DIGITALMONSTER
X-EVOLUTION
デジタルモンスター・ゼヴォリューション

Digital Monster X-Evolution

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Overpopulation in the Digital World has caused Yggdrasill, the host computer that maintains it, to take drastic actions. It has begun Project Ark. The first phase was to implement the X Program, deleting most Digimon and the old Digital World. Meanwhile a very small percentage of Digimon were chosen to be spared, moved into a new Digital World. Some Digimon not intended to reach the new world managed to do so, these survivors developing the X-Antibody, which grants additional power and renders them immune to the X Program.

These X-Digimon are outcasts in this new world, with normal Digimon blaming them for the Digital World's problems. However, Project Ark has only just begun; Yggdrasill seeks to ultimately wipe out all Digimon, chosen or not. It is aided by its Royal Knights, though their loyalty may waver over the course of the coming events.

A central figure is one Dorumon. Unbeknownst to it, Yggdrasill created it as a test, and intends to make use of it as part of its plans. What role you do intend to play here?

You arrive in this new Digital World about the same time as Dorumon. You will be staying here for the next ten years, or until this Digital World is deleted or restarted, whichever comes first.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Post-jump, the species you choose here will be considered an alt-form, which you can switch to and from at will.

[Varies] Digimon

Digimon are strange creatures that inhabit the Digital World. In your case, you may well have been brought here from a different Digital World. Digimon take on a wide variety of forms and types.

Digimon can be separated by "levels", with Digimon progressing through levels as they mature. This process is referred to as Digivolution. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case.

For the In-Training I, In-Training II, and Rookie levels, the cost of this option is Free. For Champion level Digimon, the cost is 200cp. For Ultimate level Digimon, the cost is 400cp. For Mega level Digimon, the cost is 600cp. Finally, for Ultra level Digimon, this cost is 800cp.

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

-Background-

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

Resistance

You are one of the Digimon chosen by Yggdrasill to be moved to this new Digital World. Or, perhaps you are one of the surviving X-Digimon? It matters not; Yggdrasill seems to want you gone in either case.

Royal Knight

You are a Royal Knight, serving as one of Yggdrasill's enforcers. Or perhaps, you aren't so grand, but are nonetheless a supporter of Yggdrasill. You'll be called upon to destroy your fellow Digimon mercilessly, or be destroyed in turn. Perhaps you'll have a change of heart by the end of things?

-Location-

You may choose to begin anywhere in the new Digital World, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Resistance Perks

[100cp, Free for Resistance] Transformation X-amination

Aesthetics are a matter of taste. Even so, most would admit that when it comes to X-Antibody forms, some Digimon have it good, and others… don't. Fortunately, this perk provides a solution.

This perk gives you control over the aesthetics of any transformations you undergo. This can never be done in such a way as to provide you extra practical advantages. Likewise, this perk cannot significantly alter your size or the structure of your body – if your transformation would turn you from a quadruped into a biped, then this perk won't be able to change that. This perk only applies to transformations, not your base form, but for the purposes of this perk Digimon X-Antibody forms and Mode Changes will always be considered transformations.

So long as you continue to comply with the rules outlined above, you are free to change how this perk influences your transformations at any time.

[100cp, Free for Resistance] Toko Charm

Aww, aren't you adorable! You naturally give off an impression of cuteness and innocence, the kind of thing that would make kind-hearted mon want to care for and protect you.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature, or maybe just not be babied so much.

[200cp, Discounted for Resistance] Will to Live

Common across all species, from Digimon to Host Computer, is an innate survival instinct. A will to live. You in particular embody this concept.

Your willpower is particularly strong, allowing you to fight off despair even when things seem impossibly bleak. After all, no matter how futile things seem in the moment, holding on just that bit longer might be the difference between death and rescue.

[200cp, Discounted for Resistance] Same Mon

Digimon drastically change their appearance as they Digivolve. This might make it hard to identify your buddies, especially when their new look is suspiciously close to the monsters slaughtering your friends.

Now, when you have formed strong bonds with another, so long as they are trying to hide their identity from you, you will be able to identify them regardless of the form they take. Additionally, so long as you know it is them, you will have a strong intuition as to whether a given transformation or form change has resulted in them fundamentally changing as a person, or whether they are the same mon underneath.

[400cp, Discounted for Resistance] Grief Induced Change

From now on, moments of extreme grief you experience can lead to explosive and permanent growth, allowing you to rapidly gain power, and even Digivolve.

Such growth is a good deal healthier for you than it might be for other Digimon. You can be assured you will never undergo an unwanted 'Dark Digivolution', whether caused by this perk or another source. Still, this perk does nothing to combat the lasting effects such grief might leave on you.

There are some additional caveats to this. First, while this growth can be substantial, it cannot bring you power you cannot eventually obtain via time and training. Second, while you can benefit from this multiple times, significant amounts of time must pass between each instance. Lastly, in order to count, this grief must be genuine and legitimate; attempts to game this perk to trigger it against your true feelings will invariably fail.

[400cp, Discounted for Resistance] *Please, live on my part.*

Fighting is just as much about protecting those you care about as it is defeating your foes. This perk will help you with the former.

By putting yourself in the way of an attack that would hit others, you can shield them from this attack, even when such an attack would normally be far too much for you to handle. In the event that this same attack would kill you, you'll somehow manage to hold on; you'll almost certainly be taken out of the fight, but you won't die, and you'll even manage to stay conscious for a few moments in order to give a message or perform one last act to aid your allies.

Additionally, if you are taken out in the manner described above, your opponents will deprioritise you. Unless they have a reason to eliminate you specifically, they are likely to forget about finishing you off altogether.

You can only utilise the effects of this perk once in any given fight.

[600cp, Discounted for Resistance] X-Antibody

Whether you developed it yourself, stole it from another, or were gifted it willingly, you now possess the X-Antibody. This has a number of benefits.

The X-Antibody renders you immune to the X Program, a program devised with Yggdrasill that successfully wiped out 98% of the old Digital World. Beyond that, carrying it provides you with a notable power boost.

For most Digimon, possessing the X-Antibody results in a drastic change in appearance. Post-jump, this becomes a transformation you can turn on and off as you like, but the X Program immunity and power boost will be present even when you are out of your X-Antibody form.

Additionally, once per jump (post-chain, once every ten years), you may give away your X-Antibody to another Digimon. Doing so somehow will not cost you your X-Antibody, but will exhaust you for a time. A Digimon that receives the X-Antibody in this way gains the benefits of this perk minus the ability to pass the X-Antibody on. Giving the X-Antibody to a Digimon will recover their heath, and can even be used to revive a recently deceased Digimon under some circumstances (this does not negate chain failure). A Digimon can be given the X-Antibody multiple times, but receive no benefits other than the recovery aspect if they already possess the X-Antibody (via this perk or another source).

Royal Knight Perks

[100cp, Free for Royal Knights] A Knight's Duty

You may be called on to perform acts you find disgusting or dishonourable, whether for the sake of the world, the sake of the duty you have sworn yourself to, or both.

Now, you'll always find the stomach and resolve to perform such acts when you need to. By no means does this perk force you to act in a certain way; it simply enables you to act in the manner you believe you must.

[100cp, Free for Royal Knights] A Knight's Honour

You have sworn to serve your lord, but that doesn't make you a puppet. You are your own being with your own feelings, and you ought not betray them, even if it means betraying your lord.

From now on, you'll notice when your morality is slowly sliding away from your previous principles. You'll be keenly aware when your heart screams out to you that something is wrong; pangs of conscience will stick clearly in your mind, though they will not debilitate you any more than usual if you would not wish them to. While you are by no means obligated to act on these feelings, if you wish to you will find the courage within yourself to stand up to your superiors, or even betray them outright should you deem it necessary.

[200cp, Discounted for Royal Knights] Instant Messaging

A curious power possessed by the Royal Knights, that allows them to effortlessly communicate across the Digital World.

At any time, you can contact any Digimon or digital entity on your current world. A pair of screens will appear, one at each end, allowing you to see and speak to each other. Should multiple parties possess this perk, you can set up group calls. You can also simply send a warning in this way, allowing you to quickly alert your lord should you feel they are in danger.

In time, you may learn how to interact with communication devices in a similar manner, helpful in worlds where such things exist.

[200cp, Discounted for Royal Knights] Chosen One

Yggdrasill's Project Ark is intended to wipe out every last Digimon. And well, that includes you. Why serve such a being?

Well, thanks to this perk you'll find that any entity you willingly serve or work beside will always make an exception for you, doing their best to guarantee your safety in spite of their otherwise genocidal goals. This won't prevent them from sending you out on missions with some level of danger, nor will it prevent them sacrificing you if there is no other route to their objective. However, if at all possible, expect them to move you to safety before they wipe out all other life.

[400cp, Discounted for Royal Knights] Pathfinder

Reaching Yggdrasill is impossible without a Royal Knight opening up a pathway for you. Now, you know how to open up such pathways.

In this world, you are able to create large portals in the sky that allow one to travel to Ygdrasill's domain. In other worlds, you will be able to open up pathways to the local Host Computer or equivalent deity, where such things exist. While the specifics of how to achieve this may vary by setting, in all cases you will be aware how to do this, and will find the process fairly effortless.

[400cp, Discounted for Royal Knights] *Show me your true self!*

So the would-be hero has arrived at the precipice of their goal. Unfortunately, they lack the power and resolve to finish the job. Well, you can do something about that.

By engaging someone in battle, and questioning their goals or values as you do so, you can force them to find resolve within themselves, and in some case experience explosive growth – in the case of Digimon, this may even cause them to Digivolve!

There are a quite a number of limitations in play here. First, there is a limit to the amount of growth you can bring forth at once; in Digimon terms, you aren't getting more than a single Digivolution out of this each time. Second, this growth is limited by your opponent's potential; you can't bring them to a place they couldn't eventually reach with time and training. Third, you'll have to wait significant periods of time to apply this benefit to the same opponent again. Last, and perhaps most

importantly, your opponent must genuinely believe you are a genuine danger to them in order for them to benefit from this effect.

Of course, this boon only applies when you would want it to – no need to worry about your every enemy getting a large power boost!

[600cp, Discounted for Royal Knights] Seeking Death, Seeking Answers

Once per jump (post-chain, every ten years), when you are killed, you can activate this perk. Chain failure will not occur as a result of this death. Some time later, before the end of the jump (post-chain, within ten years) you will reappear. In the interim, you will have the opportunity to gain access to critical information not normally available to you.

The exact mechanics of this will vary by setting; for example, in a setting like this one you may become part of the data stream for a period of time. Likewise, the information you learn is highly contextual; for instance, you might learn that the world's safety is dependant on a specific person arriving at a specific destination. In rare cases, you might even be able to obtain new power. Here, you gain the X-Antibody (the in-setting thing, not the perk).

If you possess both this perk and the *X-Antibody* perk, you also learn the secrets of Death-X-Evolution. When you would perish, you can instead choose to persist after death as an undead creature, that in the case of Digimon is generally one level above its prior form. Chain failure does not occur at this time. You can also willingly trigger Death-X-Evolution prematurely. You retain control of this new form, but its destruction is treated as death for the purpose of chain failure. You cannot trigger Death-X-Evolution a second time (even in another non-undead form), but at the start of each new jump, you have an opportunity to undo this transformation, allowing it to trigger once again. Post-chain, you get this opportunity at each ten-year interval.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

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

[50cp] Film

A copy of Digital Monster X-Evolution on your preferred form of physical media. Your copy can optionally display subtitles in any language you are proficient in.

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

[50cp] Digimon Chronicle

Two physical copies of Digimon Chronicle and Digimon Chronicle X, one in the original Japanese, and the other in another language of your choice. While distinct, these stories cover many of the same ideas present in this particular Digimon setting.

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

[50cp] Virtual Pets

A collection of each model of Digimon Pendulum X, and Digimon Monster X. These are but simple toys; you won't get anything else out of them.

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

[50cp] Merchandise

A collection of various Digimon toys, models, and merchandise, particularly focused on Digimon appearing in Digital Monster X-Evolution. No virtual pets are included; see the option above if those appeal to you.

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

[100cp] Tokomon Buddy

This cute little Tokomon, or Tokomon (X-Antibody) if you prefer, is your new best bud. While it seems to be completely incapable of Digivolution, and is not at all suited for combat, it is intensely loyal to you. More importantly, it has this strange knack of bringing you back to your senses when your sense of self is shaken.

Should anything happen to your Tokomon, it will be back the next day, good as new! You shouldn't be without such an adorable buddy, right?

[100cp] Energy Nets

A pair of energy nets. These nets can be fired at your opponents, quickly trapping them. Even Champion level Digimon will find it difficult to escape these nets on their own, though a notable powerful Champion may manage it. Beings larger than most Champions may be too large for the nets to be effective on.

Should you deploy a net, you will receive a replacement the following day.

[200cp] River

A small river full of fresh, clean water. It can be found close to your starting location, on a property you possess, or connected to your Warehouse by a special gateway.

The river will replenish as needed to stay full, and the water never becomes dirty or diseased, allowing it to be used both for bathing and drinking without issue. Unless they have some unrelated reason to appear, other creatures will not show up here. An outsider could drink freely without being bothered by rude Mushroomon.

At the start of each new jump, you will have the opportunity to choose whether the river is moved to another appropriate location. If it was previously placed out in the world, it must be moved to an acceptable location. If there is no natural place for a river to be, it can exist as its own body of water, but still be running water. Try not to think too hard about it.

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

[200cp/400cp] Hiding Place

Discounts used on this item apply to the tier it is purchased at.

A hiding place, suitable for those that wish to avoid the attention of Yggdrasill's enforcers.

For 200cp, it is a relatively small cave. One or two Mega level Digimon might be able to live here, but not much more.

For 400cp, it is instead a complex cave network, allowing a large resistance force to operate out of it. At this tier it has a second entrance, which can be sealed with a heavy gate – this provides you with a means of escape should it come under attack.

In either case, the hiding place has a knack for avoiding scrutiny from your enemies. Without a special means of detecting you, or some obvious clue like you sending a fire signal to allied forces, those that pursue you will have great trouble locating you and your allies whilst you hide inside the cave.

In future worlds, you may choose for the hiding place to be attached to your Warehouse via a special gateway, to be connected to another property you own, or to be placed somewhere appropriate, close to your starting location.

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

[400cp] Ouryuken

A giant sword, which was once a Mega level Digimon. It is tailor made for you to use, and may have an aesthetic style of your preference.

The power of this sword prevents it being effectively used by average Digimon, so you may not be able to immediately make use of it. At the same time, this same power means that average Digimon cannot stand up to the blows of the blade, and it can impale even the likes of Alphamon.

When not in use, you can store the sword in a special subspace. Should it be lost or destroyed, a replacement will appear in this same subspace after 24 hours.

[600cp] X Program

A secured copy of the X Program, which was utilised by Yggdrasil to destroy the old Digital World.

When applied to a digital realm or system, it will quickly spread and destroy whatever it can. While it has an extremely high success rate, and can easily destroy even the most powerful of Digimon it is not invincible, Digimon can modify themselves under the right conditions to render themselves immune, and other kinds of AI may be able to do the same.

Whether you intend to use this as a blunt weapon to smash Digital Worlds, or as something to study for one purpose or another, be extremely careful with it, or things could get out of hand, fast.

Should you lose access to the X Program, a replacement will appear in your Warehouse after 24 hours.

[600cp] Private Domain

A domain partitioned off from the rest of the Digital World. It vaguely sits up in the sky somewhere, but cannot be seen or interacted with under normal circumstances.

Whenever you like, you can connect it to the Digital World, in order to travel to it, leave it, or dump something out from it. You can even give these same permissions to your allies. However, while is it connected to the larger world in this way, it may be possible for others to force their way in, should they have the capability.

Inside you'll find a mostly empty but very much digitally-themed space. From this space, you'll be able to pull up screens which allow you to view the connected world. You can see just about anywhere; though if you don't know where you should be looking this won't be of much help to you.

The space is quite resistant to damage, allowing the likes of Royal Knights to go all out here without risking harming the outside world. It even retains upgrades should you wish to covert it into a grander base of operations.

In each future jump, you may choose to either connect this domain to the current world in a similar manner, connect it to an appropriate property you possess by a special gateway, or connect it to your Warehouse by a special gateway. Post-chain, you receive this same opportunity every ten years. So long as it is out in the world, or the property it is connected to is, it retains it surveillance functions.

Should the domain be destroyed, it will reappear in the same location after 24 hours. If that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Digital Monster X-Evolution along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

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

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

[+100cp] No English Release

Everyone you encounter in this jump will insist on speaking Japanese, and nothing else. Unfortunately, you have forgotten any knowledge you might have of the language. While learning the language from scratch is possible, any perks or special powers you possess that might make such a task easier will inexplicably fail to do so.

[+100cp] Horrible CG

Oh dear, everything around here looks… just awful. Like this was all rendered with horrible computer-generated graphics. Whilst this won't have too much of a tangible impact on your stay, it might make it a bit less enjoyable.

[+100cp] Magnamoron

You are overly stubborn and rigid in your thinking. As a result, you will cling to bad ideas long after they are proven to be wrong, and even dangerous for you.

[+200cp] Curse of Leomon

Early during your time here, someone will die before your eyes. Whether they were enemy or friend, their death will rock you to the core regardless. You'll suffer a form of survivor's guilt, finding it difficult to justify your place in this world.

This may be overcome with time and effort, but perks or powers that will help this process fail to do so.

[+200cp] *Get out of here.*

There's something about your appearance that causes the Digimon of this world to judge you harshly. Perhaps you appear to have the X-Antibody? Maybe you look similar to a great threat to this world? Or, it could even be this isn't even that justifiable and is simply a quirk of your appearance that puts them off.

In any case, it will be impossible for you to earn the acceptance of the Digimon here. At best, they will allow you to defeat common enemies without interfering. At worst, they will actively attack you as you fight these shared enemies for them.

[+200cp] Spoiler-Free

By taking this drawback you will forfeit any of the following knowledge until the end of the jump: the events of Digital Monster X-Evolution, the events of very similar stories such as Digimon Chronicle, the concepts of the X Program, the X-Antibody, and Death-X-Evolution, and Alphamon. Items that you purchased in this document which include this meta-knowledge will not be received until the end of the jump. You will also forget having taken this drawback.

While you still retain your general Digimon knowledge, given the antagonistic role that typically heroic Digimon like Omnimon and Magnamon play, this can be as much a hindrance as it is a help.

[+300cp] Royal Flush

The Royal Knights (Omnimon, Gallantmon, and Magnamon) have determined that you are a threat to the Digital World, and will prioritise you over all other targets.

Each one of the Royal Knights is a major power in their own right, and working together will make them almost impossible to surmount. Fortunately, the Royal Knights are not yet aware of your locations; you might want to keep it that way.

[+300cp] ***He is my shadow.***

Somehow, Yggdrasill has extracted some of your data, and used it to create a dangerous Digimon that seeks your destruction above all else. This Digimon is a dark reflection of your chosen species, but already at the Mega level if you were lower. Regardless of your purchases, it has the X-Antibody, and is capable of Death-X-Evolution.

Worse, should it undergo Death-X-Evolution, any damage it takes is dealt to you and vice versa, making killing it very difficult without also killing yourself. The only silver lining here is that it won't resort to self-harm to strike at you, but is otherwise willing to take damage or die in the process of destroying you.

[+300cp] Jumperswarm

Somewhere out in the world, is a large clutch of eggs, which somehow contain extracts of your data inside. When hatched, these eggs will produce Digimon that are a dark reflection of your chosen species, but fixed to the Ultimate level. These Digimon seek to destroy you at all costs.

While the number of eggs pales in comparison to the swarm of DexDoruGreymon that will emerge if events proceed as expected, it is still a small army of Ultimate level Digimon that want you gone. Perhaps if you could find the eggs beforehand, you could nip the problem in the bud?

If you also took *He is my shadow.*, then these eggs were actually laid by the Digimon from that drawback. In fact, that Digimon will continue to lay eggs whenever it is not actually pursuing you or engaged in battle. You'll have to deal with it quickly, before you are overwhelmed be the sheer quantity of Ultimate level Digimon thrown at you.

-Ending-

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

Choose one of the following three options:

Stay In This World: You choose to remain in this world. Your chain ends here. You cannot choose this option if this Digital World was deleted.

A New World: You choose to continue your chain. Proceed to the next jump.

Back to Your World: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump. Special thanks to the anon that shared the movie with me.

On Digimon Forms:

You are not limited to Digimon that appear in Digital Monster X-Evolution; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what is present in Digital Monster X-Evolution. Use wikimon if you need help with this.

Digimon forms are considered equal at each level for your species choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be. For this same reason, you are free to choose natural carriers of the X-Antibody, but they would receive no additional power for this unless you also source the X-Antibody from elsewhere.

So, what exactly happens here, anyway?

Due to overpopulation, the host computer Yggdrasill enacts Project Ark, attempting to wipe out most Digimon with the X Program, while moving a small percentage of chosen Digimon to a new Digital World. Some Digimon are able to develop the X-Antibody, rendering them immune to the X Program and making them more powerful. These X-Digimon are able to escape to the new world.

Dorumon, a carrier of the X-Antibody, attempts to flee from a Leomon. Leomon corners Dorumon, but ultimately chooses not to kill Dorumon to claim this X-Antibody, and perishes, leaving a scar on Dorumon's heart. In the New Digital World, Dorumon is drinking water at a stream when a group of Mushroomon attack him; the chosen Digimon blame the X-Digimon for the world's problems. Dorumon flees, questioning his place in the world.

Meanwhile, the Royal Knights have a discussion on the nature of Project Ark, the X Program, and Yggdrasill. Omnimon remains loyalty to Yggdrasill while Gallantmon begins to doubt.

WarGreymon (X-Antibody) and a band of X-Digimon attempt to convince a group of normal Digimon to aid them against Yggdrasill, identifying it as a common enemy to all Digimon. However, Andromon, the group's leader, alerted Yggdrasill beforehand. Omnimon arrives, and to the surprise of the normal Digimon, wipes out normal Digimon and X-Digimon alike.

Dorumon finds the WarGreymon (X-Antibody), who had managed to escape with a normal Tokomon. WarGreymon (X-Antibody) tasks Dorumon with looking after Tokomon, and leads Omnimon away. Omnimon is called into an emergency meeting by Gallantmon, which allows WarGreymon (X-Antibody) to escape. The three Royal Knights (Omnimon, Gallantmon, Magnamon) confirm the existences of resistance bases in various locations. Omnimon restates his intention to wipe them out on behalf of Yggdrasill.

WarGreymon (X-Antibody) reunites with MetalGarurumon (X-Antibody) at their hiding place, where they argue over the Royal Knights' allegiance. MetalGarurumon (X-Antibody) says that they must be following Yggdrasill's orders, but WarGreymon (X-Antibody) says if so that is just as bad.

Dorumon and Tokomon happen upon Omnimon brutally destroying many Digimon. They are spotted, but surprise Omnimon by continuing to attack him despite the futility. WarGreymon (X-Antibody) and

MetalGarurumon (X-Antibody) arrive in time to rescue them. MetalGarurumon (X-Antibody) is angered by Omnimon's conduct, and the three battle. During the battle, Tokomon perishes, and Dorumon announces it to the others. Omnimon uses a powerful Grey Sword attack, and MetalGarurumon (X-Antibody) uses his body to protect Dorumon. He gives his X-Antibody to Tokomon, before seemingly passing away. This reminds Dorumon of Leomon's death, and his grief causes him to Digivolve to Dorugamon. The X-Antibody revives Tokomon as Tokomon (X-Antibody).

Dorugamon joins the battle, but it is soon interrupted by Gallantmon. Gallantmon reveals that Yggdrasill intends to wipe out all Digimon. Gallantmon announces his defection from Yggdrasill, and as a final favour asks that Omnimon leave the Dorugamon and WarGreymon (X-Antibody) be, and Omnimon accepts. Omnimon and Gallantmon battle in the skies, and Gallantmon willingly allows himself to be killed, as part of an unknown plan. On his return, Omnimon expresses that he has experienced some confusion in his battle.

Magnamon tracks downs Dorugamon and Tokomon (X-Antibody). He defeats Dorugamon and takes it to Yggdrasill. Magnamon explains to Omnimon that Dorumon is an experimental being created by Yggdrasill, and that he was tasked with retrieving Dorumon. This further weakens Omnimon's trust in Yggdrasill. Yggdrasill extracts data from Dorugamon, allowing it to create DexDorugoramon. In turn, DexDorugoramon starts rapidly laying eggs that hatch into DexDoruGreymon. Yggdrasill discards Dorugamon; he lands in a junk heap, where he is discovered by members of the resistance faction, Wizardmon and Mummymon, who take the unconscious Dorugamon back to their base.

Knowing that Dorugamon was missing and that WarGreymon (X-Antibody) was looking for him, he sends out a fire signal to alert him. WarGreymon (X-Antibody) and Tokomon (X-Antibody) head for the base. However, a swarm of DexDoruGreymon descend on the base. MetalGarurumon (X-Antibody) returns in time to help, holding the swarm off as the refugees attempt to evacuate via the secret exit. Seeing the swarm, WarGreymon (X-Antibody) and Tokomon (X-Antibody) head straight for the secret exit, but find many DexDoruGreymon there as well. WarGreymon (X-Antibody) engages them, and as Digimon reach the secret exit, they join in as well. MetalGarurumon (X-Antibody) retreats through the caves to the exit, with Mummymon causing a cave-in and shutting a gate to stop DexDoruGreymon following them. Tokomon (X-Antibody) notices the unconscious Dorugamon but alerts a DexDoruGreymon in the process. MetalGaruromon (X-Antibody) arrives in time to save it. Tokomon (X-Antibody) heads to Dorugamon, who wakes up. Seeing the death of many Digimon, Dorugamon Digivolves to DoruGreymon. The similarity in appearance of DoruGreymon and DexDoruGreymon alert the resistance to the connection between the two, causing them to distrust DoruGreymon. Seeing his own reflection, DoruGreymon doubts his own existence as he struggles against the DexDoruGreymon. Tokomon (X-Antibody) recognises DoruGreymon as the same Dorumon that struggled against Omnimon, and Tokomon's faith in him causes the resistance to recognise he is on their side and rally around him.

From Yggdrasill's realm, Omnimon and Magnamon watch the events unfold. Magnamon explains that this is what Yggdrasill planned if the Royal Knights failed. Omnimon storms off, wanting to verify this with Yggdrasill.

The resistance struggle against the DexDoruGreymon swarm when Gallantmon, now in possession of the X-Antibody reappears. Gallantmon (X-Antibody) tells the others to retreat while he and DoruGreymon face the enemy. Gallantmon (X-Antibody) then opens a path to Yggdrasill's realm, inviting to go through to get answers from Yggdrasill while he deals with the swarm.

DoruGreymon encounters Omnimon and Magnamon. Magnamon doesn't want DoruGreymon to reach Yggdrasill, but Omnimon challenges DoruGreymon, saying the winner will get to see Yggdrasill. DoruGreymon does not wish to fight, but Omnimon is able to draw out his resolve, causing DoruGreymon to Digivolve into Alphamon, a hidden Royal Knight thought of only as myth. Alphamon and Omnimon proceed on towards Yggdrasill; Magnamon doesn't stop them, but sends a warning to Yggdrasill.

On the way to Yggdrasill, the pair encounter DexDorugoramon, and defeat it. As the Digital World starts collapsing, they progress to the crystal orb form of Yggdrasill. Yggdrasill remains silent, and they resolve to destroy it. Yggdrasill applies Death-X-Evolution to DexDorugoramon, reviving it as Dexmon. The pair battle Dexmon, with Alphamon pulling out Ouryuken. During the battle, Alphamon discovers that he and Dexmon share damage, and so impales himself, Dexmon, and the crystal orb at once. Alphamon gives his X-Antibody to Omnimon, and reverts to Dorumon as Dexmon dies. Omnimon (X-Antibody) destroys the crystal orb, which causes the Digital World to restart.

In the restarted Digital World, Gallantmon (X-Antibody) and Omnimon (X-Antibody) recount the events. Gallantmon (X-Antibody) surmises that this was Yggdrasil's intent all along; a desperate move to restart the Digital World when it became unable to deal with the complexity of the Digital World in its prior state. The two watch as Dorumon and Tokomon (X-Antibody) meet up.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a special thank you. (ii) Minor typo fixes.