

Digimon MMO

(Alternative MMO for the Alterworld Universe)

Intro

In a rather terrible version of Earth where the USSR won the Cold War and became the dominant world power, the year is 203X. It is a dystopian world of horrors too long to get into here, but what would be considered X rated content on your original Earth are on basic TV for kids to see. To aid in the escapism of such a world; people invented virtual reality to the point that it started sucking out the souls of players and trapping them in new worlds. This is commonly called the Perma Event. In a few years this event will lead to a demon invasion of Earth and the death of billions due to the greed of governments and a Russian isekai protagonist.

But we aren't sending you to that game. Welcome, Digidestined, to the Digital World, but not like the others you have seen before. This version was created first to test how far the people could push time dilation in games and was retrofitted later to become an MMO RPG. To date it is the only game with such a manipulation of time. At the time of the game's launch it was a 1:4 ratio. As such, there is a high appeal for using the game for schooling and certain businesses. The downside is the game pod used to play such games cost as much as a new car and this limits the uses for the general public. Most of these schools and companies are located in a special city on the moon.

But, the Digiworld is a game about creating a team for exploration and battle. Unlike other versions, Digimon here are much lower in power levels. This is supposed to be a balanced game after all. All of this universe's MMOs tend to be about the same level in strength, but each has their own number values. A dragon can be taken down by a helicopter; an elite demon soldier can be killed by two full clips from an AK47 and so on. So do not expect your Digimon to be city busters.

Have a gift of **+1000CP** for character creation.

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Starting date and location: You will start on the day you first log into The Digital World. You will appear in the starting zone on the moon. It will also just happen to be the first week of the Perma Event and you cannot log out. If you have an in-universe family, they will find your brain dead body in a game pod. Time in the jump will be based on perception. The end of your decade will be about the time Max, the main character of Alterworld, goes to war with the CIA and unleashes a demon army on Earth. But being trapped in this world means that you do not need to worry about that. You will be leaving just before all that happens or just after, if you wanted to stick around a bit to watch everyone freak out about being trapped in the MMO.

Opening Lore - Since the game's official launch there have been calls for the upcoming doom of the Earth and threat to the Digital World now that the DigiDestined have returned. Legends tell of a prophecy given long ago and still guides many of the top ranking factions. The time when the humans return from Earth, the end times will begin. Most players just assume it is a plot point to have nations and factions war for territory. But in the background the real movers and shakers have been preparing en masse for something. And then, just days ago, every faction went off like a kicked anthill. What they had all been waiting for has started and the great race for final power with an unknown timer has begun. This is when you start the jump.

Rules on partner Digimon/Totems – All players start with a single slot open for a partner Digimon and a single slot for an Appmon for their Digivice. They will unlock more slots for Digimon as they level up, but not for Appmon. Binding a Digimon to your Digivice is a willing partnership, although each person and Digimon will have its own reasons for agreeing to this. As such, Digimon can leave at any time if they feel the partnership is not working. Digimon cannot surpass their human's level and will be stripped of levels if they partner with someone weaker than themselves. Appmon offer overall buffs and support powers, but most just use them to manage their Digivice as a type of personal assistant.

Origin Races

Real Human – You started life as a human from the Earth. With all the friends, family and assorted life outside of the Digital World. Which might be a shame as you are now trapped as your newly made avatar. Welcome to the tutorial zone on the moon. Have fun selecting your class.

NPC – You are a Digi-Human or digi-elf. The local NPC style human that has lived in the Digital World since the beginning. digi-elves have been around since and are the result of the first Beta test. For you, Earth is just a legend. You have a family, friends and an entire life in this world. You may select a class and start anywhere in the DigiWorld.

Digimon - A native species of this strange world and the main interest for many players. They are strange and powerful and follow a life cycle of violence to grow stronger. Once they consume enough fallen foes they can evolve into greater creatures, although this might not always make sense. If you want to start as

a Digimon, you can start as a **Child stage for free. Adult will cost 100CP, Perfect 200CP and Ultimate 400CP.**

Stages: There are commonly seven stages of a Digimon. Formatted in the Japanese and English translations. This document used the Japanese translations.

Stage 0	Stage 1	Stage 2	Stage 3
DigiEgg Digitama	Baby1 Training 1	Baby 2 Training 2	Child Rookie
Stage 4	Stage 5	Stage 6	Stage 7
Adult Champion (Armor)	Perfect Ultimate (Armor)	Ultimate Mega Burst Mode (Armor)	Super Ultimate

Appearance, Age and Gender

Character selection depends on your origin. All Digihumans appear like normal humans and come in the normal appearance. Player based people from Earth have the most freedom. Random colored hair and eyes, large anime eyes, weirdly sized limbs and sexual characteristics and more are at your disposal. Although they grant no special benefits, kemonomimi features can be added. For obvious reasons, there are a lot of players that stick out in a crowd.

Ages of both types of humans can be anything from appearing as 8 years old and up.

Standard gender options for humans are Male or Female options. Digimon have the aforementioned Male and Female, but can also be Neither. Digimon even come in a gendered version that stays with them throughout their entire evolutionary lines, when it makes sense. While you can have male or female V-mon, there is not a male Lilithmon or Angewomon.

Origin classes (Digimon do not get classes)

You start out in one of the many tutorial zones on one of the three moons. Everyone starts here with a special type of proto Digivice. Here you will be walked through each class and gain the chance to test each one out before finalizing your option. You cannot leave the tutorial zone before selecting a class. By the time you have selected, you should be a high enough level to keep a Child staged Digimon as a partner. After that, you may select to visit the human capital on the moon or head straight into the Digital World proper.

Be the Digimon Classes

Merger (Biomerge) A hybrid class of Spirit Warriors and Xros Warriors. Unlike Spirit Warriors, Mergers do have Digimon partners, but instead of fusing several Digimon together, the human will fuse with their partners to form a new creature. This fusion is almost always humanoid in appearance and can

sometimes appear to be the human in armor themed around the chosen Digimon or even weird cosplay. Rarely will they appear in other shapes such as quadrupeds. Typically, they only merge with a single Digimon at a time as sharing a single mind can be disconcerting for some players.

Spirit Warrior (Season 4: Frontier) Spirit Warriors are those that have chosen to take on this role forsake having a Digimon and instead fight through the use of totems. This allows for the Spirit Warrior to temporarily turn into the selected Digimon. Upon selecting this class the Spirit Warrior is granted a Baby 1, Baby 2 and Child stage totems. Any Digimon can have a totem made for it. Each Spirit Warrior starts with a single evolution line available. They are able to customize their evolution paths as long as they have the required stats to use the totem and it is part of that Digimon's evolutionary path.

- **Totem Crafting (crafting profession):** This class specific crafting profession allows a Spirit Warrior to take several items and data chips from fallen foes to craft a totem for a specific Digimon. While not required to progress yourself; many totems can be bought in shops, from other players or gotten as quest rewards.

Support Classes

Tamer (Season 3: Tamers) This class is more akin to wizards in many other games. Tamers use cards to empower their and other Digimon. Normally they are limited to a deck of 50 cards at a time with each card having a cooldown. This class normally relies on quick thinking and timing from both the human to select a boost and the Digimon to use it while it lasts.

- **Cardmaker (crafting profession)** This crafting profession grants a Tamer the ability to turn items such as data chips and other things into cards to be used by other Tamers, the more powerful the item the more resources it requires to make. These cards can be anything from attacks of rival Digimon, armors, items, stat boosters and more.

Trainer (World Games) A support focused class that's all about building up, and training their Partner; teaching them techniques they wouldn't normally have access to, in battle enhancements or intervention abilities with low costs and cool downs. A trainer works to build up a Digimon so that it can be as versatile as possible. They are known to have a special class ability to scan a Digimon and see its possible evolution line and all the stats required. Many Trainers will pick the final form of a Digimon and work their way back down to their current partner to help figure out the path needed. Other players and even wild Digimon often seek out a Trainer to see what they need to do to obtain a specific evolution or to buy a Skill/Attack modification.

- **Skill/Attack Data drops (trainer only)** Think of this like a TM from Pokemon, except these items drop from slain enemies. What drops is random every time, but can include things such as attacks or special abilities known to the fallen Digimon, resistances, profession/skill boosters (strength varies), ect.

Xros Warrior (Xros War/DNA Fusion) This class is a bit different than others. They start with two Digimon slots. The Xros Warriors can combine two of their Digimon (their own or that of another Xros Warrior) into a single Digimon. This skill will improve as both the Digimon and player's level increases. Eventually allowing the Xros Warrior to combine all three of their Digimon into a single fighter. This class has a lot of versatility and potential for those that can use it properly. There are common contests to make the cutest Baby staged Digimon through merging.

- If a Digimon has a split evolution line, they will be able to merge the data of both lines to form a new third Digimon line through DNA Fusion. This is a specialty subclass that few focus on as it requires certain upgrades to even start and many do not want to spend the time or money on obtaining it.

Perks

Take two 100cp Perks and two Professions for free and discounts at two per each ranking (200CP, 400CP and 600CP) for the Perk and Profession section.

Quests Galore (Free in jump / 300CP to Keep) A main staple of any MMO are the quests. They are how many people gain experience, money, reputation and rewards based on their effort and quest difficulty. This is a common thing that is free to everyone in the MMO. But if you wish to keep this post jump it will cost you 300CP. In future worlds; quests might be harder to find. Just helping someone carry in a box of donuts is not worth it, but investigating a murder is. Quests might also appear to help improve crafting or social skills. Rewards will be dependent on the difficulty of the quest. This power can be toggled on and off at will.

Intro Cinematic (Free) When entering a jump you will be given a stylized cinematic of what to expect in the setting. It might not be too helpful, but will be nice to watch.

Gamer Interface (Free in jump) Despite what some people might claim, this is a world running on video game logic. It is designed to be as balanced as possible between the classes. You will not see Digimon destroying the world by themselves. While in the jump you also benefit from this. You will gain levels, a skill tree, HUD and so on while enjoying your stay here.

Universal Translator (Free in jump - 100CP to keep) A wonderful thing about these games is their ability to translate all languages. It has to do with getting into the player's head. While you are here and enjoying this game, you will benefit from this, but if you pay an extra 100CP you can keep this wonderful translation tool.

Game Endurance (100CP) A great thing about the virtual world is that people tend not to get tired as much. There is still pain, but people can run or fight all day without worry about getting exhausted. While this is a common thing in the game world, you can keep this power when you leave. Such is the endurance that it cuts the need for sleep in half.

Being Accepted regardless of Race (100CP) A major part of the Digital World is all the different appearances and sometimes that can lead to a bit of racism. Some humans distrust Digimon and vice versa. And still different Digimon distrust each other for many reasons. With this perk you will be judged on your merit and deeds rather than what you are.

Perfect Memory (100CP) Many perma players claim to have perfect computer-like memory, but it was revealed that was the actual computer systems storing their minds. Once the game worlds became fully real, that memory was lost. But, not for you. You will get to keep your eidetic memory.

Transmog (100CP) This grants you a catalog of clothing, armor and weapon appearance options as you come across them and will allow you to change the outward appearance of one item to that of another of the same type. This is just a physical change to the item and does not affect the stats.

Not everyone wants to see their robotic dinosaur in a crappy looking pink tutu, tattered leather jacket and sombrero. But those stats are just too good to pass up. This is not a normal profession in the game, but you could use it to make some money if you are smart.

Auto Looting (200CP) You have gained the best power of all, not having to dig through the guts of your foes to get their loot. This feature is highly sought after and comes with a customizable menu. The easiest default is it will take everything into your inventory, but you can select certain things, such as only money and items over a certain quality or others. The normal in game version stops working once your inventory is full. This version will see items first be deposited into any inventory power or system you have and any excess items teleported to a property you own; such as a warehouse, shop, treasury, ect.

Item Drops (200CP) It is common to find items on defeated foes. Such is the staple of many digital worlds. For you, it is not only in video games. Monsters and enemies you defeat will now drop items related to them. Money is common, but rare items can be found. For class and profession specific items, this will extend into future jumps. For this purpose, your party members such as your Digimon and other people in your group or raid will help count for the kills of this perk.

Team Building (200CP) With so many types and combinations of Digimon it takes a keen mind to make things work. It is easy and common to see some Digidestined struggle with keeping their teams working together. You have become a master of training and managing team dynamics. Little things such as elemental types, personality differences, faction loyalty and more are just things you can use to help build stronger trust and cooperation. With your help, even once bitter enemies can learn to work side by side.

Title: Champion of <Insert Faction> (200CP) You have gained a powerful bond with a specific faction in the game. This comes with setting all hostility to neutral, although they will still fight you if you attack or provoke them. This will also allow safe travel through their territories and increased reputation gains with them. Post jump you will be able to select a major faction at the start of a jump to gain their favor.

True Digidestined (400CP / Free With True Digidestined Drawback) Unlike in many Digimon settings, the title of Digidestined in this world is given to anyone with a digivice, local or player and is not overly special. But there are those rare few in this world that have risen above the rest. Those that had the eyes to see and minds to comprehend that this world was more than a game. True Digidestined are not those chosen by the gods to save the world, but rather those that took up the responsibilities and dangers of protecting this new world on their own and thus have been acknowledged by the ruling AIs.

True Digidestined have a sense as to where they are needed, some describing it as a tug in their heart. While others claim they just seem to let fate guide them on their travels. This guiding force can be ignored, but will take you to the closest place where you can be of help or where others are in greatest need of your aid. The more you listen to this new sense the more you will learn to anticipate what will be needed of you. This force will never take you to hopeless situations and those that look upon you will know that some force has sent you to aid them in their darkest hour.

Auction House (400CP) Auction houses are a great place to buy and sell goods and services. They are typically limited based on the size of the town or city they are in. With smaller towns only reaching nearby and capital cities being able to reach all other Auction Houses around the world. With this you do not need to be in a capital to enjoy the pleasure of auctions. You can now open up a capital tier (world spanning) auction house menu at will and start the fun. Everything from setting up, to auto selling items straight from your inventory, to auto buying specific items when they appear in the auction and more. In future worlds the auction menu will be taken care of by a third party and will see things bought and sold as normal. There is no fear that you will lose access to this world's items. They will continue to appear in the Auction House while in other worlds and it will update to offer items from worlds you visit.

Why Do I Like You So Much? (400CP) A great thing about quests is they help improve reputation with a faction. Some view this as an annoyance and others see it as a challenge to max out all of their reputations. From now on, helping people will increase your reputation in their eyes. It can't just be petty things. It must really help them or be something they asked of you. The bigger the request the larger the increase. But with all things it becomes complicated. The higher the person's ranking the more reputation they can grant you. A peasant farmer might offer larger fame in their hometown, but not much in the kingdom as a whole. But helping the local ruler this reputation increase would help kingdom wide. With the right effort you might be able to befriend your most hated of enemies.

Not Dead Until The Last HP (400CP) A great part of being in a game is that you can keep fighting until the bitter end. Missing limbs, spilled guts or spikes through your torso. As long as you have at least 1HP and the required limbs you can keep going at full force. After this jump you can toggle a health bar to activate this ability. It will factor in how strong and durable you really are at the time.

True Names And True Souls (400CP) The spark of the Creator God is within humans from this Earth. By signaling out a soulless and granting them a unique name, you can share your spark with them and grant them a special celestial mark. You have selected them out of millions of identical copies to be reborn and enter the cycle of reincarnation. No more will they need to fear oblivion upon their deaths.

Another Class (600CP - can be bought multiple times) Almost all people are limited to a single class for a reason, but as a jumper you can cheat the system and pick up another class gimmick. On paper you will be your primary class, but still have access to the other class's features. Expect a lot of attention from everyone if you take this and make it obvious; although, some of the early game testers are rumored to have a second class through unknown means. Examples could be taking Trainer/Spirit Warrior to fight beside your Digimon. Xros Warrior/Merger to merge with all of your Digimon at once. Spirit Warrior/Tamer to boost yourself with cards and so on.

Respawn (Free while in the Digital World - 600CP) Due to being a game people tend to die a lot. And with death comes the inevitable respawn. While in this jump and within the Digital World you can respawn upon death. Due to the different mechanics of other games and even Earth, death is more permanent unless someone actively revives you. You must select a respawn location (can be anywhere) and when you die that is where you will appear.

- **Free and default for everyone** - Upon death you will drop a gravestone (customizable) that will hold your gear, inventory and any bagged items you happen to be carrying. Items in special folders of the DigiVice will not be dropped. Such as a Tamer's deck Box, items in the Totem Archive, Armor Digi-Egg Directory, Card Binder and anything in the transportation section. You have a day to reclaim your dropped things. If not, the gravestone will be teleported to the nearest city for a week before all of your items are destroyed. If you are caught player killing (PvP) a percentage of your items (chosen randomly) will be lootable. The percentage is based on how many players you have killed outside of designated zones.
- **For 600CP** you will not have to worry about losing any items while in this jump. Not even a need to worry about PvP penalties. Upon death, you will just respawn at your designated location with all of your gear. If you die outside of the Digital World, you will just reappear at your last respawn location in the game. After this jump you will get to reincarnate similar to a Digimon. You will respawn at your marked location in an egg. During this time you can select any sapient race in the setting and hatch as a baby for that species. The downside is that you will be a baby. So factor that into your plans when you set your spawn point.

Russian Isekai Protagonist (600CP) Okay, hear me out. You might think you understand what it means to be an isekai protagonist, but the Russians are on a whole nother level. You will not have the luck of Alterworld's Max, but it will be high. Fate will seem to cause random encounters and comments to guide your path to greatness. Before long you might find yourself going from a nobody to the high priest of a god with a legion of loyal followers through a series of seemingly random and impossible encounters. But be warned, fate is fickle and swings both ways. To raise you up might cost the lives of many innocent people.

The Perma Event (600CP) The perma event was started because the collective minds of humanity started forgetting that games were just games. Their belief in the world and people breathed life into these new worlds. This had the unfortunate effect of causing many new worlds to be created that would never be

stable. It also caused worlds to greedily take the souls of humans to try and fill themselves out. Only leaving a brain dead husk behind.

You can now create a stable perma event. Worlds will only begin to absorb willing souls once enough people desire that world to be real. If 200,000 people all want to be in that world or make it real they can join together to become their avatars. These people will instinctively know what is happening and that they have the choice to stay or go to the new world. Worlds start to fully mature over the course of years or around a million souls.

Digimon only perks

The following are perks only for Digimon and will become innate abilities to them. Humans can gain these features as upgrades to their Digivice in the Item section.

Digimon Disguise (50CP) (rare) – Grants a Digimon of Adult or higher stage a non combat human appearance. Only support abilities can be used in this form before switching back. This modification is sought after to help with size management, help sneak Digimon into human only areas and for those seeking more carnal relations, but the parts no longer match up.

Slide Evolution (200CP) (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also slows its growth as a cost. Your version can be toggles to allow experience points to be divided up into either line as you wish.

- A digimon with this can DNA Fusion or Jogress with itself if it has the power to or provided by their human. Both sides will count towards the total data required for such a transformation. This can create a subclass of the Xros Warrior which allows for their Digimon to gain a third evolution line by merging with itself.
- Each branch of evolution counts as a separate alt form
- A Digimon with this can willingly regress to a previous evolutionary stage if they wish.

Expanded Inventory (200CP) Your inventory has gotten an upgrade to a full 1,000 slots. This will also come with a 5,000 slot bank account that can be accessed in your warehouse, treasury, bank or any other place where valuables are normally stored.

Homeward Bound (600CP) One thing that is common in many Digimon series is the power of a Digivice to move between the worlds. This is not something that you can find in the game. It is a privilege granted to a select few. While in this universe, you can now use a computer with an internet connection to open a portal between the Digital World and Earth as default. While on Earth and while the perma event is

ongoing, you can use this connection to travel to any other active worlds. While the portal is open you can move people between these worlds. This could allow you to start saving people from crappy and doomed games or jump start an invasion, such as Tetris Online.

This is a highly sought after ability and will make you a target of everyone if word gets out. Not only other players, but every faction and god in every game you visit and every government on Earth. In future jumps you can use this to scan for and detect weak points in the fabric of reality to open stable portals between two connecting realms.

In game Professions (2 Free - 100CP for the two more, and 50CP each after that)

There are a number of jobs a person can pick up during their stay. Although there is technically no limit on the number of professions you can take, many people will never reach grand master due to difficulty in some. Each profession levels at different speeds and has different requirements. Some are even considered worthless due to the amount of money that has to go into them. Others are often ignored by players because they must be completed in real time.

Professions can be obtained from a proper profession trainer for a fee or quest and come in ranks that must be mastered before moving on to the next. Each rank above Apprentice grants a single selectable bonus from each tier to items crafted or harvested by the player. These bonuses can be stacked if you select the same bonus for each rank to increase the effect.

- Apprentice - No bonus
- Journeyman - 3% - crafting time reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Expert - 6% - crafting time reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Master - 9% - crafting time reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Grand Master - 15% - crafting time reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade

Buying a profession will start you in the Journeyman ranking with attached subcategories. Not the best, but you won't need to grind out the early levels. Listed below are some of the common professions and a few of their subcategories. Learning one subcategory will not lock a person out of learning the others.

Class Specific

- **Card Crafting (Tamers only)** Tamers can take data, items and more to craft cards used by them. These give their Digimon temporary attacks, abilities, weapons, armors and vehicles. Card crafting can rely on other professions to help make items. The cards can also be used to play the Digimon TCG.

- **Totem Crafting (Spirit Warriors only)** Totem crafting takes so much prep work that many just find it easier to buy them from the auction house or other markets. The Spirit Warrior will need data chips of the Attribute: Field/Family, Elemental type, evolution stage and most importantly special chips of the Digimon in question to finish the blueprint. Most of these can easily be bought from auction, but that last chip is much rarer and enough are needed to craft that Digimon. Without it you can attempt a totem, but it would be a random totem that follows the criteria of the other items presented.

Region Specific Professions - Witchelny

- **Magic (First purchase grants two schools at journeyman, additional purchases only grant a single school)** - Taught in the schools of Witchelny, it is a strange and difficult thing to master. Magic is considered a combat profession and is commonly learned so that humans can fight alongside their Digimon friends. This profession even changes a bit from the rest. Each school offers different types of offensive, defensive, buffing, debuffing and healing spells. Light has the most healing abilities. Magic can use elemental blasts, barriers, fly, teleportation, healing and more depending on the school they focus on.
 - Elemental schools: Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
 - Unlike other professions the rank up bonuses are different, but still the same percentages
 - Casting time reduced, offensive increases, defensive spells protect more, healing spells heal more, and spells cost less resources.
 - Ranking and damage output depends on evolutionary level or capability; Cantrips (Baby I), Novice (Baby II), Apprentice (Child), Journeyman (Adult), Master (Perfect), Grand Master (Ultimate), Super Ultimate (Sage)
 - Magic users can gain one Elemental School per rank starting at Apprentice, but must return to Witchelny to train and gain new spells or purchase scrolls and tomes from the auction house.
- **Enchanting (Production)** - Depending on someone with skills in magic, this is the art of using that magic to grant increased abilities to items and goods.
 - Runes are an ancient art of inscribing simple lines and glyphs into weapons and armor to grant them increased damage, defensive properties, or elemental affinities. Each profession rank allows for an additional rune to be inscribed and chained together.
 - Talismans are simple single use enchantments. Typically a small piece of paper with a spell written on it.
 - Item Enchantments Many other items gave different types of enchantment. Such as a magical broom that Witchmon rides, crystals that give light or magical tomes that can read themselves out loud. This is a broad category of non battle related items.

General Professions for all

- **Alchemy (Production)** - Alchemy is the art of taking herbs and a few other items and crafting them into useful potions.
 - Potion Making focuses on making healing and buffing potions. These can be anything from simple health potions to oils that can be applied to weapons to add new types of damage.
 - Poisons focuses on making poisons and antidotes for use in and out of battle. They can range from powerful single use items to large scale gas bombs crafted to take out an entire area.
 - Powders and bombs are the art of making all the other alchemical things people want. A common money maker is making dynamite and grenades, but there are a number of powders and concoctions needed in other crafts, such as blacksmiths.
- **Blacksmithing (Production)** - The art of making weapons and armor. This can be considered a thankless job by many as they believe they will just outlevel their gear or change forms and not need it. But a good blacksmith is always someone you want to know.
 - Weapon Making can be difficult to master as Digimon keep changing and needing new types of gear. They make everything from standard weapons that can be used by humans and humanoid types, to fang and claw caps.
 - Armors can get weird. By default some Digimon come with basic armor already, but many humans will opt to trade that out for better gear with higher stats. Beast type Digimon do look better clad in armor.
 - General Goods comprise so many lesser metal workings. Things such as gates, items for mechanics, chains, commonly used everyday things such as tools for other crafts or even fancy art for the rich.
- **Cartography (Gathering)** - A passive skill that helps clear the fog of war. The higher your Cartography the greater the render distance of your map and the more it will fill in. Where once you would walk right past a hidden location, now it can pop up and give you a location.
 - Dungeon Divers are those that specialize in finding the hidden secrets of dungeons. They gain a sixth sense of hidden doors, treasure and traps.
 - City Slickers spend most of their time in cities. No surprise, but the longer they walk their city paths the more they tend to find. Their maps will fill out with more details about the local businesses and include hidden secrets and historical facts about where they go.
 - Hikers are those that specialize in mapping the spaces between towns and cities. Their maps will fill out with natural wonders such as hidden hot springs, wonderful views and resource nodes.
- **Cooking (Production)** - The ancient art of mixing foods together to create something better. The cooking skill is one of those considered important thanks to the buffs that well made meals provide.
 - Does not have a subcategory, just different regional variants of dishes
- **Digi-Armor creation (Production)** - This is a highly sought after profession, but one that rarely gets far. Making armors is a difficult thing and the recipes are numerous. It is one of the most expensive to level up and master
 - Does not have a subcategory

- **Farmer (Gathering)** - Different from a Herbalist. Farmers specialize in the growing of the strange and weird plants of the DigiWorld. Such as the meat plants and Steak Tree. It is a slow profession to level up as you must grow the plants in real time. But without farmers what would we eat? As they grow in their profession growing times, quality, breeding and more increase as pests and illness are decreased.
 - Fruits
 - Vegetables
 - Herders are those that tend to flocks of non Digimon and some dumb animals to be raised for meat, hide or labor.
- **First Aid** - One of the most common skills for any Digidestined. The power to heal themselves and others is a must have. It uses a mixture of bandages, potions and herbs.
 - Does not have a subcategory
- **Fishing** - Fishing is a dangerous profession to level. Not only do you need to contend with Digimon on land, but the water is also full of them. Fish are a well loved commodity.
 - Does not have a subcategory
- **Herbalist (Gathering)** - The art of growing and collecting small plants to be used in other professions such as alchemy and cooking.
- **Jewelcrafting (Production)** - Miners will often find gems and the jewelcrafter turns them into useful trinkets and adornments. These can be anything from rings, necklaces, bracelets and so on that all give different buffs. They can also turn raw gems into finished products that can be used by them or other crafters to increase the stats of items.
- **Leatherworking (Production)** - Leatherworkers make many trade goods. Without them several other crafts cannot proceed.
 - Armor includes bracers, cloaks, shields, and armors
 - Clothing includes belts, shoes, boots, gloves, hats, pants, aprons
 - General items include riding saddles, bags, waterskins, balls, baldrics, whips, pouches and more
- **Mechanic (Production)** - The Digiworld is full of technology and there is always a need for people who can make and fix them. From crafting of Digi-Beetles to basic mech suits.
 - Vehicles are a common thing in the world and need people to work on them. These can be simple motorcycles, cars, boats and even the semi-sapient Digi-Beetles once the person is skilled enough.
 - Weaponsmiths are those that focus on making ranged weapons such as guns (both classic gunpowder and laser) and laser based swords.
 - Mechs are a small group of people that like to build mechanical armor to help fight. Common "mechas" are more like Mechanorimon and Guardromon in form; a mechanical construct to keep the human or small Digimon safe and able to hit above their grade. These can be highly customizable, but expensive to make.
- **Mining (Gathering)** - The world is full of minerals and gems just waiting for someone to dig them up. Higher levels in mining help you not only locate minerals, but also extract them in higher quantities.

- **Tailoring (Production)** - Making clothing is a time honored tradition in the Digital world. Many Digi-humans love to wear clothing and some Digimon love to dress up from time to time.
 - Clothing is a basic idea of cloth armor. What it lacks in defense it can make up in other stats.
 - Decorations such as rugs, curtains, tapestries and more.
- **Woodworkers (Production)** - The art of woodworking. From toys, to furniture to cabins. While not a combat oriented profession, people still need furniture in a steady supply.
 - Carpenters build and install structures such as fences, walls, floors, and doorframes. They also prepare timber for construction and install it on roofs, walls, and floors.
 - Furniture designers construct furniture to fill out and improve homes and bases. Good furniture can even give buffs towards concentration while sitting for long periods of time.
 - Weapons might not be the first thing people think of when they think of woodcraft, but there is a high demand for properly treated handles, clubs, staves and bows. Fletching falls under this category.

Items

- Gain a stipend of +400CP for the item section.
- Gain 2 discounts per rank. (Gain two 50CP and two 100CP options for free, then 200, 300, 400 and 600CP) Items can be imported where it makes sense. Stipend and discounts count for all items, Digivice upgrades, properties and transportation.

Starting Gear (Free for all) A full set of basic starting gear for your class. Gear will appear different for humans and Digimon.

Goggles (Free for all humans) These goggles are not only stylish and protect your eyes, they can also sync with your Digivice to provide a HUD and display several features. Such as the map, DigiDex and others. Can come in sunglasses if you like.

Complete Collection of Digimon Media (50CP) This is a collection of every manga, anime and game from the Digimon franchise. With the games come all of the Vital Bracelets, keychain V Battle Pets and a collection of toys and action figures of every Digimon.

DigiSeeds (50CP) You gain a regenerating bag of the best seeds that can be found in the Digital World. The bag is assorted, but comes with 50 seeds of 5 types of edible 5 types of medicinal plants chosen at random. Each seed pack has a small picture and description of what the plant is. The bag will refill with a new set of random seed packs a week after being emptied. These include strange fruits, berries and vegetables, but most would be happy for the meat plants. Meat plants come in a variety of types of meat depending on the plant. There is even a bush that just grows a hunch of meat on a bone. Meat plants do need to be cooked.

Cards and Deck Box (First Free for Tamers - 50CP for everyone else) A deck box of 50 Digimon trading cards. These are used by Tamers to boost their Digimon, but can also be used to play the card game. This is a somewhat good starting deck and made to be well balanced. It comes with a handy deck box that is normally clipped to the belt for easy access.

Digi Armor (50CP per / 200CP for bundle pack of 6) *Bought Armors are all of Epic quality and have a stat boost up to 50% towards the next evolutionary stage.* Ancient is the art of digi armors. Originally there were only about a dozen, but in the modern age there are thousands. There are currently 540 armor combination types per evolution stage above Child, though not all recipes currently are publicly known. Some consider it a fun, time consuming, and expansive hobby to collect them all. Others consider it a waste of time and money to even attempt to get more than a few. Each Child ranked Digimon can use digi armor. Armors can be any combination of Attribute, Field/Family and Elemental Typing combined with evolution stage.

- **Attribute:** Vaccine, Data, Virus, Free, Variable and Unknown.
- **Field/Family Type:** Nature Spirits, Deep Savers, Nightmare Soldiers, Wind Guardians, Metal Empire, Unknown, Dark Area, Virus Busters, Dragon's Roar, Jungle Troopers
- **Elemental Typing:** Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- **Evolution stage:** Adult, Perfect, Ultimate, Super Ultimate
- **Rank of Armor:** Common (no stats), Uncommon (+10% stats), Rare (25% stats), Epic (50% stats), Legendary (75%)

Spirit Totems (50CP per or 200CP for a bundle pack of an entire line from stages 1-7) (First baby 1, Baby 2 and Child stage totems are free for Spirit Warriors) Totems are the prime bread and butter of the Spirit Warrior. While nothing is stopping other players from picking these up, they cannot use them or even store them without a special slot on their Digivice. While totems can be crafted by Spirit Warriors, many do not want to waste the time hunting down all of the specific ingredients. For many it is just easier to buy them from others. That is what this option is. You can just outright buy any evolution at the start. You will still need to be at the appropriate level to use them.

Crafting Supplies (150CP) A weekly refilling collection of crafting supplies that also comes with a menu option. The default state is that it will grant random crafting supplies for all professions, but comes with a customizable option to select specific professions or even specific item blueprints that you wish to craft. Can be defaulted into depositing into your inventory, bank account or a property of your choosing. Post jump this is updated to include materials of future worlds and crafting systems you come across or keep access to materials from this world.

World Map (150CP) The fog of war covers the maps of everyone. Only revealing where one has been. There is even a market for selling maps of areas, zones, dungeons, cities and more. What you have here is a complete map of everything the Digiworld touches. Including, but not limited to the main continents, net oceans, dark world, heaven and more. In future jumps this map will update to cover any world you

travel to. This item can be a physical map or added to a Digivice if you are human. Updates with new worlds visited.

X-Antibody (300CP) Rarely found outside of the X Continent, these upgrades will protect the user from the X Virus. If added to a Digivice, it would protect the Digimon or it can be added directly into a Digimon's core for a permanent upgrade. X-Digimon all appear similar, but very different from their baseline counterparts. Not only that, the X-Antibody can unlock hidden potential in a Digimon and make them far stronger than a normal variant. This can have many effects such as changing the appearance, temperament, enhancing existing personality traits, new/upgraded weapons, changed anatomy, restoring corrupted data or adapting the Digimon to live in new environments. As such, X-Antibodies are in high demand for the power to increase Digimon's fighting potential. While it varies from species to species, some can hold their own against Digimon of a higher evolutionary stage. This counts as an equipment item and can be toggled off when desired. An in game X-Antibody will wear off over time and need to be recharged with more of the X Virus. As a purchased item, this will not happen to yours.

Chrome Digizoid Supply (400CP) Chrome Digizoid is a super-metal that is this world's equivalent of adamant. It is very rare and saved for the best and strongest weapons. It is possible to refine Chrome Digizoid into several variation types which can also be hybridized to form even stronger compounds. This is a replenishing supply of Chrome Digizoid and all required other metals to make each type of alloy that will refill once a week. See Notes for examples.

Upgraded FIVR Pod With Blueprints (400CP) Not only do you gain a fully functional FIVR pod for this world's MMOs, but this special one has the ability to be used in all future games you wish to play. Just attach the game console and get a deep dive version of the game world. You will also gain the blueprints for how to make the standard pod, minus the soul sucking aspect. These pods will not grant permanent stat or game interfaces unless the games are perma event games.

Digivice (Common and free for all humans)

All Digidestined get a free Digivice. They come in a variety and can be customizable. Anything from each of the television seasons to fancy looking phones. One popular version is to wear as part of an armband, similar to a Pipboy from Fallout. Digivices will teleport back to the Digidestined if lost or stolen. Some Digivice functions can be bought as perks by Digimon and made as part of their basic makeup.

Digimon/Appmon Storage – Can hold up to 3 Digimon and 1 Appmon at a time. Each gets their own separate rooms and a common room.

- **Room for 1 Appmon**
- **Starting room for 1 Digimon/Totem line. Other slots unlocked as you level up**

Basic Digidex – Unlocks information on Digimon fought or scanned. Information increases with each scan or battle.

Basic Map – Unlocks more as you travel or updates when buying maps from others. Maps appear as a hologram above the Digivice

Basic Scanner – Can be used to scan places, people, Digimon or things to gather more information. The better the scanner the better the results.

Communication - The Digivice can be used to communicate at a distance in verbal or visual methods.

Basic Scientific Calculator

DigiWorld Internet access - There is a local version of the internet inside of the Digital World. It is a more primitive version than the one you might be used to and more akin to the early days of the internet. In jump you have access to this, but post jump you can access the local internet.

Item Storage – The Digivice comes as the user's basic inventory of 100 slots. Upgrades can be found to enlarge this space up to a thousand slots. Digimon and Appmon get their own inventory in your Digivice. Slots hold 1 unique item (weapons, armor, ect) or 999 of non unique items (food stuffs, common items, cups, ect. **(Digimon gain a base inventory)**)

Uncommon to epic rarity upgrades. Some can be found in world

Complete DigiDex (50CP) Normally, people will slowly learn more about Digimon as they travel and fight them. A Digidex is a common way for people to catalog those they encounter. Trainers gain more information to aid in their pursuits. You now have a complete listing of every Digimon in this setting and extra information about them. Included are the minimum stat requirements for each and every evolution and a handy tool to track progression from a current evolution to a desired final form, even if you are not a Trainer class. You could sell this information for all to benefit from or keep it to yourself. Many would consider this highly valuable if they learn of it.

Digimon Disguise (50CP) (rare) Grants a Digimon of Adult or higher stage a non combat human appearance. Only support abilities can be used in this form before switching back. This modification is sought after to help with size management, help sneak Digimon into human only areas and for those seeking more carnal relations, but the parts no longer match up.

Card Binder (50CP - Free Tamers) A common and free part of the Tamer class, but can be bought or looted in the game for other classes. The standard option has slots for 500 cards, but this special version has unlimited storage. Cards can only be switched out when not in battle and transferred to the active deck box. This can also save many premade decks for quick switches. Post jump you can store playing cards from other games as well.

Totem Archive (50CP - Free Spirit Warriors) All Spirit Warriors have an active section to hold their current totems, analogous to where other Digidestined store their Digimon. The Archive is a different

space set aside to keep extra totems not in active use. Most archives only hold a few spares, but this one has unlimited storage.

Armor Digi-Egg Directory – (100CP) (uncommon-epic loot) – This allows you to keep all of your Armor Digi-Eggs inside of your Digivice for easy storage and retrieval. In game, you cannot store armors without a special upgrade. The most basic type holds one per Digimon, but is easy and cheap enough to get. Higher tier versions can hold more and more. It was intended to make the use of armors more strategic as to which you feel the need for most. This version has unlimited storage and can hold thousands if needed.

EXP Share (100CP) A problem some people have is that only the Digidestined and the Digimon participating in the fights gain experience points. While rare, these items come in many types that limit how much expertise gets shared and to whom. With this purchase you can select any of your team and just how much expertise goes to each. In future worlds this can work with all party members.

Profession Share (100CP) A rare upgrade for those that do not like to grind out their skills. Normally, these items are limited to only benefit related skills. Such as Blacksmithing and Mining. For this to work the skills have to be improved. No trying to craft starting items to boost your end game smithing. With this, you may select any two professions that you know and can split the experience between them. A common use is to attach this to a passive skill to improve a harder to level one.

Sustained Evolution – (100CP) (uncommon to epic loot) – This allows your Digimon to make digivolution their new default. They will no longer degenerate into a child stage after a fight. These items come in ranks for each evolutionary stage above child; (Adult, Adult (Armor), Perfect, Perfect (Armor), Ultimate, Ultimate (Armor), Burst and Burst (Armor). These are often found in dungeons and raids near the level cap of the next form and rise in rarity the higher up the evolutionary stage. The low end ranges are common enough that most players can keep at least an adult Digimon. Sought after by many players and Digimon partners, you have gained all of them with one simple purchase. As an added bonus, this special version will even allow your Digimon to willingly move between their evolutionary line if they prefer staying in a lower ranking form.

- This will allow Spirit Warriors to stay in their Digimon forms indefinitely.
- Fusion evolutions (Biomerge, DNA Fusion and Xros Warriors) cannot be sustained as they are multiple Digimon in a temporary fusion. A permanent fusion that could be sustained would be a Jogress as the two become a new whole.

Slide Evolution (200CP) (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also

slows its growth as a cost. Your version can be toggles to allow experience points to be divided up into either line as you wish.

- A digimon with this can DNA Fusion or Jogress with itself if it has the power to or provided by their human. Both sides will count towards the total data required for such a transformation. This can create a subclass of the Xros Warrior which allows for their Digimon to gain a third evolution line by merging with itself.
- Each branch of evolution counts as a separate alt form

Expanded Inventory (200CP) Your inventory has gotten an upgrade to a full 1,000 slots. This will also come with a 5,000 slot bank account that can be accessed in your warehouse, treasury, bank or any other place where valuables are normally stored.

Removed Combat Limits (300CP) This is a very rare item that can be found in the game and is normally seen as a hack. The normal limit is only one Digimon can be active and out at a time, unless in certain areas such as towns, bases and certain dungeons. For you, that is no longer a problem. Each of your Digimon are free to roam and fight beside you. This will greatly enhance combat abilities, but get a lot of attention from everyone if seen. For Spirit Warriors and Mergers this acts as a duplication ability. Allowing them to duplicate into up to three copies to fight as each of their totems and merged Digimon.

Homeward Bound (600CP) One thing that is common in many Digimon series is the power of a Digivice to move between the worlds. This is not something that you can find in the game. It is a privilege granted to a select few. While in this universe, you can now use a computer with an internet connection to open a portal between the Digital World and Earth as default. While on Earth and while the perma event is ongoing, you can use this connection to travel to any other active worlds. While the portal is open you can move people between these worlds. This could allow you to start saving people from crappy and doomed games or jump start an invasion.

This is a highly sought after ability and will make you a target of everyone if word gets out. Not only other players, but every faction and god in every game you visit and every government on Earth. In future jumps you can use this to scan for and detect weak points in the fabric of reality to open stable portals between two connecting realms.

Property and Transportation

All building and transportation options can have previously owned properties and such imported to gain these new abilities. All except the Digi-Beetle and Trailmon Ball gain a hiring menu to staff them if desired. Each is given a point value based on size, rarity, type and so on. You may hire NPCs (digi humans, digi elves and Digimon) in the world to work for you or custom make your own new ones (costs extra). They will appear once hired and get paid weekly. In future worlds you may still hire from races of any worlds you have visited before.

Property – All property bought here are exempt from the Digital Land Tax of 203X (Yes, people in this universe have to pay taxes on income and property in video games)

Personal house (50CP/150CP) Everyone needs a place to call home and not everyone wants to join a guild. You may buy a house or large condo in a city of your choice. The house is a standard 3 bedroom/2 bath in a style of your choosing. For an extra 100CP you can get a lavish mansion in the good side of town or just someplace on the frontier.

Business (100CP) You become the proud owner of a small business. Anything from an inn, tavern, shop, brothel, hot spring or the like are available. It will have all proper paperwork and licenses to operate. While you can man this yourself, you can also allow it to run with some NPCs and earn a passive income.

Dungeon (300CP) As with many MMOs, dungeons are scattered around the world. Here, dungeons are a zone that anyone can enter. Many found dungeons are highly prized resources and guarded by factions, because the longer they sit undisturbed the stronger the inhabitants and more valuable the loot inside become. You are the proud owner of your own dungeon. Feel free to customize what type and how it looks; such as ancient ruins, caves, mines, temples and more can count. And no need to worry about the moral quandary of the dungeon inhabitants being killed in a constant cycle of life and death. Those from this dungeon are soulless and little more than machines to be slaughtered for experience.

Arenas (50CP/100CP/200CP) You are the proud owner of your very own fighting arena. They come with a number of safety features to protect the audience from the action, increasing in what can be done as the arena grows. As the owner you get a cut of all bets placed here, you may declare tournaments and people will come to watch and participate. In off seasons when you are not putting on different shows, people can come to train or just test their skills in friendly bouts.

- For 50CP, this is a small arena the size of a standard boxing ring. Great for single combat.
- For 100CP, it will upgrade to a larger arena that is sized for 3v3 team battles. This size is where overhead display screens start being seen.
- For 200CP, you get a full blown Colosseum on the scale of a modern stadium. Large team battles and even raid style tournaments can be held. The Colosseum style allows for up to 90,000 viewers

Town/Guild base - How this normally works is that the larger a structure the more refined the assistant AI becomes. This is normally done to help with placing structures, managing the NPCs and dealing with money. As the leader/owner you are free to set taxes and fees in your territory.

In the top tier of the Digital World such towns and guild bases can be part of a Digimon and fully sapient. These are rare. But these Ultimate level Digimon can attack and defend themselves, granting that much more security to your people. Player and guild owned towns and cities of these kinds can have several typings depending on how much was put into them and where they are located. Some people find it a

fun sport to watch the guild bases war with one another while the guild properly tries to board the opponent.

For an **extra 100CP** you can upgrade your town or base to be on the back of such a mighty Digimon. Doing so will negate active Trailmon lines in towns. Such an example could be having your city or build base on the back of a mighty El Doradimon

Village/Town/City (200CP/400CP/600CP) You have come into ownership of a village, town or city. They come in several sizes based on cost. Unlike other properties, you cannot just hire someone to fill in the entire place. As the mayor, lord or whatever, you can only use the hiring system to fill in civic rolls. Such as scribes, clerks, guards, maintenance and so on. Civilians will move in and out on their own based on how well the city functions. What sort of citizens you have depend on the kingdom and environment you are located in. Icy tundras will attract more ice type Digimon. Beaches will bring in more water and tourists. Bottom of the Net Ocean will greatly limit anything other than water types.

- **Small Village (200CP)** Small villages have less than five hundred people living in them. They tend to be more off the beaten path and on the fringes of a territory. If you have a Trailmon line, it will more than likely be the end of the line or a single line passing through.
- **Medium Town (400CP)** This is a good sized town that holds a population between 1,000-10,000 people in it. It gets a moderate amount of traffic and has several Trailmon lines bringing people in daily. There might be a sprinkling of max evolution Digimon in this town.
- **Large City (600CP)** This isn't a capital city, but it is one of the larger cities in the given kingdom. It holds on average around 50,000-100,000 people in it. Expect to have a thriving economy, a major auction house, several Trailmon stations, at least one colosseum and more sites to draw in people. Due to your population and connection to the local capital, you can expect a good number of max form Digimon in the city.

Guild Base (200CP/400CP/600CP) Guild bases are either repurposed old ruins, forts and the like or newer structures that players will buy or rent from the local kingdoms. The kingdoms and local factions have expectations. Such as keeping the territory around the bases safe and also keeping the player violence aimed at one another. Each guild base has a number of options that expand and upgrade with each higher tier. See your guild leader for all of the options.

- **Small (200CP)** A small fort for smaller guilds. These can easily hold around 50 players, their entire teams and many NPC hirelings. These come with the basics of jails, a small graveyard, kitchens, dining halls, and a central tower.
- **Medium (400CP)** The second size up. These fortresses have a wall length of about 5 miles. It has upgraded barracks, jails, storage and more as defaults. Other custom builds can be decided on by the guild leader.
- **Large (600CP)** The largest of the guild bases and basically a small city on its own. It has an outward wall size of 10 miles (Area is 7.544 square miles).

Transportation

All transportation can be stored under a special slot in the Digivice and though most of these are technically Digimon, they count as sapient transportation items. Most of these start at the equivalent of an Adult stage Digimon and can Digivolve into stronger forms if the right situations occur. All but the Digi-Beetle can be left to fulfill their main transportation function on their own or with a recruited captain and bring in a passive income if left alone. Although costly, many of these become outfitted for war by guilds. **All 200CP transport options can be upgraded to their more powerful forms For an extra 50CP they will grow to their next evolutionary stage and for 100CP they will max out their evolutions as a stage 6 Ultimate Digimon.**

Digi-Beetle (200CP) These six wheeled, highly customizable, semi sapient vehicles are a common means to travel off the beaten roads of the Digital World. Able to self drive if given the destination and traverse many terrains. Many see them as standard equipment for those who lack a Digimon that is able or willing to serve as a mount. While not as fast as more mainline transportation, they have their own charm. This is a basic model with enough seats for the DigiDestined and his party of Digimon to travel comfortably.

- **Digi-Beetle start with 1 upgrade for free**
- **Digi-Beetle Upgrades (50CP per 2 upgrades)**
 - **Boat**
 - **Flight**
 - **Underwater**
 - **Weapons**
 - **Resource Gathering**
 - **Can be stored inside of a Digivice**
 - **Size upgrade - can hold another party**
 - **Temperature control from desert heat and polar colds**

Trailmon Ball (50CP) – A lower stage of the Trailmon line consisting of a single ball, chair and pedals. They are not much for conversation, but can follow any trail line. These rickshaws are considered slow and most only used for day trips. This purchase will allow you to summon one when at any trail line.

Blimpmon (200CP) A machine Digimon of the air. Able to move people and cargo across dangerous terrain and even the ocean. They are generally easy going and just love to travel the skies. A common favorite of those wishing for air superiority when attacking their foes.

- Can evolve into a Cargodramon, a military style transport that is faster and more heavily armored.
- Eventually a Helicarriermon will emerge. These are large enough to act as staging grounds for assaults. They will typically carry several Blimpmon and Cargodramon for ground troops.

Ferrymon (200CP) The most common method of traveling the Digital Ocean, Ferrymon love to carry people around. Coming in many shapes and sizes, it is common to see them traveling up and down the coasts or moving between islands.

- Ferrymon can transform into several types depending on how it was primarily used; a cargo ship, a cruise ship, a combination of the former or an aircraft carrier.

Trailmon (200CP) – Trailmon are all over the Digital World and the main form of transportation for most. Now you can also have your own Trailmon with accompanying cars. Some guilds have even turned Trailmon and their cars into mobile battle trains. Using them to raid unsuspecting towns and cities.

- Evolved Trailmon look the same, but once strong enough can start laying their own tracks to allow them to travel anywhere there is land.

Companions

All companions gain 600CP and discounts and freebies where applicable, including item stipends and discounts. Digimon companions cannot buy a Digivice or class.

Mass Import/Create Companions (50cp per 1, 100cp for 4 or 200CP for 8) You may import or create up to 8 companions

Digimon Partner (3 Free for all non Spirit Warrior humans) As a standard gift you get to keep your main partner if you like. I am sure you will have built a fantastic bond by the time the jump is over.

Appmon (1 Free for all Human origins) Appmon are strange creatures that help run your Digivice. They give a number of buffs that help in and out of combat.

Human Partner (1 Free for Digimon origin) While not every Digimon wants to team up with humans, you did. Thanks to the bond you share they can join you as a companion.

New Friends (Free or 100CP per World Boss or God tier) You have met many people and made many friends. For a normal person you may take them for free and visit new worlds. They can be anyone you meet in the jump. From new Digimon, to game NPCs or perma humans. But for the strongest there is a price of 100CP for the likes of gods and world bosses.

Drawbacks

There is no drawback limit and companions can take drawbacks where appropriate.

A Real Decade (+0CP – Real humans only) A standard time extension drawback. Instead of starting already in the game, you will start in the real world a few years before the DigiWorld begins alpha

testing. You will get contacted for a job taking part. The early versions had a much higher rate of time difference and you can experience the several decades of flipping between the two worlds. The world went through many changes and events in the early days. From the alpha, when armor evolution was the only way to move past the child stage. The first beta, which ended with a world raid against an overpowered Zeed Millenniumon that nearly broke into the real world. Including the second attempt at a beta which ended in a last stand of survivors fighting back to stop Demon and his army of rabid infected minions from also trying to escape into the real world.

Thousands of years transpire between each testing phase and the game going live. You will gain and lose friends between each testing phase. Your loyal partners will have long since died of old age by the time you arrive for the next round. Expect stories and legends to appear about many of the testers. You will get to be there for all of it and even get to stick around for a few years after all of the mmos go perma themselves and are cut off from Earth. You will go perma once the event starts and you first log into the DigiWorld. But on the bright side, you can play all of the other games this world has as well as try out different classes in each testing phase. Your real class will be what you pick once perma happens.

- This will be approximately 28 years worth of testing time and another 24 years once the game goes perma.
- 5,400 days (14.8 years) of Alpha
- 3,600 days (9.86 years) of Beta 1
- 1,200 days (3.29 years) of Beta 2

From The Start (+0CP - Digital life only) The Digital World has been simulated in a time dilation for a long time. You will start some 25,000 years ago during the first Alpha test. Classes for Digi Humans are much rarer and you will have access to your quick respawn only during these testing phases. Outside of these phases death and respawns will take somewhere between 100 and 1,000 years and you will be starting over with a full reincarnation. Skills, professions and the like will be lost between these many lives. You will get to live many lives while you wait for the game to go live and the perma event to start. This might complicate some other drawbacks.

Extended stay (+0CP) If neither of the above sound fun for you, please feel free to pick a time limit and stay that long.

Stuck On The Moon (+100CP - incompatible with True DigiDestined) For the duration of this jump you will be stuck in the Earthier capital on the moon. This is a vibrant city the size of Tokyo, but also violent and somewhat boring. It is a major trade hub and people will be coming from all over, but you will never be able to leave. This will not stop you from picking a class, but it will stop you from gaining any experience points after that and leveling up. Most Digimon will not like being stuck in their Child stage without hopes of advancement. Hope you can stay sane and get a 9-5 job in this wonderful new world.

Child Safety Mode (+100CP) For the duration of your time in jump you are being restricted to the dreaded child safety mode. That means swearing will be bleeped. Trying to drink, do drugs or have sex

will cause either violet sickness, nothing at all or just be straight up blocked by a cockblocking popup. Nudity, blood or gore will be blurred out. Which might cause a problem in battle when everything is just blurs.

Lost Child (+100CP) The perma event strikes hard and fast. One of the first things researchers found was that the pure imagination of children caused them to undergo this effect at a much higher rate. In the early days, you have found one such lost child crying that they couldn't log out. As a fellow perma player that is also an adult, you have gained a system quest to help tend to and care for this child during this difficult time. They might not listen to you all the time and get into a lot of trouble, but they do need someone around that understands human children and the fact that they cannot go home. If you desire, you may take this child and their Digimon as a group companion post jump.

One And Done (+100CP/+200CP) Unlike others, you are restricted to a single Digimon slot. You cannot take an Appmon or your normal additional two others and cannot benefit from anything that would give your single partner more than one evolution per stage. For Spirit Warriors that will restrict them to only a single totem line. This will also negate the use of split line evolution and armors for the duration of the jump. This is not a game ender for most classes, but will hamper versatility. Xros Warriors get an extra +100CP.

Troubled Background (+100CP/+200CP) (Can be taken for jumpers and each Digimon and Appmon) This is not a nice world; in or out of the game. It is one full of violence, sex, greed, ramped slavery and so on. Many people seeking to go perma and stay in VR are the dying, cripple and elderly. That said, something in your background or that of your Digimon was bad. Common examples could be drug addiction, being a crippled war veteran, abandonment issues, criminal organizations, forced govt issued rape/sex changes, the Asian slavery or something else. For an extra +100 (total +200CP) These events can be even worse or connected in some way to others.

Partnership Is For Life (+200CP) Normally, Digimon and human partners can part ways at any time without any repercussions. That is for others to enjoy. You are operating on a first come first serve basis and must be very certain of which Digimon and Appmon you select as once you partner up with them, the party cannot be broken up.

Rare Hunters (+200CP) A black market organization known as the Rare Hunters have targeted you as a prime target for their greed and rage. Their reasons can be anything from thinking that you have a special item, hidden knowledge or that you have just interfered one too many times as they tried to steal items from others. The longer you hold out against them the more they will try prioritizing you.

Rabid Fan Club (+200CP) Natives of this world have a strong interest in both you and your Digimon. The good news is you have a fan club. The bad news is it isn't a good type of fan club. While this can be used to gain certain benefits from awe struck fans; expect the stalkers, kidnappers and annoying fanboys to quickly learn of your location if you stay anywhere too long. They will use their world spanning fanclub to keep tabs on you and post all about it on the DigiWorld internet. If you appeared in the Alpha and Beta

tests historians that like fighting and arguing about your past exploits will be part of this group. Expect to have few secrets stay hidden and actually have to fight them off from time to time. But they do have a yearly convention all about you and your Digimon. I do not advise attending.

Setting Amnesia (+200CP) For better or worse you have forgotten everything to do with the Alterworld universe and Digimon franchise. You will start this jump in character creation and have to make your way from there. Good luck, as all you will have to go on is your in jump memories, if you have any.

Found Wanting (+300CP) One of the seven demon lords has taken an interest in you and believes that you are a hindrance to their plans. How they decide to deal with you will vary based on their deadly sin. Each rule their own city state in the Dark World and have minions to send against you and to carry out their whims. Some examples are

- Lucemon seeks to achieve real godhood at all costs.
- Leviamon rules his court at the bottom of the ocean.
- Belphemon is currently sleeping. Their affairs are run by their cults.
- Demon wants to break free from the Digital World and destroy Earth and all new worlds.
- Barbamon runs a criminal empire and believes you have something unique he wants.
- Beelzebumon X-Antibody Mode seeks to delay and stop the other Demon Lords. He believes if left unchecked they will destroy the world.
- Lilithmon is known to be obsessed with tracking down her former human partner and making him hers again. Believing that they can ascend together.

Heaven's Wrath (+300CP) One of the seven virtues, counterparts of the demon lords, has seen your arrival and believes that you will endanger the digital world as it prepares for the coming end to the perma event. They also rule their own cities in heaven and have fanatical followers both Digimon and humans to send after you.

True DigiDestined (+400P) This is what you signed up for when you started this game. It was mentioned in the tutorial and was in the first paragraph of the Terms of Service. If this were not a video game world, you would be considered plot bound. But because that is a bit harder with so many kingdoms and problems all over the world you are going to learn the true meaning of "it isn't where you want to go, but where you need to be." Things will conspire to see you end up where you are needed most at the moment. Everything from random attacks, crashed ships to even glitching the area around you forcing a teleport if you stay in a single place too long.

Each challenge you face will be within your capability to help and solve the problems. It just might not be obvious at first. Expect a mixed reaction from others. Some will see you as a walking disaster zone while others will want to join you for the wild ride.

Death Is The End (+400CP) (Not available for Spirit Warriors or Digimon) In the early stages of the world, death was permanent for all non players. It was considered a common and tactical thing for

Digimon to try and slaughter the Digidestined's Digimon to prove themselves stronger and to replace them. It was an age of violence and sorrow. If you take this drawback that was never changed. Your Digimon will no longer respawn upon death. How often you are attacked will depend on your reputation and strength as a player as Digimon want the strongest. On the bright side, your Digimon can always hide inside of your Digivice, but that would leave you defenseless to an angry Digimon denied their chance.

Ending

You have made it through your decade and had many adventures. Now it is time to decide what to do next.

Stay - You can always stay here and protect this world. With the perma event ended there are many confused humans from Earth that will need help and guidance.

Move On - But why stay and protect a single world when there are so many more out there that need your help? Go on to your next jump.

Go home - Sometimes a warrior has just seen too much battle and needs to lay down their weapons and return home. Go rest with all that you have earned.

By Wanderer

This is an OC setting designed to be an alternative MMO set in the Alterworld universe. The original Alterworld jump has a section for picking another game and I just came up with this to fill that spot. Feel free to think of it as a generic or alternative to Alterworld.

Notes

Other AIs can be imported as Appmon. Such Ais can be Rotom, AIs, hologram assistants, Megaman Net Navis and so on. They do not need to be full companions and can use this to gain a new alt form.

Alterworld bullshit list

<https://docs.google.com/document/d/1FASNJwGeKD-2mJw8g5mDMbOGIdAlGnms/edit>

v1.1

Updated **Removed Combat Limits** to act as duplication ability for Spirit Warriors and Mergers
Sustained Evolution + Removed Combat Limits allows for Spirit Warriors to remain in multiple transformation bodies for prolonged periods, but require some close distance to the main Digivice.

Removed Combat Limits + Spirit Warrior Multiclass can net a total of 7 active fighters instead of the standard 1. (3 Digimon, 1 Appmon, 3 Spirit Warriors)

Updated a number of item prices to lower and better explain.

Added Perks **Quests Galore (Free in jump / 300CP to Keep)** and **True Digidestined**

Cleaning up Notes section and world building

Added a table of contents

Digimon MMO – for Alterworld - Game explanations and world lore

Digital World was created in 203X. The main point of the game is to partner up with the local digital life forms and explore the new world that exists within your computers. It is near the same size as the Earth, with the vast New Ocean separating twelve continents, sub continents and a large number of islands and archipelagos. For higher level players, there is the Dark World. It is a hellish nightmare land of the most evil Digimon. There are thousands of different Digimon ready to be discovered.

Lore: The game lore is pretty simple. The Digital World came into being with the first interconnection of computers. Since that time many digital races and Digimon have risen and gone extinct. Throughout the ages humans have traveled to the DigiWorld to save it. This balance has worked so far, but now something has changed. One day many portals to the Earth opened up and a flood of humans came forth to wander and explore the world. There are many theories as to why so many digidestined are needed. One theory is that the ruling AI have foreseen something coming that will threaten not only the DigiWorld, but the Earth as well.

Time scale: due to some advanced deep dive technology, time in the Digital World moves about four times as fast as the normal world.

Locations: The Digital world has a number of famous locations based on the various seasons of the show and games. Such as, but not limited to File Island, the Server Continent, Witchelny and so on. It also includes a number of new locations. One such example is the Armor Archipelago, a series of islands that blocks the normal evolution methods of all Digimon and Spirit Warriors. The only form that does work is armor evolution.

The Digital World is full of scattered locations that most humans might find weird. Such as large fields filled with abandoned vending machines, telephone booths or even just a giant toilet. You can have a snowy tundra right next to a blazing desert. Regions might have seasons passing every hour or be locked into only a single season that never ends. Even day and night cycles can be locked at certain times of the day, with the only way to notice them is to pass the border of the zone and suddenly find yourself in the night lands.

Overall, there are about seven continents each ruled over by their own group of guardian Digimon and ruling AI for that continent, a number of island nations, three moons and several hidden realms.

Server Continent - This is the most common starting location for new players. It is the more classical appearance for those that were part of the testing phases. As the oldest, it has many locations and much history. Across it players may find the portals to the demiplanes of Heaven and the Dark World, the home of the Seven Virtues and Demon Lords respectively. The main enforcers of the land are the Royal Knights.

Witchelny and Magic - Witchelny, also known as the Continent of Medieval Magic is a continent that runs on slightly different rules than other regions. This land is protected by the Four Holy Beasts. The technology that is common in most of the Digital World does not appear here as magic can replace a lot of things. Even digivices have less of a technological appearance. There are a number of Digimon with local variations that appear more fantasy based and not robotic. Most of the land is ruled by a series of clans that practice elemental magic. This magic is a high-level programming language used to invoke a response from the digital nature of the world. Across the land are several schools for teaching each type of magic. Magic taught is mostly for self use. These spells can range from damage, to buffs to healing, but are elementally aligned. Such as Water allowing water walking or water breathing. Other spells can include attacks for self defense, the power to fly, scry long distances, telepathy.

- Elemental schools: Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- People can learn only one elemental school per profession rank past Apprentice.
- Ranking up depends on evolutionary level or capability;

Cantrips (Baby1)	Novice (Baby2)		Apprentice (1) (Child)
Journeyman (2) (Adult)	Master (3) (Perfect)	Grand Master (4) (Ultimate)	Sage (5) (Super Ultimate)

- Knowing magic or being in Witchelny can affect evolution.
- Examples of Witchelny Digimon
 - Wizaramon (Fire & Earth)
 - Sorcerimon (Light & Ice)
 - Witchmon (Wind & Water)
 - Babamon and Jijimon

X Continent - Jokingly referred to as the Australia of the Digital World, this is a land long since cut off from the rest of the world. Long ago a virus broke out and the entire continent had to be quarantined. Sadly, the X Program is still active and dangerous to the rest of the world. As such, the entire continent is surrounded by a series of automated obelisks with enough firepower to kill even top ranked Digimon. Beyond them is a joint navy to put down any escape attempts. Even with these defenses, some Digimon and Digi Elves have escaped into the wider world. There are only two ways off the continent the first being the main port that sends in supplies and exiles sentenced to death. And the player functions to return to the human city on the moon. Though this function does sterilize the players, so that there is no fear of the infection. Granted, players can only return to the city they left on the surface, so it is not a valid way to escape the landmass. Even with the history of near destruction, the continent has adapted and grown into a modern society comparable to the rest of the world, just more isolated from trade. The only main difference is the method to get to the land and the change in the appearance of the local Digimon.

Iliad - A continent ruled over by the Olympos XII Panteon. It is a place representing much Greek and Roman data and themes. Old temples to other forgotten gods dot the lands and Digimon and people can have regional variants or be more common. While the land was there, the ruling pantheon came about as a result of the Beta 2 ending.

Kemet - The continent of sand and river valleys. Watched over by the Pantheon of The Ennead, based on the Egyptian gods. This land appears to be the combination of many early Middle Eastern empires and mythos. Due to the extreme heat, many move and work in the early hours or during the night. While the land was there, the ruling pantheon came about as a result of the Beta 2 ending.

Shambala - Also known as the Eastern Digital World is a far off continent that is protected by the Tentei Hachibushu, a group of eight Digimon created from Asia mythos. The land is more steeped in mysteries, mist filled valleys and mountains and spiritual happenings. Honor is a very big deal to these people. Revenge being the second most important thing. While the land was there, the ruling pantheon came about as a result of the Beta 2 ending.

Non continent locations

Armor Archipelago - There is a section of the world about the size of the Philippines of Earth that holds to the early days of the Digital World. That is to say that no Digimon can evolve past the child stage without help or Armor Evolution. While the real reason is unknown, many believe it is because of a large amount of ores that are used in constructing Armors. The archipelago is the leading source of all Digi-Armors in the world. On the islands evolution is carefully controlled by the local govts. To them, evolution is less of a privilege and instead is a duty. As such, armors are handed out to achieve goals for society and are a status symbol. An example is creating more Digimon to construct underground mining or Tylomon to patrol the local seas. Even though they restrict their own from buying armors, most of the Armor Archipelago make a booming trade to the outside world.

Dark World: This is not Digi-Hell. This is one of the three moons in the sky that was given over to the Demon Lords in an ancient pact with the forces of Heaven. Even with their pact, the pair of moons will occasionally go to war and raid one another when their orbits get close enough to do so. The land is battle scared, from fights to grow stronger and over territory. Even with the harsh outlook on life, there are still pockets of protected life found throughout. Typically guarded by more kindly Digimon ruling as the supreme ruler of said lands. Digimon here are even more determined to get strong by any means necessary and thus view players as a means to an end.

This moon is ruled over by the seven Demon Lords each representing one of the seven sins. Each of their territories is themed around said sin. Humans with digivices in the Dark World are largely hunted by the locals if outside of a city. It is known that being partnered with a human is a means of power and a form of death protection. To that end small wars can break out over a human with a few slots for a new Digimon. This does depend on the human's level, as no one wants to take the penalty and weaken

themselves by partnering and taking the level loss. Spirit Warriors are looked down upon as they cannot be used for easy escape. That said, some are willing to take a level penalty just to get out. This will not work for the rulers of the Dark World.

Player Moon City: On one of the three moons is a large metropolis constructed long ago to house the temples of the Trinity AI. Around them has grown the city that hosts several million residents. All capital cities have a portal to it and is thus a neutral ground and market place for all factions. These factions have their own burrows for their people with restricted access. This does not halt trade as there is just as much open public spaces for those not wanting to remain in just places. Here you can find practically anything from all over the world below. Although, there are several forbidden items, that is why black markets exist. Beyond this there are several human run businesses that use the time dilation for extra profit. Some such are universities that grant faster education and are more expensive as a result. The moon city is a non combat zone and the safest place for anyone looking to live without combat.

More World Things

Flora: The Digiworld has a large selection of normal plants and plants not seen elsewhere. One such series of trees are meat trees. These plants may appear to be normal fruit, but each type of fruit is meat inside and needs to be cooked. The type of tree will determine the type of meat. You can find steak apples, bacon pears and chicken plums. Several types of bushes just grow meat on a large bone. There are forests where the trees just show old television programs at random.

Banking In The Digital World: In accordance to laws relating to money in digital worlds, there is a bank. The main banking system ran by the system offers a 1% interest rate. Money transfers between the real world and the Digital World of Digimon work at a rate of \$0.10 USD for 1 credit and has a daily deposit/withdrawal limit of \$50,000 USD. There is nothing stopping players from opening their own bank except for their funds.

Rules on Digital Properties: Section something, something of the Digital Property Act of 203X. A yearly tax of 10% of the total value must be paid or the property will default back to the game developers. Any property can be bought from open wilds to shops in town. In theory the only thing stopping someone from buying out an entire town is their bank account.

Castles: Castles and fortresses come in a variety of sizes. Each castle is controlled by a central control room housing an AI that will repair, altar, upgrade the fortress, and hire NPCs depending on your specifications so long as you provide it with enough funds. NPCs require daily upkeep costs to keep them, with an extra price to be paid if you wish to have them leave your property. Every castle, regardless of size, comes with a shield generator. Castles of any size can be upgraded to become mobile. When this happens; the castle AI is transformed into an El Doradimon with the castle on their backs. For proposes these count as property and not true Digimon. Thus they cannot be stored inside of a Digivice and are not affected by places such as the Armor Archipelago.

On the smaller end they come stocked with a hundred rooms, a training hall, a meeting room, defensive towers and a small portal room.

Cities, Towns and Villages: The Digital World has many places to see. The wilds are dangerous and so Digimon and the other races of the world band together to build cities. A common feature in all settlements is a size modifier that reduces the size of all Digimon to be 8ft or smaller.

Cities are the largest gathering places in the local region and contain a wide variety of Digimon and people. These are the best places to buy goods as they have the widest selection of goods and services. Every major city has a Trailmon terminal that connects it to the local other cities.

Towns are much smaller, and can normally be found within a few days from a city.

Villages are very small. They can have a population of a few dozen to a few hundred. It is normal for them to be the same type of Digimon that have banded together for protection. They are the least defensive, but can be found scattered across the world.

Death of the player and Digimon: When a partnered Digimon dies it is converted into an egg and stored inside of the Digivice. It will take a day or so to hatch and come back to its senses. When a player dies a gravestone is left behind with their items. The player must make a corpse run to retrieve their stuff. If they do not make it back within three hours, the grave will be transported to the graveyard closest to their bind point. Alterworld has a 15% total EXP penalty per death. Not sure if I want that here.

Digimon Sapience: Not all Digimon are sapient, it is a sad truth of the world. Humanoid Digimon are known to be far more likely to be sapient, some can push the boundary of what can be considered as thought. The more bestial a Digimon is the more likely it is to be feral. This is one reason for the walls and guards on any number of cities and villages scattered throughout the world. There are some items that can grant beast Digimon sapience. A Digimon bonded young in its life will be more likely to be sapient even if it is a beast type. The wild spawn zones tend to be non sapient in general and act more like animals.

Example: While in the dinosaur lands you might see a Greymon traveling with a pack of Agumon and Koromon. The adult will tend to hunt down prey for the smaller pack to feed upon. These will be highly territorial and attack all outsiders without restraint.

Digimon Partners. Digimon are not slaves, unless they want to be. A Digidestined needs consent to bind a Digimon to their Digivice, if the creature is sapient. They must defeat feral Digimon if they wish to register it as theirs. Because it is a partnership, different Digimon will seek out different classes or personalities in a Digidestined. There is also a process in which a human can break their contract with their Digimon, but the Digimon can do so as well if they believe the partnership is not going well. Because of this, it is advised that all players take careful consideration in who they select. The contract is made when a Digimon is selected and a contract offer is made. Then the humans will pass their Digivice

through a Digimon's data flow, the circle of data that flows from their core (think of Frontier and those data circles that get scanned). The Digimon can then accept or decline the offer.

Why do Digimon want a human partner?: The simple answer is that it is the safest and fastest way to level. When killed, an unbound Digimon will have its corpse stay for a while so that it may be looted and data harvested by players of hungry Digimon. For a bound Digimon, they will be converted back into an egg and be stored inside of the Digivice for a time until they are ready to hatch once more. Avoiding the final death is a much coveted advantage of having a human partner. A downside for some is that when bound the Digimon will stay locked in his child stage form most of the time. While some may not like this, there is a highly sought after item that can allow a Digimon to keep their higher stage evolutions at all times.

What happens to Digimon if the player never returns: For various reasons a player might just never log back in. This can be anything from boredom in the game, lack of good internet, injury and even real life death. Digimon do know about the time difference between their world and Earth, so a few days isn't that much to waste. But after a month of waiting, they might start to worry. At any time they can break their bond to a player. If the player does not log on for over three months real time, this will automatically happen. In case of death, the ruling AI (Yggdrasill) will notify the Digimon of the death of their human and will be free to go.

Number of usable Digimon: All players start with a single slot available in their Digivice for a Digimon and one for an Appmon. This will allow only a single Digimon partner to be bound to you, or one evolution line for spirit warriors. A player can have up to three slots. These upgrades can be gotten through level up for the second slot. The third slot requires either rare loot, hidden quests or even just paying cash in the auction house to buy it. To be fair to Spirit Warriors being limited to a single body, other players are restricted to one active Digimon. The others will be stored inside of their Digivice. When inside, each Digimon has its own small apartment, a common area for them to gather and a monitor to watch their human. While in towns and cities this is lifted and all three Digimon can be out walking around if they wish. It is also lifted for certain dungeons and pvp arenas.

Appmon - a type of digital creature based on smartphone app. They share several similarities to Digimon but have specific features exclusive to them. And are closer to the human world than normal Digimon. Both *Digimon* and *Appmon* are made of data; while the former are made of Binary code and wireframe, the latter are a combination of more complex coding language.

Buddy: Appmon can have a **Buddy**, a human with whom Appmon has a partner relationship and is analogous to partner Digimon. Appmon act similar to Net Navis from Mega Man and lives inside to help operate the Digivice. They offer buffs based on their types and grades. They help use functions of the Digivice such as using the various apps, maps, calculators, communication and more. Players can have one Appmon per Digivice.

Evolution: Appmon evolve via their own methods, similar to normal Digimon.

Classification: Like Digimon, Appmon species are also given several different classifications. Although some of the parameters used to classify them differ from those used for Digimon, they can be seen as equivalences.

App: Appmon represent different types of apps, possessing the qualities of those apps. They each have a unique icon called an "**Appli Icon**" (アプリアイコン, *Apuri Aikon*), similar to the app icon on smartphone, displayed on the back of their Appmon Chips.

Grade: Appmon species are classified by " Grade " (グレード, <i>Gurēdo</i>). This is analogous to an Appmon's Level.					Type: Analogous to a Digimon's Attribute, Appmon species are classified into eight " Types ", each of which represents the genre of the app that they are based on			
Standard	Super	Ultimate	God		Social	Navi	Tool	System
Stage 1	Stage 2	Stage 3	Stage 4		Game	Entertainment	Life	God

Dungeons: As with many MMOs, dungeons are scattered around the world. Lairs of powerful monsters, ancient ruins, personal quest locations, and more. The longer a dungeon is left undisturbed the stronger the inhabitants and more valuable the loot inside become. Many groups will try to claim ownership of dungeons and let them grow.

Experience Gains: Both the player and the Digimon need to gain experience. Normally, only the active Digimon and the human will gain experience in battle, but you can gain some items of different rarities that allow for all Digimon connected to the Digivice to gain experience at different rates. This can be a double edged sword as evenly splitting all experience is the same as just fighting mobs while rotating with each Digimon taking their own turns to fight. As per a basic rule, a Digimon partner cannot surpass 3% of their human partner. If a Digimon is bound by a weaker human the Digimon in question will regress in levels to meet this requirement and can even de-evolve. Most Digimon would not want to take that penalty.

Game Crystals: The main storage method for all virtual worlds.

Gear, Weapons and Armor: Like with all games, you can equip yourself and your Digimon with additional gear to boost your performances. For the player, their gear is aimed for higher defense and boosting their personal and their partner's skills and abilities. Some humans do like to fight alongside their partners, but it isn't a good idea at the higher stages.

Gear for the Digimon are a bit harder to fit. They are sorted by evolutionary stage, field type and a few other factors such as humanoid or bestial. Gear is stored on a Digimon while it transitions between their

stages. This does mean that each stage and new form is going to require more gear. Just another reason why some view armor evolution as a waste of money.

Guilds, Parties & Raids: Here at Bandai Entertainment, we believe in players working together to take on stronger foes. Parties may be up to seven people and their Digimon. Guilds can hold up to 250 people. Guilds are a good way to share resources and help protect fellow players. Raids have an unlimited cap on how many can join. The only real restrictions are the coordination of the players and fighting over loot.

PVP: Open world player versus player is part of the game. The fastest way to win is to kill the human, but that will yield less pvp tokens and loot. You can gain more by killing their Digimon before you kill them. In many towns, cities, and castles there are pvp arenas. Here you can train against other players without having to worry about a death penalty.

Races in the Digital World: There are a number of races within the world. As part of the story, a portal to the human world has seen a number of people from Earth migrating to the new world. This is where many of the digidestined come from. There are digi-gnomes, a race of low sapient creatures that like to fly around the world and bring joy and happiness. Digi-elves and digi-humans are different digital races that can be found in cities, but are not true humans or Digimon. Digi-elves are a strange lot that appear from time to time. They like to learn the secrets of old digital magics and have a habit of running shops to gather information and resources. Digi-humans are much like the character Gennai. He is not a Digimon, but still a native to the world. Like normal humans they come in a wide array of personalities and motivations. Some digi-humans even take up classes and can gain partner Digimon. Digimon can instantly tell a digi-human and a player human apart.

Real World Governments: Due to international laws, any virtual world with at least one perma player cannot be shut down. This is due in part to not understanding the perma event. In secret almost every govt is trying to colonize the various worlds that have the most promise. Russia has already taken EVE Online and the USA govt is currently attempting to start a religious war in Altarworld to take that one over. They are also trying to use magic to teleport magical gold into a world without magic. This is slowly ripping apart reality. For the most part the Digimon MMO was ignored for most of this and regulated to low priority. Mostly due to the fact how the fame incentivized partnership with AI based entities that have no loyalty to the various nations of the world and the lack of many new metals. A token attempt to use the in lore mechanics to move between this world and the Earth, but those failed.

Rare Hunters: An organization made up of less reputable players known for player killings, raiding and looting cities and always trying to collect the most valuable loot they can find. They hate any player more powerful than themselves. Rumors claim that some perma players have gone permanently missing after having too many bad run-ins with them. All they care about is personal power and money. In the early days of the world, they were small disorganized bands, but in recent years they are becoming more militarized and forming official guilds and clans in cities to use their ill-gotten loot to buy out cities and expand their influence.

Sex, Nudity and Parental Controls: Keeping with the International rating system to keep the game running smoothly, there are rules. Firstly there are parental controls for any player under 18. This will censor out all nudity, swear words, disable alcohol use and the majority of violent visual effects.

By default, when unequipping all gear and clothing the character will remain in their underwear. This can be removed, though doing so will result in the player becoming a bare wire frame without any additional bits. This state will not impair the playing of the game, but will disable all positive sensations, while leaving the pain. Imagine a bare wire frame Barbie and Ken doll. This effect will even affect Digimon of an overly sexual nature. No taking the clothing off of a Lilithmon while in public. That said, this is only in public. If in a designated zone, normal nudity can happen. Nudity and sex may only be partaken in designated zones by players that are over the legal age of 18. These zones are properties owned by the player or properties where permission has been granted by the current owner. While in these places, nudity acts the same as it does in the real world. And yes, almost every town and city has a red light district. But due to the vast diversity of Digimon, every fetish can be found.

Transport: The Digital World is huge and transport can be a problem, but there are solutions. Many major cities have a Trailmon line that links them and can be used to transport large numbers of people and Digimon. While the paths near the train tracks are generally safer, the predictable nature of these Trailmon can lead to raiders attacking the trains. One downside is that only major cities are linked and can take days of travel in some cases. If logging out on a trailmon, you will log back in the same car, wherever the train happens to be. This can see players back at their original starting city or very far way. For travel to other continents a player can take a ship, a blimpmon, an underwater trailmon or even a data stream.

Another solution for the rich player is to buy a Digibeetle. These are semi-sapient vehicles that can be modified in a number of ways to allow wider ranges of travel. These cars, tanks, boats, submarines and even flyers offer protection as they can be mounted with weapons and speed. For an additional cost, you can gain an upgrade to store your digibeetle inside of your Digivice.

For the bravest or cheapest players, they can just use one of their Digimon as a dedicated mount. This can be very dangerous on its own. If attacked while traveling you will not be able to easily switch Digimon mid combat.

Tutorial: The tutorial stage is a special time for every new character. The tutorial village is located in a special location on the moon. During this phase the player will have access to every class feature, but will not gain any experience points until they select their class they wish to be and leave the zone. New players will have access to a coach that is meant to guide the player to the best fitting class for their personality and play style. They will slowly be led through the play styles of each class before being allowed free range to try out each on their own. The tutorial guide can answer any questions they might have. Once a class is selected the proto-Digivice will change to match and the last major decision, where to start on the main planet. It is not possible to leave without selecting a class even through administrator access (except for jumper). Because there are many options and places, players can choose

between being placed near a major city that caters to all classes, or a town or village that specializes in one particular class. Of course, all players are deposited in clusters based on real world location, language and billing address.

Professions: There are a number of jobs a person can pick up during their stay. Many people will never reach grand master due to difficulty in some. Professions can be obtained from a proper profession trainer for a fee or quest and come in ranks that must be mastered before moving on to the next. Each rank (Apprentice, Journeyman, Expert, Master, Grand Master) grants a bonus to items crafted or harvested by the player.

General	Class	Normal Professions				
Cooking (general)	Card Crafting (Tamers only)	Alchemy	Blacksmithing	Carpentry	Cartography	Digi-Armor Crafting
First Aid (general)	Skill/Move Crafting (Trainer)	Enchanting	Farmer	Herbalist	Jewel crafting	Leatherworking
Fishing (general)	Totem Crafting (Spirit Warriors only)	Magic	Mechanic	Mining	Tailoring	Ect

Evolution: For most their Digimon will gain an evolution that they meet the stat requirements when reaching the proper level. Due to the branching nature of Digimon this can lead to a wide variety of possibilities based on a number of factors. Such factors can be level, data absorbed while training, personality, items worn, environment and so on. For example, if a Digimon mostly hunted dragon types in the desert, its evolution would be more suited to either being a desert dwelling dragon or a creature more suited to hunting such dragons. If an evolution is unwanted, a spirit warrior can consume that evolution to free the Digimon for a new one. This is a common way to get the proper data for certain totems. Though this does come at a steep exp cost to the Digimon. This is designed to delevel the Digimon so that they may try again. It is advised to seek one out if you wish for a specific evolution to find out the requirements needed for particular desired evolutions.

Stages: There are commonly seven stages of a Digimon They are

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7
DigiEgg Digitama	Baby1 Training 1	Baby Training 2	Child Rookie	Adult Champion (Armor)	Perfect Ultimate (Armor)	Ultimate Mega Burst(Armor)	Super Ultimate

- **Natural evolution:** It depends on the data consumed and various factors.
- **Field:** Fields are categories that sort Digimon by biological traits that they have in common, like element and species, so a Digimon will usually evolve into a Digimon of the same Field as itself..

- **Environmental influence:** Digimon can evolve to adapt to the environment in which they live.
- **Prowess and innate abilities:** Some evolutions only become available to a Digimon if they are sufficiently skilled, talented, or strong. Knowing Witchelny magic is an example
- **How it is raised:** The quality of care and attention that a Digimon receives when it is being raised affects how it will evolve.
- **Intake of specific data:** Exposure to, or consumption of, human data or programs can cause evolution into a Digimon based on that data.
- **Modification:** Some evolutions come from a Digimon altering itself or being altered by an outside force, such as other Digimon, humans, or viruses.
- **Dark Evolution:** Due to a powerful negative or sinister influence, usually emotional in nature, a Digimon evolves into a Digimon that is destructive and uncontrollable.
- **Death Evolution (rare):** When a Digimon dies, it transforms into another Digimon (usually an Undead or Ghost Type).

Armor Evolution: This evolution is a special type available to all Digimon and Spirit Warriors of at least child stage or higher. Using armors is a simple process. Simply use your Digivice to select your Digimon, open up their data flow and add the armor to it as you would with any other accessory. The resulting armor evolution will become an option at the current stage of evolution. Armors can commonly range from the Adult stage for the most common and go up to the Mega/Ultimate stage for the rarest. There are currently 540 armor types, though not all recipes are known. Some consider it a fun, time consuming, and expansive hobby to collect them all. Others consider it a waste of time and money to even attempt to get more than a few.

Armors come in a lot of variety and combinations. One such is the item rarity which grants stats on top of a new form. These stats are a power percentage towards the next form and can be a real boost in leveling when you can overpower creatures of the same level. They range from common which grants only the new form to Legendary which grants a base increase of 75% power boost towards the next stage of evolution. A set of combinations are listed below.

- **Attribute:** Vaccine, Data, Virus, Free, Variable and Unknown.
- **Field/Family Type:** Nature Spirits, Deep Savers, Nightmare Soldiers, Wind Guardians, Metal Empire, Unknown, Dark Area, Virus Busters, Dragon's Roar, Jungle Troopers
- **Elemental Typing:** Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- **Evolution stage:** Adult, Perfect, Ultimate, Super Ultimate
- **Rank of Armor:** Common (no stats), Uncommon (+10% stats), Rare (25% stats), Epic (50% stats), Legendary (75%)

Armors(Child), Journeyman (2) (Adult), Master (3) (Perfect), Grand Master (4) (Ultimate), Super Ultimate (5) (Sage)

Fusion: The combining of two or more Digimon or humans to make a new Digimon. Can be obtained with proper data chips or spirit totems as well.

- **Biomerge:** The act of combining a human partner with one or more Digimon to allow them to fight as one entity. (Temporary)
- **DNA:** Two or more Digimon combine together to evolve into a new, stronger Digimon of the same Evolution Stage as at least one of the constituent Digimon. (Temporary)
- **DigiXros:** One lead Digimon combines with one or more other Digimon ("DigiXros Units") to create a composite Digimon, where the other Digimon form equipment, new attributes and/or new body parts for the lead Digimon.
- **Jogress:** Two Digimon combine together to evolve into a new, stronger Digimon who is typically of a higher Evolution stage than either of the constituent Digimon.

Slide Evolution (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also slow its growth as a cost. If combined with a class that can merge Digimon, Both evolution paths can become viable for use and create a third evolutionary line that is the combination of the other two?

Sustained Evolution – (Rare to epic loot) – This allows your Digimon to make digivolution their new default. They will no longer degenerate into a child stage after a fight and if you're using a spirit totem it allows you to stay in the form indefinitely. Fusion evolutions cannot be sustained. These items come in ranks for each evolutionary stage above child (Adult, Adult (Armor), Perfect, Perfect (Armor), Ultimate, Ultimate (Armor), Burst and Burst (Armor). This is the most sought after by many players and Digimon.

Warp Evolution (rare) – Allows you to skip the step by step evolution and skip until the maximum available stage is reached. Used by those without the sustained upgrade.

Classes – The class system was aimed more to mimic the different gimmicks of the shows.

Tamer (Season 3: Tamers) This class is more akin to wizards in many other games. Tamers use cards to empower their and other Digimon. Normally they are limited to a deck of 50 cards at a time with each card having a cooldown. This class normally relies on quick thinking and timing from both the human to select a boost and the Digimon to use it while it lasts.

- **Cardmaker (crafting profession)** This crafting profession grants a Tamer the ability to turn items such as data chips and other things into cards to be used by other Tamers, the more powerful the item the more resources it requires to make.

Merger (Biomerge) A hybrid class of Spirit and Xros Warriors. Unlike Spirit Warriors, Mergers do have Digimon partners, but instead of fusing several Digimon together, the human will fuse with their partner to form a new creature. Sharing a single mind can be disconcerting for some players.

Spirit Warrior (Season 4: Frontier) Spirit Warriors are those that have chosen to take on the role of the Digimon to fight through the use of totems. This allows for the Warrior to temporarily turn into the selected Digimon. Upon selecting this class the Spirit Warrior is granted a Baby 1 stage totem. Any Digimon can have a totem made for it. Each Spirit Warrior starts with a single evolution line available. They are able to customize their evolution paths as long as they have the required stats to use the totem and it is part of that Digimon's evolutionary path.

- **Totem Crafting:** This class specific crafting profession allows a Spirit Warrior to take several items and data chips from fallen foes to craft a totem for a specific Digimon. While not required to progress yourself, many totems can be bought in shops, from other players or gotten as quest rewards.

Trainer (World Games) A support focused class that's all about building up, and training their Partner; teaching them techniques they wouldn't normally have access to, in battle enhancements or intervention abilities with low costs and cool downs. Digimon of a Trainer are not in it for the quick gains, but rather for the long term. A trainer works to build up a Digimon so that it can be as versatile as possible. They are known to have a special class ability to scan a Digimon and see its possible evolution line and all the stats required. Many Trainers will pick the final form of a Digimon and work their way back down to their current partner to help figure out the path needed.

- **Skill/Attack Mod drop(trainer only)** Think of this like a TM from Pokemon. A trainer can take collected data from their foes that will allow other Digimon to learn attacks that they normally would not be able to. These come as simple upgrades that they can apply, but can be anything from attacks, special abilities, resistances, profession bonuses and more. This allows for a wider variety of attacks at the exchange of a slower growth.

Xros Warrior (Xros War/DNA Fusion) This class is a bit different than others. They unlock extra Digimon slots earlier and start with 2 active Digimon slots. Starting at child stage, the Xros Warriors can combine two of their Digimon (their own or that of another xros warrior) into a single Digimon. This skill will improve as both the Digimon and player's level increases. Eventually allowing the xros warrior to combine all three of their Digimon into a single fighter. This class has a lot of versatility and potential for those that can use it properly.

- If a Digimon has a split evolution line, they will be able to merge the data of both lines to form a new third Digimon of the same evolution stage.

Dual Classes

It is rare, but there are a number of reported cases of some permas gaining a second class. On the surface these individuals register as their originally selected class, but have access to a secondary hidden class. So far there are less than a hundred of these people and all appear to have been part of the

testing phases of the game. All dual classed people have vanished from detection for an hour between leaving the tutorial zone and teleporting to the main world. Such examples are

- Master Blaster (0045) Tamer/Merger
- Da Manly Man (560) Spirit Warrior/Tamer
- Jessica Skybound (1950) Xros Warrior/Trainer
- Glitch (3196) Trainer/Spirit Warrior
- Looma (3472) Xros Warrior/Merger

Digivice Upgrades

Digivices come in a number of forms and colors. By default it will appear in the form of the season that your class comes from. This can be changed, but some have certain features that are required for the class, such as the card slash. A common feature is getting a wrist mounted Digivice to free your hands. Think of it like a pip-boy. Cosmetic changes can see a Digivice be made of metals, plastics, bone, wood, rock or a number of other things.

Digidex (common) – A complete database of every Digimon in existence. A great way to plan out your Digimon's evolution path. The downside is that it starts out empty and fills as you scan new Digimon to learn about them.

Map (common) – A map of the Digital World installed on your Digivice. This can be a picture or a 3D projection. Due to the fog of war, you can only see places where you have been or maps bought to fill out your map. The Digital World is a very large place.

Lesser Code Scanner (common) – This scans the data of a Digimon to allow you to check its stats. Take a few moments and the Digimon does not have to be yours. This includes stats and current evolutionary line. Scan items and location to receive information on them

Trainer Scanner (Trainers) – Can be used to check all of a Digimon's possible evolutionary lines.

Spirit Directory – (uncommon) – This allows you to keep all of your totems inside of your Digivice for safe keeping. This is not to use them, simply for storage, but anyone of any class.

Armor Digi-Egg Directory – (uncommon) – This allows you to keep all of your Armor Digi-Eggs inside of your Digivice for easy storage and retrieval.

Whip (uncommon) – Forms an energy whip from your Digivice. A weak attack, but can help in defense or to discipline your Digimon.

Digimon Disguise (uncommon) – Sometimes it is dangerous for you and your Digimon to be walking around. With this you Digimon can easily blend in with the human world either by looking like a pet or a toy. This can also store clothing and outfits for your Digimon.

Digimon Disguise (rare) – Grants your Digimon a human appearance.

Items for sale in shops, by player or on the auction house

Data Chips: sold in lots of attribute, field type, elemental type and specific Digimon (rare)

Digimon clothing: It is fairly common to see Digimon in clothing. This can be because they just enjoy a new look or it grants them special stat buffs.

Food - Foods can range from simple and cheap to fancy and expensive.

Camping supplies - Everything from tents, sleeping bags, fire starters and more.

Revive Disk – can be used to quickly revive a Digimon, doesn't need to be yours.

Evolution disc (epic) - grants enough Exp to instantly evolve any Digimon and allow you to select the evolution.

Evolution Set: These are bundle packs designed to help a Digimon meet all requirements to achieve a certain evolution. They include all data chips and materials needed to lock in the desired form, even if they lack the level needed yet.

Spirit Totems (common-epic)

Tamer Cards (common-epic)

Data Storage Chips (common-epic) used for DNA evolution

Digi Egg Gotcha – Buy a Digimon egg and have it hatch into a random Digimon of its type. Some heartless people abandon these newly hatched babies if they don't get the one they want.

Chrome Digizoid

- **Blue Digizoid**, formally known as **Blue-Chrondigizoit Hybrid Organism alloy**, is an alloy created from Blue Digizoit, a very rare type of Chrondigizoit Metal. It is the lightest type of metal, and it provides enhanced mobility and speed to Digimon. It is also the variant with the least purity.
- **Red Digizoid**, formally known as **Red-Chrondigizoit Hybrid Organism alloy**, is an alloy created from Red Digizoit, a metal formed by further refining Chrondigizoit Metal to increase its hardness. It boasts very high defense at the cost of increased weight. It is also the variant with the most purity.
- **Gold Digizoid**, formally known as **Gold-Chrondigizoit Hybrid Organism alloy**, is an alloy that boasts absolute defensive capabilities that can reflect attacks and resist data-disintegration. Similar to organic muscles, it grows stronger when tempered and weaker when left unused. It

shares similar properties with Huanglong Ore, but unlike the extremely heavy ore, Gold Digizoid is surprisingly light-weight due to being enhanced and tempered from Chrome Digizoid.

- **Black Digizoid**, formally known as **Black-Chrondigizoit Hybrid Organism alloy**, allows the Digimon to store the data of its weapons in it. The Black Digizoid provided to the Royal Knights are modified from Chrome Digizoid by Yggdrasil.
- **Obsidian Digizoid** is a type of Chrome Digizoid that boasts high defense and keen sharpness. It is refined from Black Digizoid, a type of Chrondigizoit Metal that can also be refined into Black Digizoid through a different processing method.
- **Brown Digizoid**, formally known as **Brown-Chrondigizoit Hybrid Organism alloy**, is an extremely elastic alloy that combines hardness and suppleness. It allows for tremendous flexible movement.
- **Cursed Chrome Digizoid** is an unknown variant of Chrome Digizoid.
- **Cypladium Digizoid** is a super-metal with a nanomachine self-repair feature.

Digimon modification items

Modification items come in several types, though as a fair warning, some changes can turn your Digimon into a new subspecies. Just go look at all the variations of agumon for examples.

Clothing: The right clothing can do a real number on a Digimon and change it. Beach Angewoman and Surfer Angemon.

Color changers: Change the color of your Digimon. Hair, skin tone, clothing, eyes, ect

Gender Mods: Digimon come in three main genders; male, female, and none. They can be modded to accent aspects of themselves. Such as macho men, bimbos, traps, tomboys and so on

Mental Changes: Can change your Digimon's mental state. They will keep their memories and general personality. Many do not like having their minds messed with.

Voice Changes: Perhaps you have gotten tired of the same voice as all of their doppelgangers. Or maybe you just want to have your favorite voice actor next to you. With this you can upgrade your Digimon to sound like someone else. Finally, you can go on an adventure accompanied with the sensual voice of Fran Drescher.

General World places and things

Arena: While bases have personal arenas, almost every one of the larger settlements have one. Inside players can challenge one another, train with new skills and abilities, wage mock battles and hold massive tournaments. Many cities are prone to holding at least monthly (real world) tournaments to draw in crowds. A common type of tournament is to have classes face off against their own. There is no penalty for dying in an arena, unless such a rule was agreed on beforehand.

Auction House: Everyone has things to sell and want more money than they could get at a random shop. For this there are auction houses found in any settlement of small towns and up. The size of the settlement does determine what is sold. The range of an auction house is based on the size of the settlement. Small towns will only have items from itself. Large cities can reach any other auction house within the same territory. This can ramp up to the point that a capital city is connected to all other auction houses across the world. The smaller auctions are mostly used as a dumping ground for loot while passing through. Once items have been bought or sold, the items or money can be claimed at any auction house.

Digi-Net: The Digital World has its own primitive internet. Similar to the early 2000s, this internet might take a learning curve to master compared to the more modern one. There are no great corporations controlling all the searches, there are plenty of web-rings and chat rooms and you can tell that people really care about the pages they make.

Funding: if you are wondering how such a game kept getting funding with all the crashes and problems, it is all because of the time dilation. Before the perma event started several govts were interested in creating virtual prisons where prisoners could experience their entire incarceration in less than a month. Instead of forcing prisoners into dangerous testing, it was found to be cheaper to have volunteers sign up and run experiments as part of a game. After two years of testing up to sixty times normal speed can be maintained, but caused some discrepancy when returning to normal time. Higher than that can lead to the user suffering damage from overload. Just a year into launch the perma event began and govts turned to attempting to digitize all prisoners. Which was bad timing for those funding the game at the time.

University and schools: While all professions can be acquired from local guilds or shops dedicated to them. Here, for a fee, you can learn or upgrade your profession in the safety of a settlement. Certain towns have schools and universities to aid in increasing your profession by signing up for classes. Schools will mostly specialize in a few professions, while a university will have them all and more. You can go to have your maps updated for the local environment, access to the local library which can have a number of hidden gems of lost knowledge. At the larger universities you can enroll to learn about the history of the world, classes about Digimon and their evolution and even classes for real world degrees. You are trading more money for a safer training environment.

Digimon MMO also counts as a community college in a few nations. With the time dilation, you can earn up to a bachelor's degree in a quarter of the time it would take in the real world. Currently, half of the player base is just attending universities for real world degrees.

Religion

Gods: Standard part of the perma effect is that any god in any affected game is a real avatar of that real god. All real world mythology gods and every fictional god are real and can be summoned to any virtual world. If a god is not summoned a new god will be born based on the people and their beliefs. The real gods stay in a garden-like area where the worlds are like trees. Most gods do not like tech based worlds because they tend to start perma events sooner or later and start creating new gods. As with all gods, they remember all incarnations they have been in every world.

Gods in the Digital World will take on the appearance and mindset of a top level Digimon. Gods cannot be bound to a Digivice as normal Digimon can. They are just too powerful. Before the Perma Effect started they were just normal Digimon doing the jobs.

Quasi-Gods: While not real gods, they are the avatars of ancient beings. Most are only a step away from becoming divinity. They have been in many worlds and have a lot of experience twisting worlds to their desires. Most will require consuming a million souls or having an altar dedicated to them to reach the next level of divinity. After the perma event started, those of the right makeup, such as Code Key Holders slowly began receiving the memories of who they are supposed to be based on. This has somewhat twisted their personalities, but is like memories of a dream.

Code Keys: These look like playing cards, similar to a tamer's cards, but show the symbol of the sin or virtue that they represent. There are currently fourteen Code keys in the world. Each is linked to one of the Seven Demon Lords of Sin and one of the Seven Virtues of Heaven. If one of these powerful creatures are killed, they will always drop the Code Key. After death the Key will require a minimum of six months to recharge and begin trying to attract someone of the appropriate personality. During this phase the Keys are sapient, but unable to move on their own. The Heavens seek to contain each of the Sins, while the Dark World seeks to contain the Virtues. But even in Heaven and Hell, there are those that will seek the power or redemption and release them. So far the longest any have been kept is around two years.

When someone appropriate is found the Code Key will take the new person and possess their body and cause the Digimon in question to be reborn. Consent is only required some of the time. If the target is experiencing a large emotional event that matches the Key, then it can forcibly take control. All Code Keys share the same level as experience is spread through them all as per the ancient crafting. Without special circumstances, the only human that can bind and partner with a Code Key is the one that helped forge them. Though, unlike other Digimon, the human must meet their level. Most are too prideful to accept someone else in control, even those that helped forge the cards.

When the Code keys were created, it took the combined forces of the Demon Lords and Virtues to bind complex coding into them. Most of the gathering and even some coding was aided by players and each had their own champion for this project. This will allow each side to progress into a combined super demon lord or virtue, and then even allow all 14 to combine into a single new god, but all of them would be lost in the union. Protective measures were added into the code to protect them all from one another. A complex idea to preserve each means that the Code Keys cannot be permanently destroyed

unless all are destroyed together. At the time this seemed like a good idea to them, but a hidden line was added so that it combines all of their levels and progress. All experience for levels, either positive or negative, and even divine progress is equally spread among all 14. This was a binder placed on them to keep any side from getting the upper hand.

Altars: Gods need altars. They work as an anchor to bind the god to the world. Altars work as a focusing point that channels the power and tributes of their worshipers for the god to easily collect. The level of the altar determines how many priests they can have and how powerful the boons of the god can be. It will also hold a physical source of power that the god can use to affect the world. New altars are the single most expensive item anyone can find in the game, easily worth millions or credits if sold or even more if a contract with a god is made. They can be used by anyone, with that person becoming the high priest of the summoned god.

Gods will use the various sacrifices of worshippers to perform their job. Experience and mana will be used to upgrade the altar. HP and mana can be used to boost their priests and act directly. Gold and EXP are used to buy more for their temples or as rewards for quests.

Boons: Every god offers a set of boons to their worshipers. These boons normally come in pairs. One passive ability, such as a discount at stores, and one active power, such as an attack or self buff.

God expies: The Digital world has a number of Digimon that are based on various mythologies, but are not full gods due to lacking an altar or other means to anchor the ancient minds of the beings they are based on. These lesser versions are mostly normal everyday people and Digimon, though they may occasionally tap into the greater conciseness. The god version can see through the eyes and ears of their lesser proxies.

Such examples of lesser versions can be Gokuwmon, a perfect level Digimon based on Sun Wukong

Priests: The first person to summon a god is the head priest of that god. They or the god can promote priests of their god depending on the size of their altar. Priests gain several boons of their own. High Priests gain access to 10% of the altar's mana.

Worship: Worshipping a god is very simple. You just need to find a local temple or priest to the god of choice and dedicate yourself to them. It is just clicking yes. Doing so will give you god's boons. In exchange the person must agree to sacrifice 5% of one of the following: total HP per day, total mana per day, EXP gained, total gold earned from all sources. This option can be changed by visiting a priest.

Current gods:

The Trinity (Ruling AI): The servers have a number of AI that are meant to oversee the world and its running. They are not real gods, but the digital people do still worship them in other fashions. They are The Father (ENIAC), The Son (Yggdrasill) and The Daughter (Homeostasis). They were made for various

reasons and will often challenge one another and cause proxy wars when one steps into another's duties.

ENIAC: The first computer and legendary builder of the Digital World. He saw the world through the alpha stages of creation and part of the beta. To the surprise of the game staff, ENIAC requested that he have two subordinates to help itself halfway through the beta during an event that nearly destroyed the game world. The twin programs of Yggdrasill and Homeostasis were created to fulfill this role. ENIAC is mostly concerned with keeping Millenniummon at bay, but will mostly act as a tiebreaker between his two "children". When ENIAC speaks even Yggdrasill and Homeostasis listen. He is voiced by Sean Connery.

Yggdrasill: The main AI in charge of overseeing the game security. He is seen as a more draconian ruler, but will enforce the rules. A few questionable decisions have been made in the past, but he still rules over the world. Not really caring for the fallout, but that the world survives at all cost. He believes that he works through Xanatos Gambits.

Homeostasis: A somewhat softer counterpart to Yggdrasill. Her main duty is to maintain balance with the human world (Customer Support). She is known to use manipulation, where her counterpart uses brute force. Her supporters were known to have talked to the first perma player in the game. Homeostasis is more prone to act through proxies, similar to someone playing a game of chess with people.

- The Tentei Hachibushu (9 Asian gods)
- Seiten Gokuwmon (Unaffiliated)
- The Ennead (8 Egyptian gods)
- The Olympus XII (12 Greek/Roman gods)

Factions: The Digital World is full of rival factions. Continents guarded by various Mega level Digimon, empires that focus on one of the field types and even player own territories that will wage war on one another.

Royal Knights: A group of Digimon set to serve the ruling AI. They will often be sent out to act as enforcers for one of the ruling AI or another. On rare occasions entire regions can be destroyed as various AI send Knights out to counter another's orders. Each Knight has a number of subordinates.

- **Royal Knight Totems:** In the ancient days of the first Beta, a group of Testers and their Digimon struck a bargain with ENIAC to continue serving him and enforcing the will of the Server. A ritual was given to see that some part of them would live on after deletion. Each Knight crafted a totem of themselves. After their deaths these totems would be teleported back to a special room to be collected and to be bestowed to the next in line. This would not allow the Knights to live forever, but anyone, Digi human or Digimon, that met the requirements would be able to

use the totems to take on their mantle and perform the next in line. Through meditation, the current Knight can look back into the minds of their predecessors to seek advice and wisdom.

Seven Sins: The demon lords will recruit humans and digidestined to help fight in and strengthen their armies. Normally, through a means of rotating weaker Digimon for quick power grinding before switching to a new group. While not true gods, they can grant a minor boon, normally a stat boost or a particular Digimon partner. It is true that they all wish to escape the Dark World, their true desire is for one of their followers to find and dedicate an altar to them so that they may ascend into true godhood. Most believe the trap is real and they cannot leave at all, but in truth an ancient treaty with Heaven prevents them from moving into the main world. If they do so not only are their counterparts free to move into the Digi World proper, but their territories will be left undefended from the other lords and usurpers in their own armies.

Forces of Heaven: Most of the angelic Digimon serve God. Who is this god? No one knows as no one has ever seen it. It is commonly believed to be based on the Judeo-Christian god. They are known to attack the Dark World to purge the fallen souls there. This version of Heaven is similar to the Dark World; a portal for humans to enter and leave and a city for each of the Seven Virtues.

Seven Virtues: The Seven Virtues are much like their Sin based counterparts, but based in Heaven. They each have their own city and try to recruit humans to aid in their war on the forces of evil.

Olympic XII: So far none have been officially summoned with alters. There is a continent with the group seeking out alters to achieve their true potential and promising high rewards to anyone that can find one. They do have some counterparts based on a number of other religions running around.

Titles - Titles are awarded by the system for quests or certain deeds

Examples:

Alpha Player: You were there in the earliest days of the Digital World. One of the first Digidestined to shape history and the world. Scattered throughout the world may be myths and legends about your past deeds. This title increases your reputation with historians. They will really want to talk to you.

Beta Player 1: You were there in the first stage of beta testing. Scattered throughout the world may be myths and legends about your deeds. This title increases your reputation with historians. They will really want to talk to you.

Beta Player 2: You were there in the first stage of beta testing. Scattered throughout the world may be myths and legends about your deeds. This title increases your reputation with historians. They will really want to talk to you.

Champion of <World Boss>

- ☐ *Increase reputation to friendly for related pantheon*
- ☐ *Max reputation with <World Boss>'s personal army and subordinates*
- ☐ *Summon Seal: Summons a seal of the <World Boss> to prove the user's credentials. Will allow <Patron> to know the location of their champion when used*

Survivor of Katsup: *Not only did you fight in the Battle of Katsup, you managed to survive. It was a historic battle that saw over 87% of the participants dead by the end. 3% increase to luck in battle.*

<Insert rank> <insert crafting profession>: You have reached <Insert rank> in <insert crafting profession>. You may now learn recipes up to <Insert rank> level.

Sage of Magic: User has helped forward the cause of Magic. Can learn double the elemental schools per level.

Undying: *You have leveled up 100 times without dying once. If you ever do die, a server wide announcement will be made to congratulate your killer.*

History of the game: Thanks to the time dilation of the Digital world the previous stages of the game were far in the past. This helps to build the game lore in an organic way. The world was created by ENIAC, the first computer and mostly left to run at super speeds. As the Alpha and Beta testing covers so much time, actions of some of the testers have made it into myths and legends. If one looks hard enough they might find a few ruins with the statues of past testers and their Digimon partners.

Alpha: Timeline: The Age of Armor - 25,000 years before launch

- Time dilation set to x60 with twelve hour intervals for six months.
- In game test time: 5,400 days (14.8 years for testers) (29.6 years game world time)
- Available classes; Trainer, Tamer and Spirit Warriors.
- Partner limit: 1

Because of the early nature of the world, it was a savage place. Most Digimon were locked into a max of Stage 3 (Child forms), with the only way to go above was to use armors. A single armored Digimon could rule over large swaths of land. During this time every scrap of data was precious. Compared to modern standards, the armor creation of the day was very inefficient as stage 3 Digimon just do not have enough data. A stage 3 Digimon could maybe have about 1/100th of the useful data of a Stage 4 and they required a lot of advanced data to make a single armor. Some cities created armors with live sacrifices to harvest this data needed in barbaric ways. This mindset would see raids on other cities for slaves.

At the start of Alpha there were only a dozen armor types known. This number expanded with the players experimenting to make new types. With armors being so rare, each and everyone of them was seen as a national asset. This was before Railmon existed and city states ruled. With even most of the majority of “large” cities being just smallish towns of a few thousand ruled over by a few armored Digimon acting as nobles and priests.

This was an age of player based faction wars and the founding of several cities. Due to the lack of stronger Digimon and the short lifespans of Child level Digimon and Digi-Humans, the world appeared more akin to the Bronze Age with a heavy emphasis on evolution stage being your status, but with a smattering of some technology, such as lights. It was only recently that the first primitive digivices were created in the world as an attempt of empowering Digimon even farther.

Cards, Totems, Armors and the creation of Digivices - In the earliest of days power was rare and digivices were not a thing. Armors were restricted to the most important elite, but other paths were available for the nobility and priests. Thanks to the much lesser need for data, both could pursue different paths. These two paths were the only way of social mobility for digi-humans

Nobles walked the path of totem crafting. While they were limited to only the data they could collect and thus weak Stage 3 Digimon, they could use their totems to take on the forms of Digimon and

go to battle. Typically, a noble would only have one or two totems at a time, as the bulk of the item made every day carrying a problem.

The priestshoods walked the path of cardmaking. From the data they gathered they could recreate attacks, grant buffs, grant debuffs and even use the cards to cast healing abilities on others. In war, their duty was to stay on the back lines and cast their spells to boost their armies and champions.

Only the highest of all were allowed armors. Digimon has to prove themselves over and over to earn one. During this time, only those of their selective stations could know the crafting of such items. Almost every city kept such knowledge very hidden. So much so that being discovered just knowing or worse, in possession of forbidden cards and totems, most often resulted in data harvesting.

This is how things had played out for thousands of years. One day ENIAC, the ruling system AI, gave three blueprints to each city. A device that would aid in several ways. For the nobles, it would allow them to store their totems much easier. For the priests, they could store their cards and not need to risk them being stolen, but a better option was that the priest could bind to a Digimon to empower them even quicker than before with less cooldowns. The third digivice did not belong to either or even the armored ones. It seemed aimed at the digi-human and Digimon soldiers. They could partner up with a Digimon and allow for harvested data to teach the warrior Digimon abilities they would not normally be able to learn.

The greatest thing digivices changed was just how much easier it was to harvest data, as there was far less loss in the process. It was thought this would lead to a new golden age as cities could harvest more without raiding other cities. Sadly, it just led to more war. Easier harvesting of data meant they could more quickly produce new armors.

The Digidestined Arrive: As wars ravaged the world a server wide announcement came about the soon to arrive digidestined. With no other word of what was coming or what this meant, many pulled back to their cities. From the sky, like falling stars, they came. Many strangers from another world, each with a digivice of their own. Premade totems and cards already at their disposal. But most dangerous of all was they had completely different ideas of social norms and how the world should work.

It took nearly three years for the player base to gain enough understanding to help many Digimon evolve without armors. A large part of the delay was the lack of strong feral Digimon to fight and the fact that most armored Digimon were too strong at the time. These new stages were initially weaker than their armored counterparts, but could be more mass produced as one Stage 4 Digimon could easily protect and help level up their smaller cousins. This revelation started more wars and factions as the suppressed majority rose up against their oppressors. Others struck out into the wilds to found new cities of their own. During the wars, as more Stage 4 Digimon died, more and more began spawning as feral Digimon. Historians debate on if the template had not yet been made or if the world just did not have enough data yet.

It was during this age the first 20 True Digi-Destined noticed that this was more than a game and started working to protect the world. In teams and going solo, they learned many hidden truths about the world and the coming perma event that would shake the Earth in coming years.

Due to time dilation, several testers suffered psychosis episodes and mental trauma from the two worlds. Any tester claiming this was not a game, but in fact a real world was noted as having lost touch with reality and should be dealt with on a case by case basis.

Armor Archipelago: With civil unrest and the way of life threatened, some city states took drastic measures. A series of islands got together to enact a grand ritual to end the threat to their way of life and armor supremacy. This resulted in the enslavement and sacrifice of tens of thousands of Digimon and digi-humans per island to create a protected zone around their islands to prevent non armor evolutions. The result is what later became known as the Armor Archipelago. Other such rituals were attempted and failed due to Tester intervention.

To Save An Empire

1700 (Hanky Spanky)

Another sacrifice screamed as the exhaled Emperor Baromon, 47th to bare the armor, watched on. The sacrifice would not die, not until each and every bit of experience had been drained from it. On the air the lovely sounds of the multitude of others screamed the same. All down the stepped pyramid and across their great capital the rituals took place. Bleed it all Take it all. Funnel all that power into the obelisks to save them. Only once the sacrifices had nothing left to give could they be allowed to die. While priests worked, the civilians chanted on their knees or tended to the cages of the captured. Slaves and ferals in their masses. All for the cause. All to stave off the corruption the outsiders brought to the world.

Even the thought of the outsiders caused Emperor Baromon to rage. From them came all of these new ideas, flawed ideas. The people had cheered the new armors. Hanky Spanky had taken to armor smithing like a natural and created new methods. They could be made much faster and cheaper now. But the others of his kind promoted evolution through other means. Their ignorance had infected many with its folly.

Down the main thoroughfare 1700 (Hanky Spanky) and his team dragged a caged Garurumon and its pack of wild Gabumon, some of the new abominations that had begun spawning from the feral zones. The large predator could not survive in the wilds unless there was a stable enough food supply of others of the fourth stage around. How were good and decent people supposed to survive if monstrosities such as this were allowed to roam free? No, this would all be for the good of all.

As Emperor Baromon the 47th glared down at the outsiders he couldn't help but hate them. Things were fine until they showed up. The digivices had finally been stabilized in society and people knew their place. At least the fools were useful. A simple quest and the promise of money would see them running to accomplish almost anything. Bound to no nation, no people. Loyal only to themselves. A very dangerous mentality.

In the distance light and screams as another unfortunate soul succumbed to the sickness. The guards were quick enough to drag the infected down and to a nearby magic circle to be drained of its

levels. All while it screamed about how this was the future and they could not stop it. It did hurt the Emperor to see his people in such a sad state. Soon it would be over and they would be saved from this. Where the rest of the world would fall to this ruin, it was Emperor Baromon's duty to see his people safe.

Weeks passed like this. More hunting parties to bring in thousands if not more of the ferals and any slaves they could capture. People placed themselves upon the altars to give their levels and experience. All to prepare for the great day. The people cheered and celebrated, for all of their suffering would soon be over. Finally, with the coming of the great eclipse, it was time. Ancient are the ways and magic of the Baromon. While some would expect darkness from the eclipse, but at the peak of the darkness the lights of the rituals and obelisks shone brighter than day. The light rolled out in a wave. Moving over and through each and every citizen, outsider and even the ferals in the wilds. His people stood to embrace the light. In the wilds the ferals tried to flee from it. If one could watch from above, they would see the other islands in the archipelago shine with similar lights. All washing out over the islands and running into one another, before stopping and rushing back faster than they came.

As the light subsided, Emperor Baromon... no, he was no longer a Baromon. He was a level 1 Poyomon once again. He looked over his people. If done correctly the ritual would have drained all experience and levels from everything in range. Even the ferals would be little more than starting over and easy prey. Which is why he had the foresight to gather them by the thousands and kept them in mighty cages for this day. Although everyone was weak now, that just meant they had to power level to restore themselves to their armors. Never again shall these unrestrained mutations threaten his people.

Long live the empire!

Rise of Magic:

Sages of Magic		
0401 (Will Bright)	0679 (Solek Cole)	0785 (Niden Das)
2388 (Ron Spellbinder)		4562 (Aznira)

In the earliest days of the digital world magic was small and considered mostly useless. Even the most powerful spells were equal to a Stage 1 baby digimon in power. Not enough to do any real damage, but possible to cast a spark to light a candle or fire. The main downside is it could take years to learn just these simple spells and most discarded them as useless.

While other testers hit the ground and started causing chaos among society, a small group of older code monkeys saw something they thought was better than adventure: a blank world. 0679 (Solek Cole) was the first to bring it up upon having gone out to see about magic. 4562 (Aznira) and 0785 (Niden Das) took closer looks at just how the tamer cards were made. With how primitive most of the world was, this was high level programming. After the first day's shift, which only lasted a month in game, the group met up in the mess hall. To discuss what they found. They learned that the tamer cards were a type of spell programming specialized for the cards as a means to use repeatedly. The normal spells that could be found were far more complex than they needed. The cards required data chips from the Digimon the abilities were based on and to have it all cobbled together to make it work. They decided that by stripping away all of that unnecessary stuff they could get a working magic system.

Logging in for the second time was a jolt. While their twelve hour shift before was a month long in the game, for some reason many testers thought the game would be on pause. But technology and progress had people working in shifts so that the world kept turning for another month without them. Something to be remembered for future exploits.

Their next month in the game saw them streamlining the basic known spells to the amazement of the old sages that would teach the skills to others. When asked they were provided with illegal tamer cards of the weakest levels. These were cheap and easy to acquire on the local black market and from priests willing to sell some on the side as a form of money. They were crafted to learn the cark making skill, but were supposed to be destroyed as they were next to worthless. They stripped out the coding that had the basic digimon data of who was casting the ability and brought it all down. This is to say it was not perfect, as miscasts and failures did occur, but as they were equivalent to cantrips, the spells did not do much damage. By the end of the month this group had reduced the necessary learning time to next to nothing. What once required years of complex equations was brought down to an afternoon, intelligence stats depending.

Their third shift came with a surprise. As some of the more basic cantrips had become so much easier to learn, a number of the humans in their starting city had taken the day to learn the most basics. Being able to start fires easier or summon small amounts of water was a great boon and worth the effort. What had been only one or two old men trying to preserve an old and unused skill had grown to several dozen of the NPC humans. 2388 (Ron Spellbinder) brought technology from their world and took in craftsmen to commission a printing press. With this new marvel, the people could more easily produce books on their findings and spread at least these most basic of spells.

By their fourth month logged in (eighth month to the locals), the group had mastered all of the most basic cantrips that would equate to nearly every ability of all known stage 1 Digimon. But as with all they up and hit a wall. As they had been spending their time programming and perfecting their spells they had failed to level up a single time. In world skills and professions were dependent on player level. In their obsession, the group had even ignored actually partnering up with a local Digimon. Curious as to what heights these men could achieve, a local noble of the House of Witchery decided to fund their research, including paying for some Digimon bodyguards to help them level up to at least average for their peasant status.

After the first year had passed in the world, the group of researchers had finally figured out how to start creating spells similar to Stage 2 Digimon. The first new spell for this novice ranking was Bubbles. All it did was shoot some weak bubbles at the target. This might not have seemed like a lot, but the Bubble spells had a lot of variety to unlock. And as they aided in pushing magic to new boundaries each received the *Title: Sage of Magic*. Allowing for the ability to study twice as many schools of magic as normal and increased learning speed.

As the main group kept trying to learn and master new spells for the novice rank, 0401 (Will Bright) took up the attempt at enchanting. Items already came with minor stats, but if enchanting could be mastered then weapons could do even more damage. After a small warehouse's inventory of trash and poor tier weapons and armor and several deaths from backlash the first enchanted items came into being. From his experimenting came *Will Bright's Law: an item can only be enchanted with an equal or lesser tiered spell. With higher tiered items being able to hold more.* While this might make sense in later generations, the amount of trial and error it took cost a small fortune. From the basic cantrips only

minor things could be done, but they were still impactful. With the runes of the candle spell a trash tiered weapon could either be granted a +1 fire damage or convert its base stats to only deal fire damage. Moved up to a poor tiered item and both effects could be applied. Allowing for a weapon to gain a new elemental type damage with a small increase on the side of a separate element.

With the successful creation of a new skill and item even more nobles took notice and offered their support. The investment that Lord Witchery appeared to be paying dividends. Such a small damage increase might seem insignificant to many, but in the early days every point mattered and the elemental specialties could go far. The biggest hurdle for budding runecrafting was that so far it required elemental data chips, something that normally would be hoarded for making spirit armors and tamer cards. But as these chips were from the weakest of feral Digimon it meant even peasants could go out and collect them if they were careful. New farming teams and mercenaries set out to collect in vast numbers. A single new weapon or armor was worth many times its unenchanted counterpart.

By the fifth year the first school had been opened to train as many new mages as the city could get. The weapons and armor trade from the city was bringing much prosperity to everyone involved. With teaching, the arts of crafting new spells had slowed, but not stopped. Even the humans of the city army were ordered to take up the magic profession. Both so that they would make better combatants, but also it was a requirement for the runecrafting profession. With enchanted arms and armors they marched forth to conquer. From the printing presses books of all types were sold, but the latest books on magic were kept back.

In the fifteenth year since the sages arrived the city rejoiced. Celebrations were held in the streets and many drank and cheered the sages. They had crafted the first spell equivalent to that of a stage 3 Digimon, the most common Digimon around. This combined with the newer novice ranked runecrafting had made their small city the center of trade for the entire region. The only requirement for this new, and the largest hurdle, stage was the need to specialize into an element. From the celebrations parades of soldiers marched in the finest common grade armor with the newest novice runes.

Warlords of the Coasts:

1054 (Fearsbane) (Water/Ganimon)	1082 (Sleepwalker) (Air/Vorvomon)	4691 (Noob Spanker) (Land/Iguneetmon)
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In the days when people spread across the world looking for adventure, others only saw a game with the most realistic NPCs they have ever known. Many are the men that give into their darker impulses. A trio of brothers found their first spawn near a major trade hub in a region similar to ancient Mesopotamia. Their starter city had much desert with a strong river to provide grains, which then opened into a large protected bay. They went in to learn what this new game had in store for them. With their digivices they were easily able to take the guise of newly minted Spirit Warriors out on their first adventure. Something that was not a lie.

In a later interview they claimed to not really trust the local monsters and wanted to do the fighting themselves. No need to rely on others and they could get into the fight this way. From their first forays into town they got a good look and headed out to start killing monsters for money and power. In an attempt to maximize their chances for an easy start, the brothers each selected totems from the

major air, land and water to try and capitalize on any starting spawn. With a plan in mind, the brothers set off to do just that. Their first month in the world was just this. Focused on building a base outside of town in a sea cave along the shore.

When they first logged back in, the brothers discovered that their base had been ransacked and all of their gathered supplies had been stolen. It was here that they decided the only way to take advantage of how the game kept going while logged off would be to change up their shifts so that at least two would be logged in at all times. Such a stagger would ensure that one brother would be logging in and out every fifteen days game time. Then got back to grinding.

With the tech level being what it was, high end steel was out of the question, but the brothers put their money towards buying the components for old fashioned black powder. While their transformations were fun, no one wanted to spend all their time grinding for bits and bytes. With a few well placed explosives, even caravan guards shouldn't be too much of a threat. If they could get the right caravan the cargo alone would get them money and rare items. Mostly they were looking for a rare armor as the fastest way to power. More power meant easier grinding for levels and more attack jobs.

The first raid was planned for several months and the brothers made sure they would all be logged in at the same time. From a cliff overhang watching a canyon pass the caravan came. Guards were alert, but it seemed as if others had plans of their own. Another group of raiders attacked from behind some rocks hiding bolt holes first. Brothers debated what to do now as the two sides fought and killed for the cargo. Two armored Digimon went at one another as the brothers agreed to wait and see. 1082 (Sleepwalker) decided to go ahead and set off the charges. Rocks falling to block off both sides of the canyon the caravan and raiders had a new problem. Judging how well they did, a few had been caught in the rocks, but it was the multiple Chinese style firework cannons being launched from above that finished off the rest on both sides.

After a few moments to wait and make sure nothing else moved, the brothers moved in for their prizes. Money, spices, data chips, and much destroyed trade goods were to be found. The real prizes were two tamer digivices and accompanying card decks, an unused totem, and only one of the armors as the other was under the rocks. While the tester digivices are soul bound to the testers, the NPC versions can be used if the current wielder is killed.

By their tenth year, the brothers had taken over the town with their followers. Having learned to cast bronze into primitive cannons, the ships sailed the seas in search of plunder and their coastlines were protected from attack. The black powder had become a great equalizer. Digivices were taken as war trophies from the slain and given to their greatest generals. A number of Digimon followers were given armors or evolved into a Stage 4 Adult. Even with their tyranny, the city prospered. Trade goods and spices still moved through the markets, but now slaves of digi-human and Digimon alike filled the flesh pits.

Each brother took a palace and harem of humans and Digimon of their own to rule over their domain. A large number of these harem members were the once proud daughters of the city's nobility and priesthood. Taken after the males and elder women of their families were slain. 1054 (Fearsbane) ruled the underwater section of the bay as a terrifying Armored Seadramon. His lesser Seadramon patrolled the waters and guided the ships that would pay tribute. On land 4691 (Noob Spanker) ruled and oversaw the river and its farming. When called upon he would take the form of Sagittarimon and

ride out into battle. On the cliffs above, 1082 (Sleepwalker) ruled the skies as the terror that was Thunderbirmon. He and his wind raiders were always able to quickly aid either land or sea when needed.

Beta Part One: The Rise of Millenniummon – 19,576 years before launch

- Time dilation set to x30 for 4 months of testing
- In game test time: 3,600 days (9.86 years for testers) (19.72 years of game time passing)
- Xros Warriors were added as a playable class
- Partner limit increased to two
- True Digidestined rose to around 100

The world had been left to run for a few thousand years to develop some more world lore. It was about this time that Digimon had stabilized after Stage 5 was discovered. Much like in the Alpha testing, the mass discovery of a new stage led to wide scale upheaval in society for a time and was just settling down once again. With each new stage achieved, the lifespans of the Digimon grew longer and longer and as such, the towns and cities became more stable. As the years passed, the NPCs had only ancient myths and legends of the Alpha phase of the game. Although this Beta only lasted about six months Earth time, many events transpired through the years in the world.

Society had progressed. Digivices had become uncommon among the digi-humans. Railmon had come into being during the intermedium and laid rails for better travel. The general world appears to be similar to that of the Byzantine, but with some more tech in places (controlled by more tech based Digimon) and guns. Some of the tech themed Digimon appeared more crude in design due to the lack of proper infrastructure. This could include them appearing to be made more out of copper or bronze instead of steel.

Across the world pairings of testers and Digimon that would one day become famous began. It would seem that the great Digimon known to history had at least one human tester by their side to raise them up. These include all of the Demon Lords, Virtues, Holy Beasts and Royal Knights.

Royal Knights of The Round Table

3731 (Lancelot)	2389 (Gawain)	4553 (Galahad)	4699 (Percival)	2026 (Bors the Younger)
0839 (Lamorak)		4254 (Arthur)	0613 (Palamedes)	
1318 (Bedivere)	0279 (Kay)	0161 (Gareth)	1415 (Gaheris)	0438 (Tristan)

Five years into the first Beta saw the digital world fall into chaos once again. Not only had the testers returned to sow chaos, the first Stage 6 Digimon began appearing in the world. With a new height of power cold wars broke out anew. With new powers once great cities lay in ruin. In these dark times the people cried out for help and a group of thirteen answered. Spoken of in the myths of the Alpha days, the Tester Arthur and his knights returned from the mists of Avalon. At their sides Digimon that would become legends strode into battle as the Knights sought to bring peace and protect the innocent.

The Royal Knights were famous for being the first into battles and trying to enforce peace between warring factions. Always seeking out the innocent to protect and roaming the countryside in search of more evil doers to fight. Many are the stories about them and their exploits. Such as when they defeated the vile Diablon before he could become a threat to the entire server.

For years this group traveled and warred to bring peace to others. After a brutal battle in the eleventh year of testing the entire group nearly fell. Coming face to face with their own mortality caused introspection and decision. With minds made up, the group sought out counsel with ENIAC, the ruling AI. From his wisdom a grand quest was given. This quest would normally have taken years to complete, but once word spread those that the Knights had helped came together to open their vaults. What would once have taken the rest of the Beta ended up taking a single year.

It was this ritual, granted by the all knowing ENIAC, which created the Royal Knight Totems. Unlike previous Spirit Totems, which are blank vessels; this version would trap and copy parts of the users inside of themselves. In this manner, should any Royal Knight fall in battle another could take up their totem and keep the good fight going. Through them, the new Knights could look back and seek wisdom from previous holders of their titles. Creating an unbroken chain of those seeking to aid the weak that could carry on into the future. After this the nation of Avalon has kept an intact group of backups trained and ready to replace their Royal Knights. For generations to come these brave warriors have guarded and protected their continent from the forces of evil.

Beta Year 10: X Continent and the creation of Digital Elves - The land's name has long since been forgotten to all but historians, but this place was once a thriving continent. Legends claim it was the most populated continent at the time, but the virus came. It was only later that Demon's involvement was made known. He had created a virus to try to purge the world.

It started in a major trade city. At first no one knew what was causing the sickness, but the higher the stage of the Digimon, the more resistant they seemed to be. The death was brutal and horrific. Within days the young had mostly all succumbed. As people fled they unknowingly carried the virus with them. Not even the feral Digimon in the wilds were spared. The virus only spared a few Digimon species and some rare humans. Those that were spared death changed and evolved into new varieties of their former kind. For the humans, this transformation made them shorter and what are now known as digi-elves.

With the fact some survived and changed to adapt to the X Virus, a new dark age for the continent began. While humans were unable to tell who held the immunity in their codes, information of which Digimon were immune spread and hunts began to rip the code out to save others.

News spread worldwide and international aid came running. Not to save the infected, but to build a wall and kill any trying to flee. If one continent fell, it would be a disaster, but if the virus escaped then the entire digital world would be doomed. The contingent spared no one. Anyone seen coming even within ten miles of the wall were shot down from range. With time and many rare resources the united

world alliance threw up a firewall to forever trap the virus and those inside. While they had tried to lock everything down perfectly, several new digi-elves escaped. Thanks to their immunity they were both immune and did not carry the virus to others. If they had been asymptomatic carriers then the world would have been doomed.

Locked inside of the firewall society collapsed. But not all was hopeless. Several feral spawning locations of the Digimon carrying X-Antibodies were found and farms were created to save as many as possible. This act saved the local digi-humans from extinction. Sadly, many of the feral Digimon that survived were carriers and the virus would spread once again if let free. Time passed and society started its trek to rebuild. Communications were once again set up with the outside world, but they would not lower the firewall after the scientist inside told them of how there were now permanent infection zones across the land that would infect anyone entering them. What was thought to be salvation in the spawn zones was also a curse as those feral Digimon were also spreading the virus. With the X-Antibodies it wasn't a big deal, as with time and preparation, X-Antibodies could be stockpiled for a future reemergence. But the risk was too great.

There are few things that can unite nearly every faction in the digital world and this was one such case. Each faction agreed to send a selection of guards to patrol the great firewall and keep those meant to be inside, inside and those that should be kept out. Likewise, another set of infected guards patrol the inside. A single portal is allowed to send in the condemned. While it was created to act only one way, some few were let out after lengthy quarantine procedures. This allowed for more to study this new X-Antibody, but such power increases seemed to only last a single generation in most Digimon without an active virus to empower it.

Forced Treaty Of The Heavens

Virtues	Chastity	Temperance	Charity	Diligence	Patience	Kindness	Humility
Sins	Lust	Gluttony	Greed	Sloth	Wrath	Envy	Pride

Along with the rise of new Stage 6 Digimon came renewed wars and broken stalemates. One such example was the angelic forces and their attempted genocide of all virus type Digimon. The old claim was that by their very nature, the viruses were evil and could not be trusted. Seeing as nearly a third of all Digimon are virus types this resulted in widespread death and destruction and seemed to be the big event of this Beta. Testers flocked to both sides. Some swayed by faith in their religions, others by rewards and still more who just wanted justification to kill. With new and stronger Digimon the slaughter swept across the world. Few were the locations immune to the fighting. One such was the Armor Archipelago as the new Digimon could not keep their powers while there. Being beings of order, the angelic forces tended to be more organized from the start. Due to this the virus types were on the back foot and had to form their own armies, later to be known as Nightmare Soldiers.

On both sides champions and generals rose and fell as the world suffered from a war with no quarter. Even with such hatred, it did not stop some from switching sides as redemption and corruption took hold. For years the wars traveled the lands. Nations fell as territories changed hands. In the

beginning nations and cities could remain neutral, but in time that was seen as aiding the enemy. Many just claimed it was an excuse to raid these cities.

Legends speak of the paths that the Heavenly Virtues and Demon Lords walked before their rise to power. Some are better known than others, but what is common knowledge is that each had a Tester at their side. Even if the pair was not properly bonded, such in the case of at least two Demon Lords had infamous Spirit Warriors guiding them; these humans were responsible for the greatest generals and commanders of both sides. One old legend claims that because of the balance aspect, each Virtue and Demon Lord evolved at the same moment as their counterpart. These claims are supported by the fact that the pairs would seem to be attracted to the locations of their counterparts. Even more so are the tragedies of the Lost Twins. The 8th Demon Lord and Virtue, once twins, while young and taken in by a pair of twin Testers. History does not remember what turned them against one another, but it does recall how they slew each other in battle.

Over the years and battles, Digimon rose above the rest. While others reached Stage 6 and power, these rose above and beyond the common Digimon of the day. To this day they are still unique in appearance. Some others might copy their forms and base templates, but never match the color. For example, Lilly the Lilithmon has golden blonde hair that is a holdover from her days as an Ofanimon, while lesser Lilithmon have raven hair. Each seemed to rise in isolation from the rest, sometimes being the only one on the continent they resided on.

Because of years of fighting and destruction, ENIAC summoned forth the Royal Knights to act and bring each of the remaining leaders in for trial. Things had finally broken the balance so much that the great overseer of the system was forced to act. A server wide announcement was made to summon the generals. And to make sure they obeyed, the Royal Knights were sent with their armies to drag back any unwilling. Even with speed the gathering took almost a year of travel for some as the armies were held in an uneasy ceasefire. Special travel plans and dispensation had to be made to safely extract Beelzebumon (X-Antibody) and his counterpart from the X Continent.

Armies of both sides surrounded the city that held ENIAC's temple, policed by the armies of the Knights. This trial would be holding both sides accountable for their actions with deletion as a possible fate. And to make sure everyone knew why there were laws, this trial would be public with a great hologram of the court appearing over each capital city to show it all. The world was to know both sides and the fate of their leaders. For some of the defendants this was the first time meeting their equals in person. While there was much animosity between the Digimon, the Testers bound to the groups varied. Priests and Paladins of Heaven stood against mafia dons, war lords and a banker. But even in such hostile territory there was a group of middle people willing to be cordial and more neutral. A cowboy with a large cigar chatted calmly with a woman dressed as a shaman.

With the trials commencement, it became apparent that neither side had a very good defense. They were not even given lawyers as this was an unprecedented trial. The angelic forces acted as though it was all a joke and they had the duty to exterminate all virus types. The viruses claimed they were

fighting in self defense and the angels were causing them to become more evil with the war. The humans were called to stand and explain why they were responsible for the creation of each of these fourteen Digimon and the two fallen twins. Comments and stories from one side were met with jeers and mockery from the other. From this part of the trial more concrete proof as to which Digimon rose up from the masses and which were redeemed or corrupted was added to the history books. During the fall of Ofanimon one of the paladins was hit in the face with a carved paving stone after insulting the fallen woman. The tester claimed he was a traditionalist and carved his own intention into it.

Due to the Testers and their cycles outside of the world, the trial was given a recess for two weeks to await their return. Before leaving, one Tester pulled Barbamon aside for words. It is assumed it was about a hidden plan and allowing the Demon Lord of Greed to scheme a way for all to survive. Before leaving, each Tester was given a private audience alone with ENIAC to say anything they thought would be important for the case before logging out. When the Testers returned and the trial resumed, things seemed to have calmed down. With Barbamon as their mouth piece; the Demon Lords proposed a new idea: Code Keys.

The idea of the Code Key would be for mutual destruction. Due to their nature as Digimon lacking proper connections to their main forms in the greater multiversity, if one of them were to die then another would just evolve to take their place and title. Thus making the war one big stalemate that could only end in complete destruction of the world itself. With this idea, all fourteen would enter a binding pact to keep the others alive and in a truce. They would share it all with no side being able to win over the other. If, for some reason, they wanted to kill the other side, it would result in their deaths as well. You would need to hunt down and kill each of the pact at the same time to make it stick. Unlike how the Royal Knights used totems to pass on memories, they would get full respawns. But at the price the Code Keys would make it so they could not benefit from being bound to a Digi-Destined to grant them a power boost. Every bit of experience, each level for good or ill would be shared among their allies and enemies. To empower themselves would see their hated foes likewise empowered. To depower them would likewise see themselves depowered.

Litigations and arguing over each small detail in their forced truce took over six months in game time. By the end the contract appeared to be the size of multiple phone books in length. In the end the truce would see each side's Demon Lords and Virtues being restricted to their territories. Should one seek to travel to the main world, their counterpart would be informed and allowed to do likewise. To each side would be given one of the moons to rule over as they saw fit. With the currently uninhabited moon as a buffer. The mortals would have the freedom to choose a side if they liked. The Code Keys would be created to keep the status quo for now.

It was hoped that this would help balance the forces or at least allow each side to build up their armies for when the final battle would occur. And with being on the moons, they could attack one another as the celestial bodies moved past the other. All without harming the world below. For their parts in raising or training these powerful Digimon, the main humans responsible gained a new title that would mark them as the champions of their selected faction and leader.

End of Beta: Millenniummon

It is thought that an error spawned the Digimon Millenniummon, which nearly deleted the entire server. It was an unplanned game event that resisted moderator intervention. ENIAC ordered each faction to put aside their squabbling and deal with this threat to everyone.

Multiple raid parties and armies were sent to fight and kill the monster. During the battle several Spirit Warriors were able to cause a glitch and jogress with Digimon controlled by Xros Warriors. This event helped make the template for what would become the Merger class. Following their lead, many more Spirit Warriors and Xros Warriors joined for the battle.

Note: No amount of testing has yielded the same result. Players can either be Spirit Warriors or humans that bio merge with Digimon, not both. It is believed to have been a system error that was quickly patched by the ruling AI.

As a result of the near destruction of the server, the ruling AI, ENIAC, requested two new helper AIs to maintain balance in the growing world. The company agreed, and so the twin AI of Yggdrasill and Homeostasis were brought online. Needless to say, this event wiped all character accounts and caused the beta testing to have to restart, delaying the game by another half a year and the time dilation was lowered.

Beta Part Two: That Time Demon Nearly Destroyed The World, Again - 8,135 Years before launch

- The Merger class has been introduced.
- Time dilation set to x10 for four months.
- Test time: 1,200 days (3.29 years for testers) (6.58 years worth of game time)
- The Trinity moved their main temples to the moon and created a city used by testers as a meeting ground
- Partner count increased to 3
- True Digidestined rose to over 300

3196 (Glitch) (Xros Warrior)	Lilithmon (Lilly)
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The second and final allowed attempt at beta testing saw everyone having to make new characters, but all testers were compensated by starting at level 50 for the test. The world had progressed to somewhere between the Renaissance and the late 1890s. Steel and guns became much more common for the digi-humans to wield. The shorter time period saw much less happening in world events. Many players chose to try and speed run for higher levels and more exploration.

About one year before the scheduled end of the second beta everyone was happy at the results. It seemed as if this time nothing weird was going to happen. That is when the first report of a strange madness began to surface. Some joked about a zombie outbreak, but it appeared to be more akin to rabies. At the start it was unknown to be the result of Demon and his experiments. Since the infection

spread through attacks and data absorption, it meant that wild and feral Digimon were most likely to catch and spread it in the early days.

Sadly, the lower staged Digimon succumbed first as they had less internal data to corrupt. Digi-humans were not immune and those that survived the initial attacks turned as well. Testers of all types were immune to the madness, but their bonded Digimon were not. Mergers were discovered that if properly merged, their digimon would be protected, but if the Digimon was just out, then it was able to be infected. Once infected, the process of merging was no longer possible. Some smart Testers would store their Digimon in their digivices for protection and make runs for the next city with Spirit Warriors or Mergers as protection. Tamers were still somewhat useful, but had to relearn the old ways of using cards without a digivice guiding it to their Digimon.

From outside observations, the infected acted in several ways. Swarms would stream for any non infected they detected. But when no targets were available the infected would typically try to destroy everything around them. When their attack hit another the two would fight and the winner would absorb the data of the loser. Others would just roam in packs and try to destroy anything in their paths.

Nine months left: Capital cities had erected large firewalls as protection with only a few heavily guarded gates in and out. The infected could be seen rushing and dying to the firewalls. Normally this would allow the ferals to respawn uninfected, but they would quickly be infected once again and the matter would become pointless. A worse factor would be the new spawns being slain instantly and empowering the outside threats. Being unthinking rage, it allowed for groups to go outside and install automatic turrets to shoot down anything that got close. During these months many Testers lost their Digimon to the infection. During this time, many smaller towns and cities tried to hold out to the flood.

Seven Months Remain: Word had come in that the X Continent was a safe haven. No infected had been found within and none survived the automatic defenses from the quarantine zone. By now, most small towns had been eradicated. If a Tester had been in such a city, their respawn would be shunted to the nearest available city. It was one of the worst ways to know that so many had died. In desperation, Testers of all classes that had lost their Digimon would grab the closest available Digimon nearby to safely protect inside of their digivices as to take with them on the “respawn express”. Turnover was becoming depressingly high.

Many Trailmon kept running to evacuate survivors and transport supplies as more fled to the larger capital cities. They were protected by special smaller firewalls to hide their presence and Testers for defense.

Six months remain: Rumors spoke of mythical places scattered around the world of an escape to the place the Testers came from. One that would be safe from the infected. Many NPCs and Testers went out to try and find the suggested locations. The company running the Beta took great note in wanting to know if this was a real thing or a myth. When such claims became public, it seemed as if the attacks would shift towards those locations with the least defense. Most of the locations were in ruins and not

the ancient sort. From investigations it appeared as if someone or a group of people were attacking the locations and destroying everything. Three large ring-like devices of unknown make were claimed to have been discovered under their cities in ancient ruins of old. Even with public outcry to let them out, the city govts claimed they could not figure out how to make them work to connect to another world, but they could connect to one another. This would allow for long range in world travel and sharing of supplies for the war. From an outside observation, the devices appeared to be more stone with strange symbols and gibberish for coding.

Five Months Left: A new internet like system was been established for long distance communication. Before this, Testers were using the moon city as the main way to convey information to their cities. With enhanced communication war plans could be more easily. The city of Sorna Falls, one claimed to have a portal, was excited that they had figured it out, but would send more information after the test. If all went well, they could make it to Earth. The live communications could hear joy followed by warning sirens and screaming. All communications with the city were quickly lost at the time of their test. Scouts reported only a crater several miles wide where the city should have been.

Four Months Remain: Heaven has fallen. The forces of Heaven appeared in the world led by the three remaining Virtues. The Virtues split their main forces to reinforce the last two locations of the claimed portals. Reports from the Dark World were that only their capital cities were left. In the main world it was similar. Only the capitals remained and all of the nearest cities had been looted or destroyed. Trailmon no longer ran outside of the cities. The refugee crises strained morale and food supplies. On a positive note, the excess of people could funnel their unneeded energy to help reinforce the firewalls.

Three Months Remain: Connection to the Tester moon city was lost, as the temples to the Trinity remained behind firewalls with refugees. A tester unknowingly brought their infected Digimon and it went insane and began an infection swarm. The only means of reaching other cities now would be from on foot or respawning as their current location was destroyed. Reports started appearing of Testers respawning on the X Continent as it had become the closest safe zone. The bordering cities became refugee centers with X-Antibodies being handed out to any and all who needed them. With current standards, the Testers were stuck and out for the foreseeable event.

Encrypted communication from unknown Tester spoke of some portal locations on the continent that could be used to return to the mainlands and war with orders to bring a lot of X-Antibodies for the temporary power boosting effects they would have.

Two Months Remain: Moderators almost called this beta a failure and were going to reboot the servers, again, but ENIAC asked them to wait and see if the people could solve the problem on their own. Allowing such an attempt a group of programmer testers (70, 1218, 1445, 2144, 2734 and 3403) and local NPCs announced that they had developed an inoculation to the infection. Now they just had to mass produce it for the city. It seemed as if every day the report of another city falling came, but with word of news of the vaccine, morale improved. Finally, the Digimon and Testers could take this war

outside of the firewalls. The vaccine would protect only those that had not been infected already. For those already infected, plans for a massive server update were spoken of to try and cure everyone.

One Month Remains: Even with a vaccine and protection, the losses were heavy, but leveling skyrocketed. The endless waves of infected were great for experience, and because the infected did not practice friendly fire, free data often filled the air allowing even passive leveling for weaker Digimon. Much of this released data appeared lost to the free for all. While a boon for the fighters, this also strengthened the infected. The second city with a portal had a breach while screaming about an infected Lucemon: Satan Mode. Communication soon stopped after self-destruct orders were given to destroy the portal at all costs.

Dark World / City of Lust: Screams of dying and bloodlust echo as the city burns. An injured Lilithmon on the ground behind Beelzebumon as the last stand has failed. The vaccine only meant they would not turn, but death is all too common in such situations. A purple shadow rises into Demon, Lord of Wrath. He proposes a deal to side with him. If Lilithmon does then he knows a way she can have her human for keeps. The portal can be used to fetch him from his world. This time she will have his body and soul, instead of the current day. If she refuses she will have to wait thousands of years before seeing him again.

Reports of the last city in the Dark World having fallen. The Crest of Lust activates, allowing Tester 3196 to know that Lilithmon is still alive and they share the other's location. Over the coming days it flared more often with knowledge that she is getting close to him.

Two Weeks Remain: Nightmare Soldiers led by an injured Lilithmon appear in a vaccinated Darkworld Trailmon. Several Testers that had stayed in the Dark World aided Lilithmon and others in defense of the train. It appeared to have been a long fought running battle. This caused uproar among the remaining angelic forces. They wanted these viruses deleted and not to be allowed entrance. Intervention from Tester 3196 (current class: Xros Warrior) was attempted as he tried to calm things down. Claiming they need more soldiers. Holy Angemon: Priest Mode quickly accused Tester 3196 of moral corruption due to his past with Lilithmon and status as her human champion. Lilithmon tried to argue that the train was also full of food and supplies.

A pair of Babamon and Jijimon had to stop the incoming infighting before the two forces started wrecking the city from the inside. The food and supplies were accepted and a place was found on the opposite side from the two Virtues in the city. To get away from everyone, Tester 3196 took Lilithmon to his current residence. It was simply a single story cottage near the outskirts of the city. The area was quickly claimed as the new Nightmare Soldier territory. Inside, 3196 opened Lilithmon's code to help repair her missing arm. After citing rule 4 (learn some healing spells) he made a joke about getting her a metallic upgrade. Outside his Magna Kidmon was hitting on a newly arrived Lady Devimon to the background wounds Lilithmon getting louder and louder.

Last Week Remaining: A number of cities reported that the infected seemed to have left. Under the City of Katsup, the portal started up on its own. From its glowing embrace flooded the testers that had been respawned in the X Continent. With their aid also came reinforcements willing to stand and fight. So far the locals of the X Continent had been spared from this infection. With them came the promised X-Antibodies, but due to their nature, the power increase would only last a few hours to a few days before becoming inert due to lack of the X Virus. Because of this, they were to be used as last resorts for if or when the barrier fell.

Three Days Remaining: Some would claim the lack of infected outside of the walls would be bad, but the unknowing aspect caused a morale hit. Talks of the final solution were common. Any day now it would happen and the world would be free. Refugees filled the streets. Some cried for their lost families and others appeared more comatose from the stress. Drug dens and bars had long ago run out of stock. Morale was low before the system warnings started.

<WARNING: SYSTEM ALERT: RESPAWN FUNCTIONS OFFLINE>

It should not be needed to say people freaked out at the system announcement. In the city center several True Digidestined preached of the truth. That this world was not a game, it was real and these were real people. The Testers had been giving the world life for years now. Each name had power and basically everyone gave their Digimon names. To freely give a name would distinguish one from the countless blank slates and allow a proper entry in the cycle of reincarnation. For a while the True Digidestined had been viewed as an insane cult by many of the other Testers. Not everyone was open minded. Testers yelled insults about how crazy it sounded, but most of the NPCs only listened in silence. An odd trait many NPCs had taken to during the lockdowns was to beg Testers for a new name. It had become seen as an annoying event.

As 3196 and Lilithmon watched the show from a roof top they were approached by a group of Testers and others. At this point 3196 was known as someone with strange knowledge and a habit of knowing things he should not. The leader wanted to know if the preaching was true. It was and the people talked. if it were a real world, would it be possible to stay? Possible, but not advised at the time. Wait until the game went live and the perma event starts, then it would become easy. The leader claimed that his group were terminal and took this job to extend their time and that they had less than a year left. Arguments for why it was a bad idea and why they wanted to stay. In the end, if they left the game they had less than a year of pain. If they could stay they would either die in the coming days or life for years. <Event unknown. Trying to review records of what happened next resulted in system errors> When recordings reestablished all of the local Digimon had been transformed into their max stages for the upcoming battle.

Final Day: It was getting close to the end of Beta 2 and the devs had been worried about how this event could easily destroy their game and profits. Outside of their headquarters a mighty storm darkened the sky, but refused to rain. The Tester programmers were almost done with the final system update and time to end this event. Outside of the barrier the land and skies filled with infected Digimon.

Final Three Hours before: **<WARNING: SYSTEM ERROR: TIME DILATION SET 1:1>**

Final two hours before system update: The opening attack took down the firewall, but was mostly deflected. Deaths were near instant as infected flooded the city. Some later claimed they were happy so many weak Digimon showed up and could easily die to AOE attacks. Data rained from the skies as Digimon died in mass. While unending hordes of infected were frightening enough, the fact that infected world bosses appeared were even bigger threats. Several people had been given vaccines to inject into the world bosses when they appeared in hopes to turn them to the side of the survivors, but it would require getting very close and testing on already infected individuals had not been tried due to danger.

During the battle the Digimon of Tester 3196 were slain and dropped him out of the sky. Falling he grabbed onto a passing Megadramon and put a bullet into the back of its head. Lilithmon caught him after it was deleted. She demanded to be added as his only current active Digimon. Something that was only possible due to how the Code Keys were crafted. Lilithmon was very interested in finding the portal and how it worked, even offering the Code Key of Gluttony. What came to pass was a quick short ranged teleport to the underbelly of the city and the ruins there.

Lilithmon wanted the portal, but was told to ignore it. The rumors of it being to another world was a lie. They were simply an in-world portal network built sometime between Alpha and Beta 1. The only way to get to Earth was different. Even back when he had taken her to see Earth in your youth he faked using such a portal. Their destination was a hidden developer's sanctuary and that her former partner had been granted access by Homeostasis. In this room, the user could be considered near a god in power and it was filled with True Digidestined at work benches and terminals. Most were cracking open their digivices or using remote access to gather data from the battle to auto craft new high tier armors, totems and cards before running out to rejoin the battle. Others were acting as generals and raid leaders for the battles. A select few were funneling the data directly into Digimon and bound items with new templates in a last bid for more power. Lilithmon couldn't help but hiss at what she saw, but was pulled down to sit and be quiet. Not many liked her as it was. Many had objected to the idea, but desperate times and all that.

Cracking open his digivice, 3196 told Lilithmon what was really coming. She had heard some of the perma event and the doomed Earth, not not the full details. And how digivices worked by having a lot of failsafes. One such failsafe was the single class limit as it puts strain on the soul. Likewise, even a normal Spirit Warrior should be unable to use a Code Key as a totem because of how they were crafted. But with such a room and some luck, it might be possible without ego death. And how he knew she was a honey pot sent to find the portal.

Tester 3196 had something to say. *"Before we go forward, I need to know something. No honeyed words, no lies or deception or your damned manipulation attempts. Not all of us trust each other. So whatever you answer changes how and what happens next as there are several plans to move on. But no matter what, Demon is not getting to Earth today. Now, tell me how much do you trust me?"*

Silence as others worked. Some glaring at the pair and the Code Key on the desk. And then a smile. *"To Heaven and back."*

Riding the legendary Behemoth over roof tops, the new Lord of Gluttony (X-Antibody), 3196 and Lilithmon (X-Antibody) wearing his cowboy hat weaved a path of destruction through the enemy forces. In the distance a pair of Lucemon: Satan Modes fought for domination. One to kill all and the other to distract so a vaccine could get injected. In the skies Virtues battled one another. The pair slammed Behemoth into the face of Leviamon. While a single world boss is strong and level for level they are all the same, the X Antibody grants greater strength and defense. With help from the multiple raid groups the Code Key of Leviamon was collected. All the while whispers from the Lord of Gluttony echoed in the back of the mind of 3196.

Company Testing Facility - One Hour Remaining:

<System Alert: Security Breach Detected!>
<System Alter: Outside communications disabled!>
<System Alter: Initiating Site Lockdown!>

While the Testers were fighting for the fate of the Digital World and Earth, the home HQ was having problems of its own. A security breach was detected and sent the entire facility into lockdowns. This was not aided with the storm outside. Still no rain, but lots of lightning that showed the shadows of things within the clouds. Throughout the facility testing pods were opening near constantly as Testers were ejected from the game. Some in shock as others screamed. Screaming for being killed so soon, the pain from the game or just the loss of a friend. Scenes from the battle were being displayed around the facility. Even turning them off was now out of the control of the dev team. The AI running the game had taken control of the facility to ensure that nothing interfered with this battle. What would be would be. Some claimed the figures in the clouds could be made out as Digimon fighting.

Final Hour

With one rival Demon Lord and two Virtues downed things were starting to look up. Casualties were high, but still did not tip the fifty percent mark yet. With new hope came horror. With a new signal the remaining three infected Demon Lords and three Virtues rushed towards their groups. With a flash of light the group jogressed into something far more terrifying than the armies of infected.

<Pantheon Alert: The Beast of Revelation: Ogudomon Super Demon Lord Has Entered The World>

<Pantheon Alert: The Presence: Supreme Angelic Host Has Entered The World>

The first roar from the infected Super World Bosses instantly killed all Digimon under Stage 6 for several miles. The fact that they had all been infected was a blessing, but also very worrying. Before anyone could stop them, the two remaining sane Virtues jogressed using the Code Keys of the defeated to form their own Presence. Logically it should be stronger being 4v3, but logic does not care when you

suddenly have two supposedly unique monsters. Red filled the sky with system warnings as the server lagged for half a minute.

<Warning: System Error. War... Warn...Error... System Error>
<System Instability Detected. Total System Collapse Imminent>
<Time Remaining until System Collapse: 15:00>

Many would claim the scream of frustration from 3196 was justified. At this rate the server would crash before a cure could be mass distributed. With the desperation of one that knows his death, Glitch looked at his cracked digivice one last time. Just this transformation was enough to strain the machine. He could push it farther, but that would be a one way trip with no safeties left. In a way he knew it would always end like this. The Earth was doomed regardless and Digimon was always a death world. With a word the two decided to go out guns blazing as an Ogudomon X Antibody.. the extra power should put them above the normal and take it down in time. It was time for a suicide run.

From their cores code emerged and started the process of jogress. Lilithmon was joyous as this was more than marriage, this would make them one. The moment was ruined as Demon X Antibody rammed into Glitch, slamming him into the ground. Somewhere in the chaos of this battle Demon had not only claimed an Antibody, but upgraded himself. Suspicion immediately went traitors yet again. That damned demon always had someone ready to stab Glitch in the back.

<Pantheon Alert: The Tentei Hachibushu Have Entered The World>
<Pantheon Alert: The Ennead Have Entered The World>
<Pantheon Alert: The Olympos XII Have Entered The World>
<Pantheon Champion Titles Given>

As 3196 and Lilithmon fought against the last normal Demon Lord the 28 new world bosses rushed out to attack the Super World Bosses. As the trio fought through the ruins of the city the local raids in the area were either pushed back by other testers or focused on the much bigger problems. With the area cleared of others the trio battled through buildings and the ruins of the city. Meanwhile a new raid was circling, but not lending aid to either side. In the background the gods attacked each super boss, regardless of side. Their human champions had already started the spell and plan.

The plan was never to kill them all, only to get them all in the same area. From the raid came the circle of light to block off retreat for Demon, but also trap 3196 and Lilithmon. Fourteen pillars of light had chains whipping around trying to grab them. The trio kept up their fighting despite this new turn of events, but with more caution. The infected Supreme Angel was dragged down only for the chains to whip and pull it apart into its base Digimon. Each dragged to their own spot in the line up, with their Code Key and symbol behind them. The site was enough to cause 3196 and Lilithmon to stop fighting and close in to one another. Demon raged as his teleportation was disabled by the magic.

The people cheered as Ogudomon was forced too close and ripped apart by the chains. In the surprise of the moment 3196 used a crotch shot to knock Demon into the chains to be dragged off to his side. Escape was not possible as three pantheons attacked to keep the duo close to the center. Soon it was just the pair, as all the other Demon Lords and Virtues kneeled bound and chained. No longer raging or trying to fight, the chains drained all willpower and sense of mind. Even the fiery rage of Demon was quenched as the chains stripped it of its X Antibody upgrade. Attacks stopped falling as 0786, the Champion of Jupitermon, appeared to give his monologue with a megaphone item to be heard server wide. He went on to rant about how the fighting of this group of demons and angels had destroyed the world one too many times. Of how this entire event was Demon trying to destroy the world once again. And how for the good of all they had to be purged for new and more responsible pantheons to lead the world into a better tomorrow.

3196's response was short and simple. A declaration that everyone involved was so stupid and so incompetent that they didn't kill him immediately at the start. Pulling out his own server wide megaphone, Glitch went down the conspiracy list. Telling anyone and everyone listening about just how suspicious it was that this lot had somehow gotten all of ultra rare materials to summon, not just one, but three pantheons. Of how they also just happened to have everything needed to mass murder the Sins and Virtues. Of what a coincidence that all of this just so happened in a time of such trouble and destruction that all fourteen had ended up in the same location. One is believable, two is pushing it, but all events had to be someone's plan. Blaming everything on Demon only goes so far. Knowing the gods, they made promises and knowing the sick <BLEEPS> Olympians are, it was probably little boys.

During the distraction of everyone letting Glitch get in one last grand standing, Lilithmon lapsed and with a chain around her leg another finally captured. Her screams were enough for a chain to wrap around his tail. The last gambit was at play. An emergency eject launched the Code Key of Gluttony away, only to be captured and dragged to its place as Glitch and Lilithmon were dragged to the final spot.

With all fourteen spots filled the final protocol of their binding could be had; shared death. Seeing a common foe and the end of their leaders, the forces of the heavens and hells united to try and free their masters and slay these interlopers. Even so many were not able to do much as the spell Divine Atonement dropped from the sky in blinding light. Instantly deleting everyone over the spell circle and knocking others back from the shockwave. With great joy the champions of the new gods cheered the final death of this pantheon. The gods knew and it took a while for everyone else to quiet down as no notification came about the death of the pantheon.

With the clearing of the smoke the people could see only a hundred yard deep crater where the spell had hit. In the center were thirteen Code Keys spinning slowly around one another. Due to the nature of the spell, the cooldown alone would prevent it from being cast anytime soon. Time passed and nothing seemed to change. The countdown to the cure did speed up. Even the gods were on guard as in the pit the air seemed to have graphical problems. First was just a single pixel, but over the minutes grew to more graphical glitches and sounds. In a flash of multicolored light the remaining Code Keys shot into the sky and off in different directions around the world. While the testers were concerned about the

Code Keys, the gods were all fixated on the glitching happening in the pit, like a pack of jackals watching prey wander into their den.

With just a minute left on the cure, the glitching stopped and a digital and poorly rendered portal snapped open. A green apple flew out hitting Jupitermon in the face. Followed quickly by Glitch and Lilly. Both held more apples. Lilly had one impaled in each of her claws. Glitch just held one with a bite taken out of it and a crumbling Digivice in the other. As the digivice crumbled to dust the portal vanished with a pop. *"Sorry we're late. You have no idea how much of a <BLEEP> it was to find some apples."*

"You didn't want the red ones," Lilly said, juice dripping down her chin as she took a bite.

Glitch tossed his apple up in the air. *"Red apples aren't pretentious enough. Nothing says '<BLEEP> you, you failed' more than a shiny green apple to the face."* Another bite and a laugh as the gods glared and human champions were left confused. *"What? We won. You lost. The portal is gone and the key destroyed. You backed the wrong humans."* Powers hummed as many angry gods had their full attention on the pair. *"So <BLEEP>ing dramatic. Look here, dumb<BLEEP>s, Even if you attack, Lilly will just respawn. Your coupe failed. It failed hard. You could try killing me or ignoring me. It won't matter. There is less than an hour left of this Beta and I'll just wake up outside of your reach."* Using Lilly to hold himself up, the laughs echoed with the last sounds of battle.

"Everyone always gets Lust wrong. It isn't just about sex. It is about obsession and wanting something more than is normal." A pair of Demon Lord middle fingers rose into the air. One spoiled by an apple on the claw. Beside her, a still laughing Glitch had the Crest of Lust appearing over his left eye. *"While sex is fun, others go with revenge, food, those little painted figurines. Seriously, do not let them start talking about the figurines. They will go on for hours and hours about every detail. No, my human picked something else."* A gentle hand went to stroke his cheek. *"Some would say it is the only thing to strive for. The grandest and most primitive of all desires."*

"The Mission above all." The simple proclamation was accompanied by a pulse of bright light as the cure began rolling across the world in a wave.

Message from Corporate: Any one found claiming of a mysterious storm and Yggdrasill cutting off all outside communications will be held in contempt of the NDA. And to whomever thought it was a smart time to be running around in a Lilithmon cosplay in the cantina needs to be reported to HR. Some of the testers actually thought it was the real her.

Medical Alert: After the end of the Second Beta, several testers were found comatose. Lengths varied. Some were only hours, while others lasted days. A few of the more terminal testers appear to have just given up the spark.

Going Live: Age of Digidestined – Present:

- Time dilation set to x4 for balance between game and real world obligations. No one wants to wake up in the morning to discover their base was raided a month ago.
- Digimon Limit kept at 3
- Appmon add to help manage Digivices

Once the game finally went live, most of the bugs had been fixed. The constant unscripted end of the world events had slowed to a controllable crawl. Such events had fans reading patch notes from the beta tests laugh and hope for such large world events in the future.

Tester list

0045 - Master Blaster - Tamer/Merger
 0070 – Programmer
 0161 (Gareth) Royal Knight
 0279 (Kay) Royal Knight
 0401 (Will Bright) – magic sage
 0438 (Tristan) Royal Knight
 0560 - Da Manly Man - Spirit Warrior/Tamer
 0613 (Palamedes) Royal Knight
 0666 – Lucemon Anon
 0679 (Solek Cole) – Magic Sage
 0785 (Niden Das) – Magic Sage
 0786 Champion of Jupitermon
 839 (Lamorak) Royal Knight
 1054 (Fearsbane) – Warlords of the Coasts
 1082 (Sleepwalker) - Warlords of the Coasts
 1218 – Programmer
 1318 (Bedivere) Royal Knight
 1415 (Gaheris) Royal Knight
 1445 - Programmer
 1950 - Jessica Skybound -Xros Warrior/Trainer
 2026 (Bors the Younger) Royal Knight
 2144 – Programmer
 2388 (Ron Spellbinder) – Magic Sage
 2389 (Gawain) Royal Knight
 2734 - Programmer
 3196 – Glitch Trainer/Spirit Warrior
 3403 – Programmer
 3472 - Looma - Xros Warrior/Merger
 3731 (Lancelot) Royal Knight
 4254 (Arthur) Royal Knight
 4553 (Galahad) Royal Knight

4562 (Aznira) – Magic Sage

4691 (Noob Spanker) - Warlords of the Coasts

4699 (Percival) Royal Knight