab be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If consumed, a replacement will instead appear at the start of the following jump (post-chain, this occurs after ten years).

[400cp] Fresh Snakehead Pond

This small pond is home to snakeheads. These fish are covered in strange symbols (referred to as Dijimoji in other Digimon media). They are extremely rare and highly sought-after by Kemonogami across this strange world, and you might be able to impress Kemonogami by offering them one.

It is no wonder then, that Kemonogami find such fish to be extremely delicious. More importantly, consuming a fully-grown snakehead will completely restore the target's health and stamina, as well as curing any 'status abnormalities' and undoing any stat reductions or "debuffs" the target is currently experiencing. Non-Kemonogami, such as humans, will receive these same benefits – an added benefit of buying this option.

Don't worry about over-fishing from the pond; the pond will slowly replenish its snakehead population even if every single fish is removed from the pond.

In future worlds, you may choose for it to be placed in your Warehouse, to be placed on a property you own.

Should the pond be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead be moved to your Warehouse.

[600cp] Free Battle

This is a strange rift, which is somehow always nearby when you would like it to be, even in the human world. Entering the rift will thrust you into a battle with a group of Kemonogami.

The type, number, and power of the Kemonogami encountered will vary based on the location you are entering the gateway from, and the general danger present in the setting you are in at the time. You may even encounter Kemonogami not present in Digimon Survive, however they will always be official species of Digimon, and encounters found inside the gateway will never exceed the scope of Free Battles present in Digimon Survive.

True death or chain failure will not occur as a result of these battles; if you are defeated, you will simply be harmlessly kicked out of the rift. You cannot enter the rift if you are already in combat or imminent peril.

The gateway offers a good opportunity for training, but there is more to it than just that. Should you persuade a Kemonogami encountered in one of these Free Battles to ally with you, then they will become a follower and will leave the rift to join you in the world at large. With the right words, you could have your own army of Free Monsters at your beck and call.

[600cp] Mugen Recollection

A special spacetime rift has appeared either in your Warehouse, or on a property you own. Supposedly derived from the memories of parallel worlds, the rift will allow you to undergo a gauntlet of challenging battles.

There are a total of thirty different battles, which are challenged in sequence. These battles become increasingly intense, culminating in a battle against a powered-up Fanglongmon and the Four Sovereign Monsters. You will be ejected after each battle, giving you an opportunity to prepare, take a break, or give up. For good or ill, the rift remembers which of these battles it is up to, making training against the lesser challenges, well, challenging. Normally, you'll have to beat battle thirty to get back to battle one. As a special consideration you can 'reset' your progress back to the first battle at the start of each new jump (post-chain, every ten years).

While you can't take out anything you aren't bringing in to these battles, you will be rewarded prizes each time you win a battle. Typically, these will be mainly training items with the occasional Enlightenment Slab. Clearing the tenth battle will always award you a Divine Protection Crystal. Clearing the twentieth battle will always award you a Nature's Bounty Crystal. Clearing the thirtieth battle will always award you a Dual Strikes Crystal.

True death or chain failure will not occur as a result of these battles; if you are defeated, you will simply be harmlessly kicked out of the rift. Feel free to push you and your allies to your limits. You cannot enter the rift if you are already in combat or imminent peril.

If you have been to another Digimon setting, or go to one in the future, additional gauntlet(s) of thirty battles will be added to the rift, focusing on the Digimon present in those settings. These battles will be at least as challenging as the initial thirty, with opponents being powered up if necessary. You will also gain an additional gauntlet that randomly selects a battle for each tier from any of the gauntlets present in the risk (once decided, it is fixed until the next go around, even if you happen to lose). Progress through each gauntlet is tracked separately, and you will have the opportunity to reset each one individually. Rewards for these extra battles are the same as the normal gauntlet.

At the start of each jump, you may choose for the rift to be attached to your Warehouse, or to be placed on a property you own. Post-chain, you may move it to a valid position every ten years.

-Companions & Followers-

[Free] Your Partner

You are entitled to a single purchase of any of the 50cp companion options. Humans will likely want to pick up a Partner Kemonogami, and vice versa. Companions cannot use this option.

[300cp] Bulk Purchase Offer

A special deal for those wanting many allies. This option allows you to purchase seven 50cp companion options for the price of six. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not

grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named non-Kemonogami character appearing in Digimon Survive along on your journey as a companion. In order to successfully recruit them, they must agree to this. As a special consideration, when recruiting a human with a Kemonogami partner, you may also get the Kemonogami free of charge. You can decide whether they use separate companion slots, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp per.] Kemonogami Recruit

For 50cp each, you may take any Kemonogami you or your companions have befriended along on your journey as either a companion or follower (if the Kemonogami befriended a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Kemonogami fill these slots right up until the end of the jump.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences.

Attempts to use this toggle to interact with prior versions of either yourself or companions will invariably fail.

[0cp] Route Selection

Cannot be taken with Protagonist Replacement.

This story could unfold a number of different ways. With this toggle, you can determine which Free Monsters Takuma attempts to recruit. You can determine Takuma's personality to some extent, which will decide how Takuma's Agumon evolves. You can also decide which 'route' the story goes down

without your influence. You can choose the Truthful Route, but this won't give the protagonists extra initial power as if they were on a New Game+ run.

[0cp] Protagonist Replacement

Requires Human species. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of Takuma yourself. Your starting location is fixed to the spider lily forest.

If you are creating a new companion to be your Partner Kemonogami, or importing an existing companion into this role, they can replace Agumon's role in this world.

[+100cp] Sub Only

Everyone you encounter this jump who is capable of speech will only speak in Japanese, even if they are capable of using other languages.

Unfortunately, you have forgotten any knowledge you might have of the language. While learning Japanese from scratch is possible, any perks or special powers you possess that might make such a task easier will fail to do so.

[+100cp] Translation Issues

During your time here, others will often use incorrect words and phrases, such as bouncing between pronouns for the same individual, or using completely different words to describe the same key terms.

Only you will recognise these differences, while everyone else will act as if the correct thing had been said. How bizarre.

[+100cp] Can't Speak

Like Kunemon, you are incapable of proper speech, and must resort to growls, chitters, or other noises to get your point across. Evolving won't fix this problem.

If you are a partner Kemonogami, it may be possible for your human partner to come to understand you despite this. Perhaps they could serve as a translator?

[+200cp] Spoiler-Free Playthrough

You have lost all knowledge and memory of not only Digimon Survive, but also the Digimon franchise as a whole.

Things are likely going to be a lot scarier and/or confusing for you as a result.

[+200cp] Additional Enemies

Wait a second, weren't you only fighting one monster? Where did all these other guys come from?

Throughout your time here, you'll find that each time you enter into combat, additional enemies will appear, as if they had been there all along. These enemies be a step or two weaker than the strongest opponent you are facing in this combat encounter. Generally there will be three or four new enemies, but depending on the size of the battleground and circumstances of the encounter, this number can go up or down a bit.

[+200cp] Unlucky

You've become unluckier, Jumper.

This bad luck results in occasionally not landing "critical hits" when you would have otherwise done so, an improved chance of foes landing these same hits, some extra difficulty in finding specific free monsters you are meaning to recruit, and a tougher time convincing them to ally with you. Each of these are a relatively small shift in probability, but they'll likely add up over time.

While none of this will prove to be fatal on their own, they will contribute to a much more challenging stay in this world.

[+300cp] Doomed Character

The combination of extreme stress stemming from being thrown into a strange new world, and past trauma resurfacing, has resulted in you becoming extremely mentally unstable. In little time, this instability will lead to breakdown, and cause you to take actions that will put your life in jeopardy.

It is possible for you to be helped through this; unfortunately human or Kemonogami partners, as well as anyone you are bringing in with you such as companions and followers, are unable to provide this help.

[+300cp] ***The Master of this world took half of my soul.***

The Master has gained possession of half of your soul. As a result, you have become extremely lethargic. It takes a great amount of effort for you to speak and act normally, severely limiting your actions.

Depend on how powerful you or your soul is, the Master may have become significantly more powerful, which is a poor sign for the world at large. Are you sure you want to take this?

[+300cp] Hard Difficulty

Those you or your allies do battle with will become significantly more powerful for those combat encounters only. It will require greater training and much more efficient and effective battle tactics if you want to survive. Any additional challenge caused by this boost in power will not result in greater combat experience or training for you or your allies.

Attempts to manipulate this drawback to empower your true allies or harm your enemies will always fail.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Never go back.: You choose to remain in this world. Your chain ends here.

Stay with Jumpchain.: You choose to continue your chain. Proceed to the next jump.

Save the world.: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On the passage of time:

Time passes extremely slowly in the human world compared to the world of the Kemonogami. For the purposes of this jump, the ten-year timespan is based on time as you personally experience it, not time in one world or the other.

On Multiple Partners:

The Monster Partner perk can be used to give multiple Partner Kemonogami to the same human. Whilst this does not occur within this game, it is something that occurs in other official Digimon media.

On Kemonogami vs. Digimon:

At the start of the jump the Kemonogami are spiritual beings that respond to the belief and emotions of humans. Depending on how events unfold, they may become digital beings – Digimon.

Should this change occur, those that acquire the Kemonogami species in this jump doc will be able to change between a spiritual and digital being as their needs suit, and will be able to do so regardless post-jump.

Regardless of the above, you will find anything you acquire here that is intended to work on Kemonogami will work on the Digimon of other settings, and anything that works on Digimon will work on the Kemonogami here.

On Kemonogami/Digimon Forms:

You are not limited to Kemonogami that appear in Digimon Survive; you may use any official Digimon for your species choice or your Mega choice for *Parallel World Power*. Likewise, you may use any official Evolution line instead of just what the game allows. This applies to natural Evolution, human partner derived Evolutions, and Enlightenment Slab derived Evolution. Use wikimon if you need help with this.

Kemonogami forms are considered equal at each level for your species choice, and your *Parallel World Power* choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be.

On Equipment Crystals and Mugen Crystals imports:

If you are purchasing multiple sets of *Equipment Crystals*, you can combine the sets together so that you still only have two crystals but each has the benefits of multiple. If you are purchasing multiple sets of *Mugen Crystals* you can combine sets so you only have three, but the no stack rule still

applies so combining two of the same type is effectively useless. If you are purchasing both *Equipment Crystals* and *Mugen Crystals*, you can combine a pair of Mugen Crystals with your Equipment Crystals, leaving a single Mugen Crystal as it would normally be.

For the purposes of importing either a different gem into these options, or these options into another gem item, you may choose to combine two of your Crystals into a singular Crystal – however that single Crystal counts as using two equipment 'slots'. This is a special consideration for those who want to import, not a way to get around the Crystal limitation or Mugen Crystals choice element specifically.

On gender and translation issues:

Gender with Digimon is always a bit up in the air, but the translation for Digimon Survive is quite shoddy and often bounces between genders for Kemonogami characters. Labramon and Renamon are the biggest victims of this – in the case of the latter this might be compounded by them impersonating a young human boy for much of the plot. As a result, my plot summary may also be inconsistent in places. Feel free to determine exactly how these things shake out in a manner of your preference.

So, what exactly happens here, anyway?

Note: The story of Digimon Survive is divided into four 'routes'. The first three: Moral, Wrathful, and Harmonious, require the protagonist be sufficiently aligned to that personality via dialog choices throughout the game. There is a specific point in the narrative where the story splits off into these routes, which is explained below. The fourth route, Truthful can only be entered in a New Game+ playthrough. Though the narrative is mostly the same until the same point of divergence as the other routes, it requires a narrative choice much earlier which causes some changes through the story to that time, and once you have made the first of these choices you are locked into the route. Until the Truthful route diverges form the main path, I will only include the major differences where they come up for that route.

Prologue:

A young boy (Haru) and girl (Miyuki) are attacked by a strange creature. Their creature partners (Renamon and Gabumon) step in to protect them, but are outmatched. A portal is nearby. Miyuki pushes Haru through the portal to safety, but is grabbed by strange hands.

Much later, a group of middle school students are on an historical studies extracurricular activities camp during spring break. Among them are Takuma Momozuka, Minoru Hyuuga, Aoi Shibuya, Saki Kimishima, Ryo Tominaga, and Shuuji Kayama. Meanwhile, local boy Kaito Shinonome finds that his sister Miu has run away. A recent earthquake has caused a landslide.

The students are holed in at an abandoned school in the mountains. The students are to head to a landmark for their studies, a site of the ritual related to the Kemonogami, "Beast Gods" worshipped by the locals. Takuma, Aoi, and Minoru head there as a group. They find that a recent rockslide has blocked the path to the landmark. They are about to head back when they see Ryo and Saki talking to Miu, who is claiming the rockslides are the retribution of the Kemonogami. Miu claims to know all about the Kemonogami, and Saki talks her into taking them to a hidden shrine she claims to know

about. Aoi tries to persuade them not to go, but fails, and so she, Takuma, and Minori head after them.

Takuma, Aoi, and Minoru arrive at a strange tunnel, with the others nowhere to be seen. Shuuji arrives, scolding them for running off. When told about Saki and Ryo he calls them, but neither has a signal. Kaito arrives, looking for his sister. After talking with the group, he agrees to take them to the shrine since he knows where it is and they are looking for the same people anyway. Strangely, a blizzard suddenly kicks up and the group is forced to move into the tunnel. They find a sacred rope, and Kaito says the local kids are kept away from here. The storm gets worse outside, so the group hurries on in case the others are in trouble.

On the other side of the tunnel there is no snow, and the flowers that bloom normally do so in autumn. The group heads to the shrine, and Minoru starts taking pictures with his phone. He notices some strange interference, and tells Takuma about it. Takuma gets the same interference, but the group soon spots strange ruins nearby (the inner shrine), and moves on. Convinced Miu is inside, Kaito rushes in, and the others follow after him. Inside is a large mural of some kind. An adult walks in; he is a professor researching the Kemonogami faith, and has arrived after getting permission from the locals. Annoyed, Kaito storms out. The group tells the Professor the situation, who worries that they might have been spirited away, stating that it was custom to offer up local children to the beast gods as sacrifices. According to legends, as the practice waned the Kemonogami grew vengeful and started taking children on their own The Professor says that there must be a scientific explanation for the continuous disappearances, and that he views it as superstition or a mental black to escape from reality. Takuma notes the Professor gets a bit upset when talking about this.

Suddenly, Miu rushes in, having seen some creep. She realises she left Saki behind, and the group hears her scream. A fog has descended over the area, and the group comes together to see Saki and Ryo being attacked by a statue-like creature (Gotsumon) that the Professor recognises as a Kemonogami. More Gostumon show up, but an earthquake occurs. The ground opens up under Takuma's feet, and he falls.

When he comes to, he is alone. Hearing the creature's cries, he heads to the Shrine to escape it and look for his friends. He notices something, and using his phone camera is able to detect Koromon. Koromon is friendly right away, and starts talking with him. Takuma runs off, only to encounter a Gotsumon. Koromon steps in to try and save Takuma, but is too weak. Takuma tried to help; though he fails, the act allows Koromon to Evolve into Agumon. Agumon defeats Gotsumon. Takuma thanks Agumon for helping, but Agumon says it was only able to evolve thanks to Takuma. Hearing Minoru's yell, they go looking for the others. Agumon warns Takuma to stay out of the fog.

Part 1:

Aoi and Minoru are running from Gotsumon when Falcomon and Labramon appear to save them, but this causes Minoru to freak out and he runs off on his own. Agumon can sense that a group of Gotsumon are nearby, and Takuma heads there. Takuma reaches Minoru, in time to see Falcomon protect him from some Gotsumon. Minoru apologises to Falcomon for doubting him, before Agumon joins him in defeating the Gotsumon. Aoi and Labramon arrive shortly afterwards. After some introductions, they decide they should head back to the school before it gets dark, and to treat Labramon who was injured fighting Gotsumon. Minoru wonders if it is even there, since the tunnel from before is no longer present and the inner shrine doesn't seem to match the description of what would normally be there. Falcomon however knows of the building they are referring to, and leads

them there. As they approach, they realize that their phones have no signal, and features like the GPS or compass don't work either.

They arrive at the school, which is not only empty, but also completely run down. Inside, Labramon's injury worsens, so Takuma retrieves a first aid kit from the nurse's office. Aoi notes that the first aid kit is brand new, and treats Labramon. Minoru says this rules out time travel being the cause, as only the building has been weathered. Agumon and Falcomon say things have been like this since they were born, adding to the confusion. The group hears Ryo yell from a second-floor classroom, and head there to find that he is with another creature called Kunemon. Ryo is freaked out by Kunemon, but also claims to have seen a ghost and giant monster earlier. A strange sound is heard, and Labramon and Falcomon back up that there is something suspicious in the building. Takuma takes a picture with his phone, which reveals massive spiderwebs around the room. Aoi suddenly disappears, and Ryo says he saw a monster take her. The group decides to split up to look for her. (During this section, depending on Takuma's choices Minoru and/or Ryo can also be kidnapped, and will be rescued at the same time as Aoi. If Ryo is not kidnapped, his advice can help Takuma find a Spirit Lamp Kit, which allows him to deal some heavy damage to Dokugumon at the start of the battle).

While Takuma is talking to Minoru, the pair appear to see a young boy for a second. When talking to Ryo, he says that the 'ghost' he saw was a girl. The piano from the music room starts playing. The music room door is blocked so Takuma can't get in. Labramon senses that Aoi is inside the gym, but the door is blocked so she starts looking for another way in. Takuma gets a message on his phone, but it is just a random string of symbols (this happens regularly to the human characters through the story from this point). Labramon spots the girl in the faculty room, and Takuma follows where she must have gone to get to the toilet, finding an entrance into the crawl space. From there, Takuma reaches the music room, where he finds the boy and girl, Haru and Miyuki. Haru seems to think of him as a nuisance. Miyuki doesn't speak, but indicates that they should help Takuma out, so Haru tells them that their foe is a giant spider who moved in recently, and that Takuma can reach the gym, its lair, via a secret passage in the cafeteria. The group confronts Dokugumon, but struggles as it calls for reinforcements. Takuma falters, but Agumon reassures him, and Takuma's newfound resolves causes Agumon to Evolve (the result is determined by the strongest Karma: Moral is Greymon, Harmony is Tyrannomon, Wrathful is Tuskmon). Dokugumon is defeated, causing the spider webs to disappear. Aoi is rescued. Takuma's partner reverts to Agumon, and tells Takuma he was able to Evolve because of Takuma's feelings.

The group decides to bunk in the school for the night, as it is dangerous outside and they are too tired. Takuma forgets to tell the group about Haru and Miyuki before they see them, briefly scaring the group.

Part 2:

Saki, Shuuji, and the Professor are lost in the forest. They meet Floramon and Lopmon, but are quickly beset by hostile Kemonogami. The Professor stays behind so the others can escape.

Takuma and the others wake up the next day and discuss things. Haru tells the group that Miyuki barely talks because of a terrifying ordeal she went through in the past. Aoi wants to search nearby for food and supplies. Minoru wants to go out and see if they can find the others nearby. Ryo simply wants to stay put and minimize the danger. Takuma can support one of them, but ultimately each goes about doing what they want to do, without straying too far from the school. Aoi realises the school has clean water when Haru uses the taps. Ryo and Takuma realise that while they have no

signal on their phones, the power level on them hasn't gone down at all. Minoru finds some edible plants in the woods outside the school.

Regrouping, Minoru reports wild animal sounds further out from the school, so the group should be cautious if they go that far out. Takuma has some time to split between talking to the others (this happens every so often throughout the game).

Aoi finds an emergency food store in the gym. The food is tested by Agumon, and then Haru. As they decide what to do next, Haru shows them a hat that he found in the woods, which they recognise as the Professor's. Despite Ryo's protests, the group agrees to go looking for the others, with Haru and Miyuki staying behind.

At the shrine, Takuma finds footprints with his phone camera, that leads the group to the Professor who is surrounded by a gang of Gazimon. The Gazimon mention they are looking for human brats, and that they work for Fangmon. The group battles the Gazimon, with Falcomon Evolving to Diatrymon after Minoru protects him from an attack. The group escapes from or defeats the Gazimon. Falcomon notices Fangmon attempting to ambush the group, who retreats for the time being. The Professor takes them to the shrine, where he last saw Saki and Shuuji. Minoru spots footprints with this phone, and the group follows them until they reach an area where the footprints go in two different directions. The correct choice are the Woods by Shrine; heading to Spider Lily Forest first will result in Falcomon preventing Fangmon from ambushing Takuma. At the woods, the group finds human footprints, and after rescuing some Gomamon from hostile Kemonogami, are directed to a dam (which the group notes should not be in the area).

If the group heads to the wrong areas, they are ambushed by Fangmon and will have to fend it off for a bit before it gives up temporarily.

The group spots Saki and Shuuji being chased by Fangmon, and catches up to them. Saki falls over, and Shuuji runs to reach the group, leaving her behind. The Professor attempts to rescue Saki, but Fangmon throws him off of the top of the dam. Aoi's feelings allow Labraman to Evolve to Dobermon, and Fangmon is defeated. Wounded, it retreats. The group goes looking for the Professor, as the fog rolls in. They find the wounded Fangmon; fog has rolled over its feet, which has prevented it from moving. The group watch as the fog swallows Fangmon and he disappears.

Part 3:

Miu and Kaito are arguing; Miu is sick of being bossed around, while Kaito says he is just trying to keep her safe. They are disrupted by a giant monster stomping around. Kaito tells Miu to stay put as he goes to investigate. After he confirms the presence of the monster (Cyclonemon), he heads back to Miu, but she is gone.

The next day, Takuma's group gets into an argument over what to do next. Shuuji and Aoi think it is best to stay put, while Minoru and Saki think it is best to explore and get a better idea of the situation. Ryo has withdrawn and only mumbles to himself. The group decides to break off until lunch so that everyone can calm down. During the break, Agumon spots a radio tower. This persuades Aoi that they should go, as it might be able to let them contact others for help. Shuuji is persuaded to, and the whole group leaves.

The group spots a huge bridge in the distance. Further along, they encounter Kaito arguing with an adult woman. Kaito thinks she is responsible for Miu vanishing, and that she is a monster in disguise. Also present is Dracmon, Kaito's partner. Spotting the group, the woman appeals to them for help.

Dracmon explains to the group that while he can't detect that the woman is a monster, some Kemonogami are able to mask themselves from this sense, and that he trusts Kaito's instincts. Meanwhile, after learning about the group the woman says she knows how to get to the radio tower and that they can take a cable car to get there. Ryo immediately takes to the woman like a mother figure, seemingly confusing her for his actual mother. Most others in the group seem to support the woman over Kaito. Takuma is asked who he believes. Kaito gets annoyed and storms off, and Haru and Miyuki follow him. If Takuma believes Kaito, he will follow as well to calm him down, and if not he stays with the group.

Halfway through the cable car trip, the woman reveals her true identity as Arukenimon, and traps the car in a giant web. She says she plans to offer the children up as sacrifices to prevent the world from falling apart. Miyuki notices the webbed car and points it out. Kaito, and also Takuma if he is with Kaito, rushes to save the others. The group is rescued, and Arukenimon is "defeated", but reveals she is simply holding back in order to drag things out, and leaves while saying it doesn't necessarily have to be her to make the offering.

At the cable car station, the group rescues a Tentomon who was webbed up by Arukenimon. Tentomon tells the group that Miu had been captured by Arukenimon, but he freed her – only for him to be captured by Arukenimon in her place. He says she was headed to a 'shiny place', and suggests they look for it at the top of the tower.

At the top of the tower, the group is shocked to discover that they are on an island surrounded by water, when the area is supposed to be a mountain range. They see an amusement park in the distance. Ryo has a mental breakdown, saying this must be the afterlife, and running off from the group. Ryo ends up on the bridge, with both Arukenimon and Cyclonemon. Arukenimon, seeing his state, considers him 'broken' and decides it is best to simply kill him. Arukenimon leaves the task to Cyclonemon and departs. The group arrives and tries to help. During the battle, Saki's resolve allows Floramon to Evolve to Vegiemon. During the battle, Ryo is knocked to the edge. Haru attempts to save him, but both fall from the bridge. Cyclonemon is defeated.

At the bottom, Ryo comes to. Ryo is scared by Haru, who is annoyed at receiving no gratitude for saving him. Haru tries to get Ryo to see sense, and it is revealed that Ryo's mother died recently. Ryo recognising this only causes him to snap more, becoming more convinced that this is the afterlife. Kunemon arrives and attempts to get through to Ryo, but he is too far gone. Ryo sees his mother in the fog, and the rest of the group arrive to see him run into the fog, where hand-like tentacles appear and kill him in front of the rest of the group. Kunemon fades away, as partner Kemonogami are tethered to their humans, and will fade if their partner dies. Haru tells Takuma that Ryo gave up on himself, and the world consumed him. Shuuji calms the group down and they retreat to the school. Kaito wanted to go to the amusement park right away, but the group convinces him to go with them instead. Takuma wonders if there was anything he could have done instead.

Truthful Route only: If Takuma has the highest Affinity with Ryo on a New Game+, then Kunemon will hit Ryo, and the group will hold him down until he regains his senses. He lives. This locks in the Truthful route.

Part 4:

Arukenimon reports to her superior, a cloaked figure, who is displeased with her failure. He suggests that MegaSeadramon could take over for her, and Monzaemon asks for a turn as well. Garurumon, an outsider to this group, appears. Garurumon considers the Kemonogami who have teamed with humans to be traitors, and wants to crush them himself. The figure says he sees no need to

cooperate with Garurumon, and tells him to do as he wishes. The figure warns Arukenimon that there are many who could take her place, and not to fail again.

The next day, Kaito insists on looking for Miu, but Takuma and Dracmon talk him down. He gives Takuma until noon to convince the others to come with him, or he will go by himself. Everyone and rounded up. Shuuji is initially against going because he doesn't want the rest of the group to be put in danger, and isn't sure if Miu is even still alive, but he is talked into going by the rest of the group.

Shuuji and Kaito push ahead, but the others are able to talk them into taking a break. Minoru tells Takuma he is concerned about Lopmon; Shuuji has a poor relationship with and often belittles Lopmon. Takuma tries to get him to treat Lopmon better, but Shuuji brushes him off, annoyed that his monster isn't "useful" like Agumon or Falcomon.

The group arrives at the amusement park. Palmon, Patamon, and Biymon, perceive them as intruders. They say they are under orders of the queen, they claim that she is able to turn people to and restore them from stone. Kaito gets mad with the roundabout conversation, which scares the three off. As they explore the park, the three show up again and again, until they reveal that the queen happens to be a little human girl, which makes Kaito suspicious.

Truthful Route only: During a battle with the three, Ryo's resolve allows Kunemon to Evolve to Flymon.

The group tails the three, following them through a secret entrance in the castle, and then a secret entrance into the throne room. Just as Kaito suspected, Miu is the queen. She is accompanied by Syakomon, her partner. Miu is unhappy to see Kaito, and refuses to go back with him. Miu gets annoyed, and hits a switch, dropping the group down a trap hole into the dungeons.

The group is let out by Jijimon, who explains he used to be in charge in a sense before Miu took over, and that Syakomon tricked the others into thinking Miu was a sorceress by opening and closing its shell to pretend to recover from being a stone. Jijimon allowed it to happy, as everyone seemed to be having fun and because it allowed him to spend more time looking after his charges. Jijimon says the park has been here for decades, but the way time works might be different across worlds. He says that this world was created by a god-like being, who faded away long ago, and that it has a different caretaker now. Agumon and the other partners sense something is funny about the area, but they don't have time to investigate.

Back on the surface, the group encounters Palmon and Patamon, who are terrified. They say a group of enemy attackers have emerged, and are after the queen. The group finds Miu hiding in a treasure chest. She doesn't understand the seriousness of the situation until Saki manages to get through to her. The castle starts to shake. The group escapes it but encounters Garurumon and Monzaemon shortly after. Garurumon is only interested in fighting the partner Kemonogami but maintains the upper hand over most of them. Monzaemon goes for Miu, defeating some of the monsters trying to protect their queen. Garurumon thinks the battle is over and plans to leave, but the partners get back up and resume fighting. After Kaito is hit by Garurumon during the fight, Miu's feeling allow Syakomon to Evolve to Shellmon. Monzaemon is defeated. Garurumon chooses to retreat, but the group suspects he was not going all out.

Miu agrees to go with Kaito and the others. Jijimon says that human children have been coming here since the distant past, and that those who mean to kidnap and sacrifice those children have been around longer than he can remember. He says that they seek to save this world from a fog that is consuming it. He says that every time the hands, the Kenzoku, take a human child, the fog recedes

and some of the world that has been lost is returned. He also mentions in the past there were children that could cross the dimensions at will, but doesn't know the specifics. Minoru says that for the legends of the Kemonogami to exist in their world, there must have been some children who did manage to return. Jijimon says if they want more information, they would need to speak with either the kidnappers, or the world's caretaker. The group decides they have no choice but to confront the kidnappers. Syakomon says they must be beyond the sea to the north, and Jijimon gives them a key to the underground waterway connected to the dam. The group heads back to the school for the night.

Part 5:

Shuuji has a nightmare, which emphasises his inadequacies in relation to his father and older brother. He sees Lopmon as how he was when his father abandoned him. The group discusses their options. Shuuji gets upset, thinking the group is not listening to him because his beast is weak. His treatment of Lopmon, which was already poor, grows worse as he attempts to "train" Lopmon in an unhelpful human manner that isn't effective and is also needlessly cruel. The group comes together again, with everyone but Shuuji voting to head to the waterway to get answers from the kidnappers. Dracmon warns Kaito and Takuma to keep an eye on Shuuji and Lopmon.

Shuuji's attitude becomes worse as they head to the waterway, with most of the group coming to resent him. Meanwhile, Arukenimon watches the group from afar.

At the entrance to the waterway, the group discusses leaving Shuuji behind due to his state, but this only upsets him and he charges ahead into the waterway. Inside, the group encounters Arukenimon, who hits the group with a strange fog. Takuma passes out, and is alone when he comes to. Ahead, he encounters illusions of Agumon, attempting to put doubt in the connection he has with Takuma. He encounters a pair of Agumon, and has to identify the real one, with the imposter reverting into a Seadramon and battling them. Next, Agumon and Takuma find Aoi, and help her shrug off illusions of Labramon. Aoi must choose between two Labramon ahead, with Takuma assisting her. This pattern repeats for Saki and Floramon. The two stay behind to rest whilst Takuma presses on. Takuma encounters unfamiliar monster (Renamon), who quickly moves on. After he meets Haru and Miyuki. Haru claims that Renamon protected them, and then heads back to where Aoi is with Miyuki.

Takuma encounters Miu and the illusion/imposter trick repeats with her. After, they find Minoru, who is fighting off a Seadramon. During the battle, Kaito arrives for support. The group decides it might be best to retreat for now, but realise Shuuji and Lopmon are still missing, and split up to look for them. During this time Takuma can find items relating to each of the group, but they are illusions and vanish shortly after. The group finds Shuuji. As they discuss what to do, he starts hallucinating and runs off. Shuuji sees an illusion of Arukenimon, who says she will accept a single sacrifice in exchange for letting the others go home. Shuuji offers himself, but gets scared when MegaSeadramon appears. Lopmon attempts to protect Shuuji from MegaSeadramon, but is no match. Shuuji has a mental breakdown, and starts beating Lopmon in order to force an Evolution.

The real Arukenimon and MegaSeadramon blocks the group from reaching Shuuji. As the group battles MegaSeadramon, Lopmon undergoes a sinister Evolution into Wendigomon. Wendigomon defeats MegaSeadramon in a single hit, but then grabs and eats Shuuji. Wendigomon attacks the group, and the groups struggles against it. The cries of the berserk, despairing creature give Takuma the necessary resolve, and Agumon Evolves to the Ultimate level (the result is determined by the strongest Karma: Moral is MetalGreymon, Harmony is Triceramon, Wrathful is Megadramon).

Wendigomon is defeated, and the fog appears to swallow him up. As the fog closes in on the others, the Professor appears and guides the group to safety.

Truthful Route only: When Shuuji starts hitting Lopmon, Ryo rushes over to him and punches him, explaining to him how much Lopmon does for him, and that he can rely on his friends for support. This causes Shuuji to come to his senses, preventing Lopmon from becoming Wendgimon and saving Shuuji's life. During the battle with MegaSeadromon, Shuuji apologizes to Lopmon, and his newfound resolve allows Lopmon to Evolve to Turuiemon.

Part 6:

Garurumon has a dream where he remembers Evolving in order to protect a young boy (Haru), and the subsequent despair he felt when Haru entered the portal and left him all alone. This reinforces his desire to defeat the partner Kemonogami in order to destroy their bonds with humans.

The Professor goes out to scout whilst the group rests. The group is shaken by the death of Shuuji, and many of the human children have lost some trust with their partners, worried about being attacked by them too. Minoru is worst affected, and has an argument with Falcomon.

(From this point, should Takuma have built up sufficient affinity with a person, special events can occur where that person helps their partner Kemonogami Evolve to the Ultimate level.)

After a battle, the arguing gets worse, and Falcomon heads off on his own. The Professor returns, and provides information of the Kemonogami based on tales he has heard. He refers to them as "mirrors of their master's heart", saying that their transformations reflect the feelings of their human partners. The Professor stares at Haru and Miyuki, but doesn't say anything. Minoru realises that he is in the wrong and wants to go apologize to Falcomon. During this time, Takura can talk to Aoi, Kaito, Miu, and Saki, in order to help them regain trust with their partners. After each conversation, they and their partner will face off against some monsters by themselves. Anyone who Takuma talks to will show up in time for the upcoming fight, otherwise they should afterwards. Minoru tries to apologize to Falcomon, but Falcomon avoids him. Meanwhile, the Professor is acting strangely, he is concerned about Haru and Miyuki, but his memory is unreliable and he doesn't want to sow confusion before he is sure what is going on.

The Professor runs into Garurumon, and the two recognise each other. Garurumon says he will kill him later, as his priority is defeating the monsters that draw on "bonds". The Professor tries to warn the others, but is stopped by Haru, who wants to talk to him. Investigating a building, Takuma finds a photo of Haru and Miyuki. He hides as Haru and the Professor come inside to talk. Haru speaks in a much more mature manner, and tells the professor he will protect Miyuki, and that the Professor should go about to his world, the sooner the better. They are interrupted by the sound of a monster, and Haru rushes out to protect Miyuki, as does the Professor. Takuma follows.

Garurumon has captured Miyuki, and the Professor begs him to let her go. Arukenimon is present and tells Garurumon to stop dawdling and capture the others. As Takuma (and others as explained above) battle Garurumon, Arukenimon deploys some of her forces to help out. Minoru shows up, but can't do anything. Falcomon shows up, having had a change of heart, and joins the battle. Haru recovers Miyuki, and Garurumon and Arukenimon retreat to a factory in the west. Minoru and Falcomon make up, and the group heads back to the school for the night.

Part 7:

Arukenimon and Garurumon report to the cloaked figure, telling him they failed to capture the maiden. He says that his master seeks the maiden, and want them to bring her to him by any means.

The Professor heads to the inner shrine whilst the group prepares for their trip to the factory. Takuma goes to fetch him, and discovers that stairs have been revealed, allowing one to travel further down. Inside, Takuma has the opportunity to ask the Professor some questions. He says when he was young his sister was spirited away, but he has no memory of what happened. He says he thinks he met Garurumon when he was much younger, but can't recall the details. He says there is something odd about Haru's appearance, but can't quite explain it. When Takuma shows him the photo he found, the Professor regains some memory. He says the photo is of him as a child and his sister. He remembers that Haru looks like he did as a boy, that Haru was a nickname his sisters called him by, and that his sister was named Miyuki. He says that room where the photo was found looks like the apartment complex he grew up in.

The group heads through the waterway, where they encounter Arukenimon. During the battle, she is able to capture and flee with Miyuki. Haru is furious with the group for allowing it to happen, and runs off on his own after her. The group decides to proceed quickly and cautiously after her, using their phone cameras to scan for traps. As they move ahead, they pick up large amounts of noise, which the partner Kemonogami recognise as traces of Kemonogami corpses.

Ahead, the groups finds that Renamon has killed most of Arukenimon's forces and is struggling in battle against her. The group joins with Renamon to defeat Arukenimon. The cloak figure appears, revealing itself as Piedmon. Piedmon kills Arukenimon, and escapes with Miyuki. Renamon, trusting only itself to protect Miyuki, runs off ahead against the group's wishes.

The group arrives at the factory, and decides to do some scouting first before rushing in. Takuma speaks with the Professor, who realises that Miyuki's last name is Minase, a bloodline said to serve the Kemonogami in the legends he has researched, and that she might have some kind of special maiden ability that Piedmon is after. Haru appears. He says the song she sings to herself tells of two separate worlds becoming united once again. He says her thoughts might be the reason the Professor appeared in this world, but that he won't accept his reappearance and runs off. Later, the Professor finds a hidden entrance to another building. Haru rushes inside.

The group enters the building to find Haru arguing with Garurumon. Seeing the Professor, Haru says he has the opportunity to kill the human that betrayed him right now. Garurumon hesitates, and when Haru calls him out on it Garurumon attacks him. Garurumon attacks the group, intent on destroying the delusion bonds between monsters and humans. The group defeats Garurumon, and persuades him to give up on his revenge. Garurumon tells them where Miyuki is, and the group press on, leaving the fainted Haru behind. The Professor and Garurumon agree to talk after Miyuki has been saved.

The group finds Miyuki tied to an altar. The group does battle with Piedmon and his forces. During the battle, the mist appears and begins to get closer to Miyuki. The Professor tries to get to her, but is attacked by Piedmon. Piedmon attempts to kill the Professor, but Garurumon arrives and protects him. He agrees to fight alongside the Professor, and their bond allows Garurumon to Evolve to WereGarurumon. Piedmon is losing the battle, but suddenly the fog appears everywhere. In an attempt to save Miyuki, Takuma and Agumon rush for the altar, but the fog envelops them and Takuma, Agumon, Miyuki, and Piedmon all disappear. Garurumon leaves, still not open to the Professor.

Takuma finds himself in a dark, strange space. A dark voice demands more, but another voice tells Takuma to come with her, and he follows it into a bright light. He arrives in what seems to be the school, meeting Agumon and Miyuki, who is now capable of talking. Miyuki explains that the Master of the world has taken half of her soul, which made it difficult to talk. The Miyuki that Takuma met before was the half that Haru managed to protect; now both halves are in one place. She says Takuma was in greater danger, and would have been completely consumed if she wasn't able to reach him. The building begins to shake; Miyuki says the Master has found them and starts singing, creating a bright light.

Part 8:

Takuma, Agumon, and Miyuki arrive in the real world. Gathering information, they discover that despite Takuma being in the other world about a week, from this world's perspective only a few hours have passed. They also discover that despite Miyuki's appearance, it has been fifty years since she disappeared from the real world. A news report shows them accidents at a cable car and factory, like the ones they visited in the other world. Miyuki hypothesises that the worlds are connected and that accidents in one world will also occur in the other world, and that the fog is responsible. Miyuki tells Takuma that no one but them knows about this, and it must be up to them to save the others and do something about it. She says she is able to join the worlds with his special ability, and that they can use it to get back. She says that the Master is the one who controls the fog, and is after the Blood of the Maiden, the holy power passed down through her bloodline. He wishes to use it to settle an ancient grudge. Takuma's teacher arrives. He is happy to see Takuma, and off-handedly talks about a 'monster' that has been seen near the shrine. Realising the only Kemonogami near them was Piedmon, Takuma and Miyuki rush to the shrine. The inner shrine is destroyed and Piedmon is in a frenzy, believing himself to be betrayed by the Master, and attacking nearby humans. Miyuki tries to convince him the Master is not what he thinks it is, but fails. Agumon battles Piedmon as onlookers take pictures and video. Miyuki opens a portal to the other world, and Takuma and Agumon force Piedmon inside.

Miyuki explains that the inner shrine of great importance to the Master, and with it gone the fog will likely spread faster and the world will be in danger. Miyuki asks Takuma to come with her.

(This is the point of divergence for which route the plot progresses on. On a normal playthrough, Takuma can choose to stay in this world, which leads to a Bad End. He is also given Karma choices based on his two highest Karma scores, which determines which route the story is put on. If Ryo and Shuuji are alive, then Takuma can still choose the Bad End, but all other choices lead to the Truthful Route.)

Bad End:

Takuma refuses to go back, and Agumon and Miyuki go back without him. He never sees them again. The world starts falling apart, with massive increases in natural disasters and other calamities. After the pictures and video of Agumon and Takuma go viral, Takuma is friendless and treated with suspicion by others.

Moral Route – Part 9:

Takuma, Agumon, and Miyuki head through the portal.

Takuma and Agumon appear in some woods in the Kemonogami world. They run into Minoru and Falcomon, who takes them back to the school to meet the others. Renamon watches this from behind some trees. In the few hours that Takuma was in the real world, ten days have passed here,

and Aoi has become the de-facto leader of the group. Haru is not present; he ran off after finding out Miyuki disappeared. The group avoids talking about Miyuki, even after Takuma says he was with her. Takuma receives another garbled message, but this one is clearer than the others have been.

The group is attacked by Kenzoku, led by Miyuki who has been possessed by the Master. Aoi explains that she has been like this the last few days. The group defeats the Kenzoku. The Professor begs the group not to harm Miyuki. Renamon appears and tries to snap out of it. Miyuki briefly resurfaces but the Master regains control and flees. Renamon, still upset with the group for failing Miyuki, leaves as well.

The group discusses what to do. Miu has the idea to talk to Jijimon, and the group heads to the amusement park. They find that it has been attacked, and many monsters are injured. After tending to the injured, they find Jijimon in the throne room. Unfortunately, he can only suggest that they continue to try to reach out to Miyuki, and confront the Master directly. He says that he knows his world has caused nothing but pain to Takuma, but asks that Takuma save it. The throne room is attacked by Miyuki and Kenzoku. Takuma calls to Miyuki, and briefly reaches her before the Master regains control. Takuma's desire to save Miyuki allows Agumon to Evolve to WarGreymon. The Kenxoku are defeated and Miyuki begins to frenzy. The others want to take to opportunity to kill her, but Takuma and the Professor insist on trying to reach her. They are on the verge of getting her back when Kenzoku reinforcements appear. The Master regains control and tries to attack Takuma. Jijimon intercepts the attack and is killed. The groups pulls Takuma away.

Moral Route – Part 10:

Renamon confronts the Master in Miyuki's body. She offers the Master the other humans as sacrifices in exchange for Miyuki being returned to her. The Master agrees; he needs more sacrifices before the world fades if his plans are to be realised.

The next day, the group are taking care of the baby monsters from the amusement park. Aoi suggests they take some time to think of a plan before coming together to determine what they will do.

(From this point, should Takuma have built up sufficient affinity with a person, special events can occur where that person helps their partner Kemonogami Evolve to the Mega level.)

The Professor informs Takuma that a new building has appeared in the world, a library. Meanwhile Kaito, Aoi, and their partners are out foraging when they see Haru and head in his direction. The rest of the group learns that they headed out in the direction of the library and head out to rescue them. On the way they encounter Renamon, who declares her intent to make them sacrifices. Renamon Evolves to Kyubimon, but is defeated. Renamon tells them to come to the library or their friends will die, before retreating.

The group arrives at the library, which is much more modern than other buildings in this world. The Professor speculates that this is because it was made from the memories of one of the recently sacrificed kids, and that the amusement park and apartments must have come from his sister's memories. When the group enters the reception, Takuma and Agumon are suddenly alone. Illusions of Ryo and Shuuji appear and try to lure Takuma into the fog, but Agumon snaps him out of it. Miu & Saki, Aoi & Kaito, and Minoru have been taken – Takuma can rescue these groups, which allows them to appear at the start of the upcoming battle; otherwise they arrive during it. Saki and Miu are knocked out and illusion disguised Kenzoku attempt to trick Takuma. Minoru is in a similar situation. Aoi & Kaito are deep in an illusion and Takuma can snap them out of it after defeating some Kenzoku.

Takuma finds the Professor trapped in an illusion and snaps him out of it. The Professor decides to open up to Takuma. He says his name is Akiharu Minase. He says that he is Miyuki's brother. He explains that he kept the information to himself so as to not burden the group if they had to defeat Miyuki, but suspects it is relevant as Renamon's alliance with the Master may be related to his past. Renamon appears, intending to ambush the group. As they try to reason with her, she reveals that Miyuki is her human partner. She sent Akiharu away with her maiden powers to protect him, but was caught and lost half her soul, trapping her in the Kemonogami world. Renamon took the form of 'Haru' so as to comfort Miyuki, who believed her brother would return for her. The group tries to persuade Renamon that the Master won't keep his promise, and that they can help her regain control, but Renamon won't accept that voices other than her own can reach Miyuki.

Renamon Evolves to Taomon and battles the group, but is defeated. Akiharu is able to persuade her that the Master has no intention of fulfilling his promise, and that the one that would be most hurt by this would be Miyuki. Miyuki possessed by The Master appears, along with Kenzoku. Renamon realises that the Master was lying to her. She tries to communicate with Miyuki, and succeeds for but a moment. This allows her to Evolve to Sakuyamon. The Kenzoku are defeated, but the Master flees. Still, Renamon and the group are buoyed by the fact that reaching Miyuki was still possible. Renamon says the Master wants to launch an attack on the human world. She agrees to join the group.

Moral Route – Part 11:

The next day Renamon tells the group that the Master's true body, as well as Miyuki, can be found in the inner shrine. The group takes some time to prepare.

Whilst taking some pictures, the group see an injured Garurumon stumble into the area. He has been fighting what remains of Piedmon's gang, and has come to warn the group they are in danger. The gang arrives and the group battles them. During the battle, Akiharu stays by Garurumon's side, and they reconnect, allowing Garurumon to Evolve to MetalGarurumon. The gang is driven off, however the injuries Garurumon sustains causes his base state to Devolve to Gabumon. The group decides to head to the inner shrine right away before the gang returns; should they visit another area first they will have to fight off an ambush from Puppetmon and other members of the gang.

At the inner shrine, the way deeper in is blocked. Renamon tells the group that he was let in by the Master's minions, who use a magatama to unlock the way. The group decides their best bet is to steal it from Puppetmon and his crew. After doing so, they proceed further into the shrine. Takuma and the other children start receiving text messages from the human world that are much more legible. Ahead, they find Miyuki. The Master is surprised their words are still able to reach her, and chooses to merge Miyuki with some Kenzoku. Akiharu and Renamon reach out to Miyuki, who regains herself but is still strapped in the Kenzoku. The Kenzoku attacks Akiharu, but Renamon pushes him out of the way and is killed. The feelings of Takuma and Akiharu allow Agumon and Gabumon to merge and Evolve to Omegamon, who cuts Miyuki out of the Kenzoku and rescues her.

The group is saddened at the loss of Renamon, but her light becomes an egg, and Miyuki is confident they will see her again. Miyuki explains she will not be able to use her power until they are in the Master's space and the time is right. Akiharu surmises that the world is in peril partly because of the Master, but also in part due to a dwindling belief in gods and the like in the human world. He says if they can get back to the human world and raise belief and awareness of the Kemonogami world, it may be spared. The Master causes an earthquake, drawing them into his world and splitting them up.

Moral Route – Part 12:

In the human world, one of the onlookers from the Piedmon fight decides to post her pictures online.

Takuma quickly meets up with Akiharu and Miyuki. They are confronted by Shadows of those two, who shares their fears. Miyuki's feelings allow Renamon to be reborn, and Akiharu and Miyuki are able to overcome their fears and dispel their Shadows. The group then rescues Minoru, Aoi and Saki, and Miu and Kaito, after they overcome their own Shadows.

Gathered together, the group encounters the Master's real body, and engages in battle with him. As the battle progresses, the Master consumes some of his Kenzoku to grow in power and recover. Miyuki starts singing, which holds the Master in place and weakens him, and also causes the group to get more texts. He attempts to attack Miyuki. The video of the Piedmon fight goes viral, and the voices of those commenting on it reach the battle, which results in the partner Kemonogami getting a boost in strength and weakening the Master further. The Master is defeated, and the many souls he had consumed from child sacrifices are freed. The Master's soul says he was doing what was necessary to preserve the world. The Kemonogami reject him, saying a world like that shouldn't exist. Akiharu speculates that what actually mattered were the strong feelings created by the sacrifices, so that enough people believing in the Kemonogami would be enough to sustain the world instead. Takuma says Agumon and the others should come with them to the human world then, but the partner Kemonogami say it is too soon for that. Miyuki opens a gate with her power, and the humans return to the human world.

One year later, Akiharu and Miyuki are waiting for the others to meet up with them again. The others have posted more photos and videos of the other world. Belief in the Kemonogami has grown as an urban legend, and the explosion in popularity has caused the shrine to be rebuilt. Akiharu says that in the modern-day people's beliefs come in the form of digital information on the internet, and that explosion of exposure is sure to change that world in various ways – it may come to be known as the "Digital World". The beings of that world will be transformed into digital beings; in other worlds Digital Monsters, or Digimon for short.

Harmonious Route – Part 9:

Things progress as per the Moral route up until the amusement park, with the exception that Syakomon asks Takuma to look out for Kaito and Miu; Kaito's overprotectiveness is improving but the start of a change is the most dangerous part, and things might go wrong.

At the amusement park, after talking to Jijimon Kenzoku attack. Before Miu can remember the trapdoor, Kaito charges out to fight them and Miu goes to support him. Saki hears child monsters asking to be saved and runs off to get them. Aoi tells Minoru to secure an escape route whilst she and Takuma go after Saki. Takuma, Saki and Aoi rescue the monsters and return to Minoru, but Kaito and Miu are not back, so Takuma goes after them.

Kaito's insistence on fighting gets him and Miu surrounded. (It has been hinted at to this point but in the past Miu was stalked, which caused her to move with Kaito. Kaito blames himself for not protecting her and is worried about failing again). Takuma arrives to help, and his resolve allows Agumon to Evolve to Dinorexmon. Takuma helps them fight off the enemies. After, Miu hears another monster calling for helping and runs off. This is a trick; Takuma and Kaito run after her but the monster reveals itself to be a Kenzoku and kills her. Syakomon fades away as Takuma stops Kaito

from running into the fog after her. What's left of the group escapes the amusement park. Kaito blames himself and becomes obsessed with having more power.

Harmonious Route – Part 10:

Renamon makes a deal with the Master, as in the Moral route. Kaito heads out on his own, and Dracmon follows him.

(From this point, should Takuma have built up sufficient affinity with a person, special events can occur where that person helps their partner Kemonogami Evolve to the Mega level.)

Haru lures Kaito away, promising him revenge on the Master, and Aoi sees them and tells the group, who head to the new library building to rescue him. Kaito is shown a vision of Miu, blaming him for her death, while the group battles Kyubimon. The events of the library progress as in the Moral route, however Kaito and Dracmon suddenly go missing afterwards; he has abandoned the group, planning revenge on everyone.

Harmonious Route – Part 11:

Kaito remembers viciously assaulting Miu's stalker, and her begging him to stop. He wonders why she did that. After moving, Miu was shunned and considered a weirdo, and Kaito took to beating her bullies, which she considered an excuse to be violent. Kaito starts attacking Kemonogami for information on the Master.

The group goes looking for Kaito, worried about him as well as the possibility Dracmon might change as a result of his unstable emotions. Kaito and Dracmon are approached by Piedmon. Piedmon reveals he is on the verge of death and doesn't want to be consumed by the Master that betrayed him. He offers his power to Kaito, telling him to have Dracmon Evolve to Myotismon and use the hatred in this heart to fuse them, claiming his consciousness will disappear. Kaito agrees, and Boltboutmon is born. The group tracks him down and are horrified that he sacrificed Dracmon. Renamon says separating them may not be possible. Kaito announces his intentions to kill the Master, and then Miyuki. The group tries to talk him out of it, but he declares them his enemy and sics Boltboutmon on them. They are no match for Boltboutmon. Kaito is about to kill Takuma when he senses Miyuki and the Master and leaves. The group want to go after him, but Renamon says they should go rest and recover first; she already knows that the Master is under the shrine.

Harmonious Route – Part 12:

The next day the group heads to the shrine. They find the door barring the way smashed open, and proceed through. They encounter recently slain Kenzoku; Kaito has just freed Miyuki from the Master, and she is unconscious. He says he decided against killing her, but reiterates his plan to kill the Master and then destroy everything, and the group are forced to fight him. Boltboutmon is defeated, and the group convinces Kaito to stop. However, Boltboutmon starts laughing and grabs Miyuki; the fusion was powered by revenge, and once those feelings left Kaito, it allowed Piedmon's will to take charge of Boltboutmon. He intends to fuse with Miyuki; the Professor and Kaito try to stop him, but he simply pulls them in and fuses with them as well. Renamon fades away. Boltboutmon goes ahead to face the Master.

The group find the Master and Boltboutmon fighting. The Master wins and Boltboutmon allows himself to be eaten. The group battle the Master. During the battle, Boltboutmon takes over the Master from the inside. He says it was possible due to the power of the maiden he now wields, which he uses to create a portal to the human world. He gives the group a chance to leave, as he

plans to destroy both worlds anyway. The group refuses, battling and defeating him. The portal only solidifies and grows more, and as he dies Boltboutmon mocks the group, saying his brethren will take their revenge on humans. The worlds are merging together. The group decide to head to the human world and help others by teaching them what they know about Kemonogami.

One year later, the world is in chaos, as Kemonogami started appearing at a rapid pace. Some children found Kemonogami partners, whilst others didn't – leading to a psychological gap between the two groups. Those with partners were discriminated against by those who feared the Kemonogami. Takuma and others work at the Japanese Institute of Electronic Symbiotes, helping those with Kemonogami partners.

Wrathful Route – Part 9:

It is hinted at prior to this, but it is spelled out that Saki suffers from a serious illness. She delayed having surgery to come to camp, but that was more out of a desire to avoid the surgery than to go to the camp.

Things progress as per the Moral route up until the amusement park, with the exception that Syakomon asks Takuma to look out for Saki; she seems unsteady, and so far only Aoi seems to have picked up on it.

At the amusement park, the Kenzoku attack after the group talks to Jijimon. Kaito runs off on his own, and Miu runs after him. Saki choose to run out and find additional child monsters to rescue. Aoi, Minoru, and the Professor go after Saki whilst Takuma goes after Miu and Kaito. Takuma gets to Miu to rescue her, and as the two get overwhelmed, Kaito realises he pushed too far ahead and doubles back to help. Meanwhile, the others catch up with Saki, but Saki wants to do more so she has no regrets before her surgery. Saki and Aoi stay to do more as the fog gets worse; Aoi is nearly tricked by a Kenzoku, but Saki saves her. Takuma, Kaito, and Miu arrive to help; Aoi sends Miu and Saki to meet up with Minoru since Miu knows the castle best, whilst she, Takuma, and Kaito stay behind to fight off the Kenzoku. During the battle, Takuma's resolve allows Agumon to Evolve to Machinedramon.

One of the Kenzoku breaks off from the group and targets Saki, grabbing her ankle. It starts pulling her into the fog. Aoi grabs onto Saki and the rest of the group show to try to help. Fearing the others will be pulled in to, Saki lets go of Aoi and is pulled into the fog and killed. Floramon fades away. The rest of the group escapes to the school.

Wrathful Route – Part 10:

Renamon makes a deal with the Master, as in the Moral route.

Aoi takes the loss of Saki the hardest, blaming herself for Saki's death. Kaito tries to reassure her. Haru lures Aoi away, and Kaito rushes back to tell the group.

Aoi experiences a vision of Saki blaming her for her death. Meanwhile the group are confronted by Renamon, who battles them as Kyubimon. Events progress more or less as the Moral route, until after Renamon joins the group, however Aoi goes missing during the battle, running off in a state of mental distress.

Wrathful Route – Part 11:

Aoi comes to the conclusion that she should have been more assertive, and that would have kept Saki from dying. She has some kind of mental break where she believes it is necessary for everyone to think exactly like her, to become one.

The group goes looking for Aoi. Aoi comes across Piedmon, and instructs Labramon to heal him, convinced he will work with her for the common good. Instead, Piedmon gravely wounds both Aoi and Labramon. The group arrives too late; though they defeat Piedmon, Aoi is dying. Aoi and Labramon touch hands, and Aoi's desire not to die and her warped mindset of becoming one causes her to fuse with Labramon, becoming Plutomon. Plutomon kills Piedmon, and announces her intention to become one with all, causing the group to realise the threat she has become. The group fights Plutomon but is defeated. She lets them live, saying everyone deserves a second chance, but she will be more strict next time. She senses the Master, and vanishes. Renamon tells the group the Master is under the shrine, and they decide to head back to the school and prepare for the final battle.

Wrathful Route – Part 12:

The group heads to the shrine, finding the door to the lower levels smashed open. Ahead, they find Plutomon and an unconscious Miyuki. Plutomon has already absorbed every Kenzoku present, and tells the group that Miyuki's soul is in the process of being absorbed by the Master. She realises that Saki, Ryo, and Shuuji are in the same position, and is overjoyed at being able to reunite with everyone when she becomes one with everything. The group battles Plutomon and defeats her. Takuma fails to persuade her from her goals. Kaito is about to finish her off when Renamon fades away – Miyuki has died. Plutomon recovers and moves on ahead to the Master.

The group reaches the Master's true body, and see him defeat and consume Plutomon. Aoi attempts to apologise to Takuma and the others as she is taken in. The group battles the Master and weakens him – this allows Aoi to take over the Master's body. She reveals it was her plan for them to feel bad for her so they would help her like this. Aoi opens a portal to the human world. She gives them the opportunity to leave, saying it doesn't matter because she will ultimately become one with all anyway. The group battles and defeats Aoi, killing her. The portal only gets wider and wider, and it is clear that the two worlds will be slowly merged together. The group decides to head back to their world in order to help those caught up in the chaos. The Professor chooses to stay in this world instead, to atone for his failures and see if he can find what traces of his sister remain.

One year later, the world is in chaos. Kemonogami regularly appear in the human world, and the Kemonogami world no longer needs sacrifices to sustain itself. People who find their partner are rare, and face severe discrimination. They are captured, and isolated in camps by oppressive governments. Takuma and the others work to rescue and protect these people when they can, even if it means fighting the police to do so.

Truthful Route – Part 9:

Things progress as per the Moral route up until the amusement park, with the exception that Shuuji and the Professor tell Takuma about the four Kemonogami that sealed away the Master in the past, which supposedly reside in the north, west, east, and south.

At the amusement park, the Professor asks about the four Kemonogami. Jijimon says they are known as the Four Sovereign Monsters. He explains that the Master is an ego born from the will of the world, and the Four Sovereign Monsters exist to maintain the Master – capturing, suppressing, and

restraining him. Their power has weakened, allowing the Master to act as he has. Jijimon suggests they try to find them if they can, be doesn't know where they are. The possessed Miyuki and Kenzoku attack, and the group flee through the trap door into the dungeon, with Shuuji saving Miu and Ryo saving Saki from being killed. Minoru finds a hole in the wall around where Agumon sensed something strange before. The group fights off Kenzoku. Baihumon appears, sweeping away the remaining Kenzoku with a single attack, and then battling the group. During the battle, Takuma's resolve allows Agumon to Evolve to the Mega level (the result is determined by the strongest Karma: Moral is WarGreymon, Harmony is Dinorexmon, Wrathful is Machinedramon). The ghost of Baihumon's partner appears, revealing the battle to be a test of sorts. He says that he and four others were offered up as sacrifices by the Imperial Court long ago. One of his friends, Haruchika was swallowed up by the power of his partner and went berserk, forcing the others to give up their hearts and become spirits in order to bind him. Now their power is fading and the fog is slowly destroying this world. He tells the group to visit the three other shrines (this is the western shrine) and meet the other Sovereign Monsters. Labramon is bestowed the power and form of Baihumon.

Truthful Route – Part 10:

Renamon makes a deal with the Master, as she does in the Moral route. The group decides to look for the north shrine next, as it is the most weakened.

(From this point, should Takuma have built up sufficient affinity with a person, special events can occur where that person helps their partner Kemonogami Evolve to the Mega level.)

The group check the second island to the north. A Kenzoku poses as Miyuki in order to attack Takuma, but the groups warns him in time. The group finds Haru, and after confirming he is not a Kenzoku, tell him about the shrine. He leads them to it, where they finding Ebonwumon fighting Kenzoku. Haru reveals herself as Renamon, and the group learns about the Professor's identity and Renamon's connection with Miyuki. Renamon wishes to sacrifice the humans in exchange for Miyuki, and Evolves into Taomon to battle the group. Taomon is defeated and persuaded by the group that working with them to stop the Master is the way to save Miyuki. Ebonwumon defeats the Kenzoku and turns on the group, claiming them responsible. Taomon taunts it into lowering its barrier, and the group is able to best it in battle. The ghost of Ebonwumon's partner calls the fight off, and agrees to support the group. Floramon is bestowed the power and form of Ebonwumon. The group forgives Renamon, accepting her back into the fold.

Truthful Route – Part 11:

Garurumon recalls his first encounter with Akiharu. He is attacked by the remnants of Piedmon's gang. Meanwhile, Renamon telling the group about Akiharu causes him to remember that Garurumon is his partner.

The group heads to the waterway looking for the east shrine, on information that she sensed something strange in that area. They encounter members of Piedmon's gang, and discover they are after Garurumon, rescuing him. Garurumon and Akiharu reconcile. Garurumon leads them towards the shrine, but many gang members are in the way, causing everyone but Takuma, Aguman, Akiharu, and Gabumon to act as decoys and draw them away. Inside, Azulongmon insists on Gabumon and his partner being the only ones to challenge him for his trial. As the battle progresses, the group reunites, but Garurumon and Akiharu insist on continuing the fight alone, with Garurumon Evolving to MetalGarurumon in response to Akiharu's feelings. They manage to defeat Azulongmon. The ghost of Azulongmon's human partner explains that this world is influenced by the feelings of the human world. He and his group existed in a period of war, and decided that they would use their power to

create a world without hatred, but Haruchika, whose maiden sister had been the one to send them to this world, felt betrayed by the act and could not let go of hatred. The ghost asks them to help Haruchika come to his senses. Syakomon is bestowed the power and form of Azulongmon. The group head back to school for the night.

Truthful Route – Part 12:

A flashback is shown of Haruchika's partner changing in the Master because of his dark feelings of hatred and revenge, and Haruchika willing offers himself up to it, becoming one with it.

In the present, as the group rests, Ryo, then Saki, then Minoru, and then Takuma see the ghost of Zhuqiaomon's human partner. As the group looks for the ghost, their Kemonogami partners go missing, lured away to the gym. The group finds a shrine underneath the gym. There Zhuqiaomon has taken over the partner Kemonogami with his rage; he blames humans for the problems of the world. First Haruchika betrayed his group, then the other humans did when the failed to deliver the final blow to kill him and forced Zhuqiaomon and the others to act as a seal. Takuma takes a hit from Agumon in order to hold his hand, which snaps Agumon out of it, and the other human partners follow suit. The group battles Zhuqiaomon, and defeats him. The ghost of Zhuqiamon's partner appears, apologising to Zhuqiamon and asking for it to help the children of the future. He tells the group that the Master is a combination of Fanglongmon who went through a Dark Evolution and Haruchika. Falcomon is bestowed the power and form of Zhuqiaomon.

Truthful Route – Part 13:

Miyuki briefly sees Haruchika's sister in the Master's inner world.

Haru tells the group that the Master is in the inner shrine. After preparing they make their way there, fighting their way in. Inside, the ghosts of the human partners of the Four Sovereign Monsters appear to break a seal to let the group further in. On the lowest floor, a mural helps the Professor realise that once every human was bonded with a partner Kemonogami, and that such a thing may be possible again. Ahead, the group finds the ghosts trying to reason with a possessed Miyuki. Miyuki breaks free of the Master's control and argues against him, saying his rage is misplaced. The Master attempts to combine Miyuki with Kenzoku, but the group stop it from happening. Miyuki is rescued. She asks the group to save Haruchika, as he is mistaken as to what really happened.

The group appear before the Master's real body. They battle him, with Miyuki using her song to weaken him. The Master is defeated, but his rage allows him to persist and take the form of Fanglongmon Ruin Mode. A portal to the human world appears. The group defeats him before he can get to the portal, purging him of malicious will and restoring him back to Fanglongmon. Yukiha, sister of Haruchika, appears, borrowing the body of Miyuki to talk to Fanglongmon and Haruchika. She says she meant to join her brother but her responsibilities prevented her from doing so. Haruchika's spirit leaves Fanglongmon, and the sibling reunite, agreeing to watch over this world from now on. The two pass into the light, returning Miyuki control of her body. The portal begins to expand, and Miyuki explains that the two worlds will slowly merge into one, as things were long ago. The Kemonogami agree to go to the human world with their partners.

One year later, humans have started to slowly accept Kemonogami into their lives. People online have taken to calling them Digital Monsters, or Digimon for short. A group of three kids head to the shrine looking for them, and find a DemiVeemon.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Abandoned School**, added missing food supply amount.

1.1
(i) 200cp Human perks now correctly say discounted instead of free.

1.2
(i) Minor typo fixes.