

Treasures of the Animu - The Millennium Objects

The host is dressed in an explorer outfit in an Egyptian scenery

Mike

Greetings everyone. I'm Mike and today, I will be your host for a new segment for Animation Nation known as Treasures of the Animu. In this segment, I will be discussing legendary treasures from your favorite anime, cartoons, and other animated shows. Today, I'll be discussing not one, but seven famous items known as the Millennium Objects. So, let's grab our backpacks and explore the legend of these items.

Origin

Back in the years of the Egyptian kings, there was a book known as the Millennium Tome. It is said that whoever deciphers the book's ancient text would be able to control a power known only by the Egyptian gods themselves." While no one knew what it said, it is known to obtain spells that deal with "shadow alchemy" and could be used to make any group of people invincible. So, it was kept only by the Egyptian kings so no villain would get their hands on it. While we don't know for sure all the spells in the book, one that was used by the Egyptian King, Aknamkanon, was the Millennium items spell. This allowed the caster to forge seven items that were used to summon monsters and use them to chase any threat out of Egypt.

The objects

The seven objects that were forged consists of the Millennium Puzzle, Millennium eye, Millennium Rod, Millennium Ring, Millennium Scale, Millennium Key, Millennium Necklace. The puzzle, wielded by Yugi Muto, would allow the user who decoded the puzzle to gain knowledge and "power of darkness". It also contains the soul of the Egyptian King Atem and Zorc Necrophades, the one believed to of created the Millennium Tome. The eye, used by Maximillion Pegasus, can read minds and seal people's soul inside of cards. The ring, wielded Bakura Ryou, allows the owner to act like a compass and can discover what they are seeking. It also contains the soul of Zorc Necrophades and the thief Bakura. Kind of ironic that the modern user and the soul contained shares the same name, right? Anyways, the scale, wielded by Shadi, can find out how dark someone's heart is and can fuse monsters together. The key, also wielded by Shadi, enables the user to enter a person's mind and can turn anyone they chose into a puppet. The rod, wielded by Marik, can control minds and was used to seal the monsters into stone tablets back in ancient Egypt. The necklace, wielded by Ishizu Ishtar, can let the user see into the past and future. So, as you can tell, each of these objects would give amazing abilities. However, these also allowed what were known as the "Shadow Games" where if someone loses, they lose their soul. To keep everyone safe, they buried each of these objects in separate areas to stop them from destroying the world.

Ending

And with that cheery subject, I will leave this here. If there are some treasures you want me to examine, let me know. For now, I'm Michael and Ill dig up more treasures next time.