Jumpchain CYOA

By Sigilavox

Several years ago, a boy named Nata was discovered near the border of the Forbidden Lands, an uncharted region long believed by the Hunter's Guild to be uninhabited. Nata recounts how his village was attacked by a mysterious monster. In response, the Guild has organized an expedition to investigate.

The expedition consists of several teams—Avis Unit, Astrum Unit, Rubrum Unit, Turris Unit, and Ferrum Unit—tasked with investigating the "White Wraith" and rescuing Nata's people known as the Keepers.

You awaken somewhere in the Forbidden Lands on the very same day that the expedition arrives in the Windward Plains. With **1000 Wylk Points** to arm yourself, Jumper, go forth—and stand witness to this fragile dream, straight on to the end.

ROOTS

Your choice of root determines the Perks and Items you receive for free or discounted at 50%.

Hunter (Free)—You've done this song and dance before. As a professional monster hunter, when it comes to the great beasts of this world, your job is first to observe them, second to document them, and third, if deemed necessary by the Guild, put an end to them. There are no native hunters among the cultures of the Forbidden Lands, and to them the concept of a mere person overcoming a monster is unbelievable. Each unit's hunter was hand-picked for the role, and is known to be of exceptionally high quality performance in the field.

Regaler (Free)—You are a key player in leveraging resources to support any forward operations; supplies, manpower, transportation, even food. The vibrant local cultures have their own cultural and resource structures in which you may play but one part, or you might be a focal point working for the Guild with a blank check to support the mobile operating teams with whatever it takes.

Hearkener (Free)—Your place is in the field, studying things from up close and learning ever more about them. Native-born or Guild-appointed, those who seek to understand come in all shapes and sizes. There are some truly world-tilting info bombs awaiting you in these new lands, that may just knock your socks off… as well as those of the Guild, and every organization known. That's a *lot* of socks.

Artisan (Free)—You solve practical problems, like how to turn a pile of metal and monster parts into a titan-toppling weapon or an anti-monster defense system doubling as an art piece. You are not alone in these endeavors, whether a native of these lands or a foreign hammerhead of the Guild. Just be sure that when things that aren't supposed to happen *happen*, you stand up, brush yourself off, and keep chipping away.

Monster (variable WP)—Your heart sings in tune with the rhythm of these lands, for now you are a monster, a great organism born and raised wholly by the savage wilderness. You are still roughly *you* insofar as your personality and bearing are concerned, but your body's natural instincts are equal, if not superior, to the whims of that pesky imposition called sapient consciousness. You will use the Monster Creator Supplement to create your very own monster species and in-jump form. Note that this root costs WP, the only determinant for price being the Ecological Tier of your species. The Ecological Tiers, and their prices, are listed on the next two pages.

MONSTER TIERS

If you chose the Monster root, select an Ecological Tier and pay the requisite WP cost now.

Basic (Free)

Monsters in this tier are fully capable of injuring and killing careless hunters, but maintain a relatively low niche in the ecosystem. They often have disorienting adaptations used to escape or avoid larger creatures, such as flashing lights or paralytic florets.

Advanced (100 WP)

Monsters in this tier are far more powerful than any animal that existed in real life, which shows how crazy this world is that they're only the middle of the food chain. While still, for the most part, animals with monstrous traits, they can bust small trees and often use strange powers like pressurized air or fire breath.

Apex (200 WP)

Monsters in this tier represent mighty sovereigns of the ecosystem. They can knock over trees, peel apart houses, or crush a tank like a tin can. These creatures resemble "monsters" more than "animals" at this point, and usually have a potent elemental ability such as beam attacks or protective veils of water.

Conqueror (300 WP)

Monsters in this tier are defined by their tendency to overturn the natural order by beating down and preying on anything using raw strength and brutality. They can make ragdolls of giant wyverns and smash through solid rock or massive trees with a single blow. These creatures also might possess astonishing abilities such as elemental absorption or arena-wide explosions.

OPTIONAL TIERS

This section is optional. If any purchases are made here, the following effects are made active.

The following three Ecological Tiers are not currently represented in the Forbidden Lands outside of Zoh Shia.

As such, not only is the pricing for these Optional Tiers unique in this jump, but purchasing any species from them will drastically increase ecosystem instability, especially regarding each region's Inclemency weather, and cause a rise in the number of strong monster species migrating to the Forbidden Lands. Tread carefully.

Disaster (500 WP)

Monsters in this tier are not animals so much as natural disasters, imposing dramatic changes on the ecosystem such as wildfires or storms that might nurture, kill, or relocate dozens of monsters at once.

Individual members of these species are able to threaten whole villages or cities by their presence alone. These creatures are extremely dangerous.

Continental (700 WP)

Monsters in this tier can bury a castle with sheer physical strength. They, too, are natural disasters, but operate on a larger scale than the prior tier, impacting multiple ecosystems across a continent at once.

Furthermore, it's within their ballpark to not only steward, but create entirely new ecosystems. The fates of whole continents are tied to these creatures.

World (1000 WP)

Monsters in this tier can end civilization. Unmatched in sheer destructive force, they aren't just myth, but actual taboo to the cultures of this world.

Essentially alien to the natural order, these beasts have no equal save for each other. They fight for territory on a planetary scale, and need pay little, if any, mind to humanity.

PERKS

General Perks

Meal Sharing (50 WP)—Time is richly spent dining with friends, and in this world, life is a fragile dream worth savoring for every moment. Assuming you are cordial, this perk will ensure that you will find the cuisine of this and every other culture you visit not only palatable but enjoyable, and your deftness for mealtime conversations and bonding will mean you're constantly receiving invitations to dinner parties or any kind of social event involving large amounts of food. Unfortunately, this doesn't stop things from barging in to interrupt your meals.

Purple Stars (50 WP)—This perk is a toggle that enables you to, at will, instantaneously turn off or granularly decrease the effects of your perks, forms, abilities, equipment, or any other aspect of you.

Goliath (300 WP)—Buying this perk modifies your place in the world so that you now hold the position of one who stands between a major set of players and a critical point in their journey. In the case that you aren't already strong enough to hold that role, your particular skills and abilities tailored to that critical point are greatly increased to the point they will be.

For example, were you to stand guard in the Iceshard Cliffs before the path to Suja as the titanic Jin Dahaad does, you would be just as powerful as the lord of ice, equally as resistant to the bitter Frostwinds that blast through the locale, and further would have some natural, easy way of navigating the floating rubble that crosses the sky, owing to strange energies that negate the very weight of buildings.

In the case that you *are* already able to carry out your duties, this perk simply guarantees you that role. This role, however, is not a goal, and therefore you are free to act as you please.

Hunter Perks

A Hunter's Pride (100 WP, Free Hunter)—This perk represents the physique and experience for a career hunter at a high enough grade to tough it out in any locale of the Forbidden Lands. You do your own field research, enough to identify species and even subspecies of monsters by the evidence they leave in the environment. However, as a representative of the Guild, you are forbidden to hunt or even strike a monster without official authorization from your Handler; in such an event, your certification will be revoked.

Pretty Good Ears (100 WP, Free Hunter)—In addition to never needing to worry about long-term hearing loss, you are always able to hear any dialogue from allies or enemies alike during the crashing roar of battle, so long as you're in the same general vicinity… including when you're deafened, somehow. Unfortunately, this perk alone does not shield you from the incapacitating effects of a large monster's roar.

Field Fillet (200 WP, Discount Hunter)—As a seasoned hunter, you know that the land provides, and this perk amplifies that expertise. Firstly, all things you gather in the field are doubled when it comes to usable materials, consumable or otherwise. In addition, with a single stab of your knife, you can turn raw meat, fish, veggies, or really anything you get your hands on in the field into an instant source of sustenance and prepare a full meal in mere moments to replenish your vitality, energy, and mood to tip-top form. And hey, with this perk you can also rest assured that no monster or other hostile factor will bother you or your stuff mid-meal. Thank Gog.

Top Seikret (200 WP, Discount Hunter)—This perk represents a truly matchless mind for multitasking. Rather than being able to face one obstacle, you're now able to juggle several at once during high-adrenaline situations, such as battles, chases, or rooms full of arguing people. A clear example of this is the presence of mind to simultaneously hold a conversation, control and direct a Seikret mount in pursuit of your target, and quickly scan your surroundings for slinger ammo to grab or a shuddering pile of sand that might be hiding a hostile beast preparing to jump out as you pass.

Focused Assault (400 WP, Discount Hunter)—Buying this perk allows you to enter a state of heightened Focus by shifting your stance and inverting your blade (or doing the equivalent for other types of weapons or ways of fighting). Doing so causes your quarry's weak points to become extremely obvious to you. Capitalizing on such weak points in this mode also becomes your specialty—your attacks now subconsciously arc toward optimal spots of contact. As a final bonus, your cutting weaponry becomes able to deliver more outright force, briefly stunning foes whose weak points you manage to hit.

To Help People (400 WP, Discount Hunter)—You're great at speaking in poetic yet clear terms, but that's the least of the benefits this perk levies you. You naturally exude charisma and charm, making you both a beacon of surety and strength for your allies. Indeed, your pure, unfiltered aura is so good that your allies genuinely strike harder and tank better, even if for no other reason than because they can't help but want to impress you. As an additional edge, your blunt weaponry hits with so much extra oomph that you are now able to smoothly reposition yourself mid-impact using your target as leverage, leaving both foes and your friends slack-jawed. Stylish.

By the Book (600 WP, Discount Hunter)—When it comes to the hunting basics, you're really damn good at them. So good, in fact, that you've started to unlock their true flexibility, for you aren't fighting your own missteps but rather fully seeing the threat in front of you. This core of banked knowledge can help you stay on your feet against completely new types of monsters long enough to locate the simple paths that must be taken to come out on top. This can look like intuiting the order in which you should take your foe apart, understanding how a monster generates its element after seeing just a couple attacks, or even identifying which terrain features can and can't be used as cover against an attack you really don't want to take, just by seeing its buildup. Finally, your relentless adherence to best practices mean that the accuracy and potency of your elemental, shot, and ranged weaponry become massively boosted and more consistent. Though your hunt may take you to the valley of the shadow of death, you will fear no evil… for it can be slain.

Unbreakable Dream (600 WP, Discount Hunter)—Merely decisive isn't the right word… no, perhaps it's better to say that you now have a hero's intuition. This intuition manifests primarily in the way you move and think. You waste less time contending with doubt or anticipation, and are constantly improving your approach and the efficiency of your movements, no looking back. The very same second your enemy is identified, you're already several strides downfield; if your mark evades, you follow through; if your foe thunders down upon you, your weapon rises to the challenge, offsetting the most monstrous of blows. And in lockstep with your diamond-sharp instincts, any explosive, phial, or otherwise technological weaponry you utilize burns superbly clean and better than before. With a clear picture in your head of the hunter you want to be, the line between your ideals and the actions you take in reality may one day no longer exist.

Regaler Perks

Mover and Shaker (100 WP, Free Regaler)—This perk represents years of experience in resource acquisition, transportation, or any kind of service job of the culture from which you hail. You could be an expedition chef, logistician, sandskiff helmsman, or resource officer from the Guild. You might be a glass or cheese artisan of

Kunafa Village, or maybe one of their Seikret breeders. If you hail from the Wudwuds of the Scarlet Forest, you might be a scavenger or haggler. As a resident of the Oilwell Basin, you would belong to one of their three tribes; the Stone Tribe, who deal in metals and minerals, the Bonefolk, who craft and work with monster parts, or the Oilfolk, who have mastered the upwelling natural fuels of the region. Really, there are so many diverse roles in each and every group that anything not explicitly covered from the other roots' free perks is possible here. As an added benefit, no matter what role or culture you have, you're also the best Seikret rider on either side of the Iceshard Cliffs.

Link Party (100 WP, Free Regaler)—You make unforgettable connections easily with the right wink and smile. No, this perk doesn't give you godlike charisma nor does it make you actually as capable as you appear. It just gives you a very, very strong sense of intuition when it comes to reading people. You seem to always know just what to say and how to behave to make people like you and want to remember you better. Please note that this is a skill also held by sociopaths, so try to have something genuine underneath to match your impression, too.

Crisis Converted (200 WP, Discount Regaler)—The Forbidden Lands are named that for a reason; the anomalous weather conditions that spiral through intermittently are comparable to the weather-changing apocalypses brought on by Elder Dragons. But for the people who have lived there their whole lives, such conditions are more than a fact of life but a wellspring of culture, tradition, even *art*, for them.

Likewise, this perk grants you the ability to handle sudden oncoming crises with equal measure. While others might freeze, panic, or break down crying under the pressure, you operate with increasing focus and clarity the worse things get, to the point where you might even make breakthroughs in whatever you're attempting specifically *due* to the dangerous conditions present. Whether leading an urgent rescue mission, organizing a counterassault, or dealing with a monster invasion, everyone looks to you for guidance. As another bonus, the natural way you supercharge others leaks into your equipment, as weaponry with charging gauges or meters gain their charge faster and hold their charge longer than they would otherwise, both by a healthy amount.

By Order of the Guild (200 WP, Discount Regaler)—This perk is pretty simple. Any and every protocol of the organization to which you belong, no matter how vague, no matter how boring to read through, is all there in your head now, able to be prattled out verbatim. You can, without hesitation, instantly know exactly what the call *should* be for any situation you're confronted with. Though this doesn't give you the ability to carry out such solutions if you otherwise wouldn't be capable of them.

Diplomatic Immunity (400 WP, Discount Regaler)—It's quite funny. Your very presence seems to absolve you of typical restrictions and laws, especially in relation to matters of life and death. People of influence and even total strangers seem to go out of their way to accommodate you. You can enter otherwise restricted territories, broker deals with hostile powers, and both be led to and hold conversations with entities who would typically be impossible to deal with. While this doesn't give you the right to act with impunity in every situation, it certainly simplifies your path.

Scoped Out (400 WP, Discount Regaler)—This perk guarantees that events will conspire such that either before the jump or during it, someone important (at least enough to be on the story's front cover), will personally vet and scope you out for some great task. Alternatively, you could be a Very Important Person the expedition needs to meet up with for the answers to the questions they have. Either way, you will have a strong, professional relationship with one or more central figures to whatever major incidents occur during your tenure in-jump. This perk also bestows upon you either some unique related specialty or at least ten years of life experience related to the role for which you are expected to uphold.

Head Honcho (600 WP, Discount Regaler)—Be it chief of a native tribe, decisionmaker of the expedition, or something even stranger, history shall conspire to place you in a very high rank of a plot-relevant organization, with all the skills that would warrant such a title. Your command extends beyond material but also human resources, as you're also quite good at delegating and teaching others. Your authority is rarely questioned, not because of fear, but because you have proven time and again that your decisions lead to success. Inclemencies and crises are no issue at all to you nor to those you lead. You'll make it through—*all* of you.

Felyne Insurance (600 WP, Discount Regaler)—Twice per jump, if you would die or otherwise cease to be, your vision will fade to black and events will conspire to quickly place you back in the nearest safe place, deposited by a fearless helmeted Felyne. No one will quite be able to explain how you escaped certain doom, but nothing will change the fact that you're back. Note that this doesn't fix any crippling wounds or heal you otherwise beyond the sliver required to remain active. But having a full one-third the lives of a cat is nothing to scoff at, right?

Hearkener Perks

Awesome Analysis (100 WP, Free Hearkener)—Knowledge is power. This perk represents either innate talent or life experience as a dedicated academic in multiple fields of study, each at least to the grad student level. Basic monster ecology is free for you, but you may choose up to two other areas of interest to hold equal interest in; a few examples are Guild Handler certification, human anthropology, or monster zoology, but the sky's the limit.

Weather Rapport (100 WP, Free Hearkener)—You get a tingling feeling whenever the weather is about to change, which communicates exactly what kinds of conditions are coming and when they'll hit. Furthermore, taking just a moment to close your eyes and focus can allow you to "see" the next week's worth of weather in the same way. A highly useful skill to have in the Forbidden Lands.

Truly Beautiful (200 WP, Discount Hearkener)—Some look upon the endless cycle of nature and scowl only at the dark side of the coin. Others refuse to acknowledge anything but the bright. Both miss the valuable big picture. Not you, however. You never lose perspective of the greater things in life, the ways history and nature together darken then rupture into light, the beauty in the most dire of circumstances. This unshakeable presence of mind keeps you grounded and secure against the long ages and their endless Sisyphean tragedies. Whether you walk the world or not, it will never be truly bleak. For there is so much beauty in everything—even endings.

Voice of a Lord (200 WP, Discount Hearkener)—Clear as a hunting horn and resolute as steel, your words cut through the noise to outmuscle any catastrophe and lift your allies' spirits like the white winds of justice. Plus, you never run out of breath, and talking doesn't cost you anything mid-battle. And lastly, whenever an ally benefits from any area-based talents, skills, or equipment of yours, you gain a temporary energy and strength surge, increasing based on number of affected targets and depth of effect.

Alma Mater (400 WP, Discount Hearkener)—It's one thing to help a friend through hardship. It's entirely another to guide a child who has lost *everything*—family, friends, home, and even culture, who barely speaks a lick of language anyone knows. Yet the harshest winters only stoke the warmest hearths. This perk supplies you with bounteous patience and heart, with a knack for understanding even the messiest of cries for help. No backing out, either, since the pain of others really doesn't get to you in any negative way. You are now, undoubtedly, someone who can truly be called a Guardian.

Ergo I Am (400 WP, Discount Hearkener)—This perk stamps into your very being an unvanquishable selfhood. No matter the culture, no matter the body, no matter the world or timeline, you will always be… you. Unmistakable you. Those things that make you unique are multiplied such that merely speaking in your peculiar ways is an act worthy of stealing the show. You may endear some and infuriate others, but such is what it means to truly live. In

passage, one cannot tread without pulling… or becoming bound by… a few strings. Anyone who looks at you will find that your path is self-evident.

Feel Your Air (600 WP, Discount Hearkener)—Like some of the ancient Wyverians, you too have the ability to read vibes to a superb degree. Simply wave your hand before a living being and you can read the picture of their lives plain as day. With practice, this can be done more flexibly and quickly; the implications of such a talent are as manifold as the branches of nature.

Read the Winds (600 WP, Discount Hearkener)—Scraps of history flow into your path readily and smoothly, as though the knowledge was always meant to be yours. This is not necessarily a feature of you so much as the way things simply work. For example, an overhead flying Rathalos might shed an ancient weapon that's lodged in its hide while it passes by, completely unblemished texts detailing lost histories would fall into your lap, or you might come across a lost child who's the last remaining bearer of a lost lineage. It even means that things in the past can become ever-so-slightly different than otherwise, if it means you will someday stand witness to their implications. What you will do with this gift, or rather, this privilege, is up to you.

Artisan Perks

Perfection (100 WP, Free Artisan)—Not merely the ability to put hammer and anvil together but also the unique crafting heritage of at least one village or culture of this world, is what this perk represents. For example, you might be a workaholic able to hammer together weapons until the volcano stops volcano-ing, like the troverians of Harth, an artisan able to work with the beautiful gemchime stones of Kunafa Village, or even be an agriculturist who exclusively works with Wyvern Milk, like the Keepers. As an added bonus, you can not only endure the heat of the forge but tough it out in any frigid landscape while rocking your usual fashion, as though you were properly-covered against the frost.

High Resolution Assets (100 WP, Free Artisan)—Damn, is it just me, or is everything ten times more beautiful when you're around? You're very easy on the eyes and your physique wants for basically nothing, now. Anyone could look at you and understand you're a very healthy, perhaps even prime specimen of your kind, especially in the looks department. As an added bonus, your eyesight is perfectly clear, even in the most damning of weather conditions, and it never gets worse, barring intentional injury from a hostile entity.

Mats at a Glance (200 WP, Discount Artisan)—Frankly, whether it's this world or any other, "red scale" is not alone enough to tell what you can do with the thing. However, for you this is no longer. Just by looking at a monster or other possible target for disassembly, you'll easily be able to tell what's harvestable, how it's useful, and what's not. It's as if a list of bonus materials pops up in your field of view when focusing on just one subject.

Mobile Operations (200 WP, Discount Artisan)—No time to stop when the team, no, the village is counting on you! This perk allows you to carry all your heavy workshop and personal equipment on your person somehow, without it getting in the way of your mobility or aesthetic. And to make things sweeter, now setting up or breaking them down, even things like a whole-ass forge, takes mere moments for you. You are fully able to do any in-shop work fully on the road traveling through the wilds now. As an added benefit, you can also carry unwieldy and heavy objects much, much more quickly. To the point where you can run around in combat with barrel bombs twice your size and hurl them spinning like a football.

Fixer Upper (400 WP, Discount Artisan)—With this perk, anything broken, shattered, rusted, or falling apart at the seams is just a challenge waiting for your hands. No matter how wrecked something is—be it a rusted blade, a shattered weapon, a ruined set of armor, or even an ancient machine the size of a continent left to rot—you can

restore it to working condition with frightening speed and efficiency. The consequences, though… well, suffice it to say that this perk doesn't place limits on where things go afterward.

Firebrand (400 WP, Discount Artisan)—It takes a village… or it takes just you. This perk bestows infinite upwelling personal enthusiasm and energy to pour into any passion of yours. And just like energy radiates outward, others around you also feel its effects. When faced with an immovable wall, even if you were the only one to pick up a lever and pulley, it won't be long before the rest of the community rallies behind you to find more rope. It seems that leading by example is in the lexicon of every culture in this world, so once you pick a direction, the rest of them will follow. If your team, village, or cause had a logo, your face would probably be on it.

Crown of Wyveria (600 WP, Discount Artisan)—The crowning achievement of Wyveria may have been the Guardians, but they never would have been possible without the bedrock for it all, Wyvern Milk. As to whatever methods the ancient city used to create this miracle fuel that can alter the weather and reverse gravity, they are completely unknown to even the Keepers today. But this perk is a start. It represents a hefty dose of knowledge akin to that which fills the dusty bookshelves of Sild, but more importantly, the *missing context* to help piece together the gaps in the theory that today's researchers would struggle to comprehend over one thousand years later. However, even with this knowledge, it would take nothing less than a miracle to re-engineer something as miraculous as the Dragontorch, which effectively powers the entire Forbidden Lands.

Biological Conclusion (600 WP, Discount Artisan)—Earth, metal, monster parts… it's all part of one big interconnected whole, right? Well, despite what some may imagine, life ain't separate from that dynamic. In fact, that dynamic is quite foundational to the phenomenon of life. And to you, with this perk, it's even more than that. Any technological advancement you can imagine applies to machinery, such as metal heat sinks to reduce temperature, you know exactly how and where you can apply those same principles to living things, using whatever tools and means you have. Be it medical aid, genetic tampering, or really anything you have the means to affect. And any biological quirk—an active immune system, for example—you know how to incorporate into your constructions. You could either be a mad doctor or a revered scientist with this talent. Please use it wisely.

Monster Perks

An Existence Unfolded (100 WP, Free Monster)—This perk represents you, in your natural state. To every situation, a natural response, as befits your body and inherent nature. Gone are your scruples regarding the more squeamish aspects of living life without civilization or regarding taking the life of another to preserve your own (at least when it's not done to a destructive degree). It's just the way nature is, and quite beautiful in a way.

Diet of Wyrms (100 WP, Free Monster)—To truly live is to eat, no? Well, now you can eat pretty much anything and be fine, regardless of what your digestive system is evolutionarily built to handle. The benefits of such meals, transformative or merely nutritional, will take effect as if you were the best possible natural beneficiary of them. More food, more life, right?

It Knows a Path (200 WP, Discount Monster)—Indecision and losing one's orientation is for the *food* in nature, not the *fed*. But you now belong to an enlightened few individuals who never truly become lost, no matter how you may appear. Pathfinding, be it in familiar or unknown territory, is first nature to you, no matter the terrain, no matter the circumstance, and no others of your kind can do it with such effortless haste as you.

Alpha (200 WP, Discount Monster)—You are a physical exemplar of your species, up to twice as tall, twice as strong, and twice as tough. You might also have vibrant coloration that proudly conveys your fitness. No matter how pugilistic or sly your species may tend to be, others of your kind can tell at a glance who is the superior specimen. If monsters, such creatures defer to your command… even if it might take a few wallops to do it.

Guardian (400 WP, Discount Monster)—The crowning achievement of Wyveria, you are now one of a host of artificial monsters that once served people. Rather than your root species, this perk represents your nature as a construct created by Wyveria. Appearance-wise, you have the same body shape and weaponry as you would otherwise, except your body is covered with veins full of glowing blue fluid, large areas of your coat is replaced and streaked by white pigmentation, and your eyes are jet black with white pinpricks. You cannot reproduce and do not require food, sourcing your energy instead from Wyvern Milk, a pale liquid produced by the Dragontorch at the heart of the ruined capital, Wyveria. You can even burn through your energy reserves to quickly heal from surface wounds. Miraculously, so long as you continue to consume Wyvern Milk, you will not grow decrepit with time nor die of old age. Finally, you can instinctively control your internal energy circuit to release overflowing Guardian energy in the form of white explosions that crystallize any nearby pools of Wyvern Milk into Wylkrystal formations that detonate when exposed to elemental energy. Also, please keep in mind that you can absorb the Wyvern Milk merely on contact and not literally have to go around lapping up pools of it on the ground like a dog.

Tempered (400 WP, Discount Monster)—Purchasing this perk grants you the resilience and know-how of a monster who has survived a hundred battles, boasting an array of scars to prove it. Your instincts are honed to a razor's edge, your foes have more trouble finding openings on you, and any troubles that might result from inexperience with your body have already been ironed out. While you shouldn't expect to suddenly break out of your weight bracket with this alone (since even battle-hardened individuals can struggle when faced with overwhelmingly superior monster species), it is possible for you to grow further beyond this point, and given enough time and challenging foes, you might eventually come to be seen as an Arch-tempered exemplar of your species, with unique applications of your powers arising by sheer virtue of your fitness and battle experience.

Torch Terror (600 WP, Discount Monster)—No matter the unnatural forces churning throughout the Forbidden Lands, nature persists and adapts, and certain monsters have evolved over the ages to stand atop each hazard zone as apex. And now, this perk lets your species contest sovereignty over one locale of the Forbidden Lands. The dangerous weather conditions of the Inclemency and geographic layout in your chosen locale somehow synergize with and empower your species, elevating them to the role of apex atop the locale, equal to or replacing the existing apex; alternatively, if you choose the Ruins of Wyveria, you are second only to Zoh Shia. This perk also has the effect of empowering your elemental abilities pertaining to the Inclemency beyond their limits as you absorb its energy. Hell, even if you were reduced to a catatonic state, so long as you were in the heart of the Inclemency, its full elemental force and fury would surge into your body, reviving you like a demon out of hell.

White Wraith (600 WP, Discount Monster)—They just don't make 'em like they used to, don't they? You hearken to an older age, more intense and hostile than the quaint times of today. This perk allows you to take on the traits of some long-dead phenomenon, species, or being of the setting and take them on well, like a veritable shadow of the past come to life once more. In this jump, this perk merely represents pure prehistoric combat prowess, detached from the evolutionary pressures of the current era, that can handily overcome even the apex predators of the Forbidden Lands in a straight-up fight, though in terms of truly thriving in an environment, with this alone you're not good for much but wandering around and looking for things to eat. Thankfully, side effects or traits that would normally cripple you in the modern age, such as a weakness to modern diseases, are reduced to merely being uncomfortable for you.

ITEMS

All roots receive +300 WP to spend in this section only.

Jumper-Exclusive Items

Ad Monstrum (variable WP)—Buying this item lets you create your own monster species to inhabit the Forbidden Lands. The price depends on the Ecological Tier of the species created. **50 WP** for Basic Tier or Advanced Tier. **100 WP** for Apex Tier or Conqueror Tier. **200 WP** for Disaster Tier or Continental Tier. **300 WP** for World Tier. Making any purchase of Disaster Tier or higher will result in ecosystemic changes as explained in the Optional Tiers section. You can purchase this item multiple times, paying a new cost and creating a new species with each purchase.

Squad Voucher (100 WP)—This unlosable golden voucher may be redeemed at jump's end to allow one willing character not created by you to be able to come along with you on future exploits into future worlds. You can purchase this item multiple times.

Character Creator (100 WP)—Buying this item lets you import an existing companion or create your own companion for this jump using a starting budget of 400 WP. Your companion can select any root, perk, or item (except Jumper-Exclusive Items). Your companion does not receive the +300 WP stipend for the item section. You can also invest WP into a companion's build at a 1:1 ratio. Whether a companion appears out of nowhere or has a history in the world is up to you. You can purchase this item multiple times.

Permitted Lands (100 WP)—In love with any particular region of the Forbidden Lands, like the gravity-defying Iceshard Cliffs or the iconic horizon line of the Windward Plains? This item may just be for you, because I've got some real estate to sell you. Buying this item allows you to bring along one ecosystem of the Forbidden Lands into future jumps. The details of incorporation and/or attachment are fully up to you, but you can rest assured the region is fully populated by endemic life and monsters, is self-sustaining, and has its own simulated seasonal patterns like what you'd see in this world's version.

You can also purchase the Wounded Hollow arena using this item, in which case monsters will just show up every now and then out of nowhere, with their sizes somewhat commonly tending toward either extreme end of their natural population. While you would also receive Rimechain Peak were you to buy the Iceshard Cliffs, you would not receive the Dragontorch Shrine by purchasing the Ruins of Wyveria (instead, that option is detailed below).

Each purchase of this item grants you a twenty-by-twenty mile territory. You can purchase this item multiple times, choosing a new locale or growing an existing one with each purchase.

The Dragontorch (1000 WP)—What lies at the bottom of ruined Wyveria is the shining white heart of a massive mycelial superorganism masquerading as a continental energy network that is the sole reason for the seasons of Plenty, Fallow, and Inclemency in every locale across the Forbidden Lands. Now, it's yours, or at least a copy of it.

Long ago, the Dragontorch was a source of limitless power, capable of bringing storms to drive off monsters, calling downpours to cleanse the land and fires to smelt ore and heat entire regions, and even overcoming gravity to allow buildings and their floating fragments to float in the air. Let alone how Wyvern Milk, the liquid form of the Dragontorch's energy, allowed the ancient people of Wyveria to create Guardians, artificial monster

species to serve them. Even though Wyveria fell over one thousand years ago, there is no evidence that their magnum opus has decayed in any way over the years. Let's see if you can't do better than them, eh?

Hunter Items

Hope Trappings (100 WP, Free Hunter)—Your hunter's fatigues and sundries are all here. For starters, you've got the hooded armor used by the expedition's hunters, meant to endure even the anomalous weather Inclemencies reported in the Forbidden Lands. Stylish yet rugged, and fitted perfectly for you. The armor comes with a carving knife, used to extract parts from monsters or in self-defense when the going gets tough.

But the knife is incomparable to your real hunting arsenal. Speaking of which, you start with two base-rarity weapons of your choice… or any equipment of equivalent strength. These weapons are easy to upkeep and handle *damn* well, owing to internal skills baked into them.

There is also your standard-issue lantern of Scoutflies, meant to carry a self-sustaining hive to highlight whatever you're tracking or really anything you care to let them smell, with the bugs fluttering and glowing in colors based on the input stimuli. Just remember that green means *follow*, red means *fight*, and blue means *fit*.

And finally, the claw slinger, fitted for whichever arm you prefer. You can use this to fling elemental bombs or nets (or really anything the size of a grapefruit or smaller) at incredibly high velocity, rip the useful bits right off of small monsters, cling onto walls or large monsters, and retrieve, shuck, or even activate objects and switches in the environment, but really, there's no end to new applications of this item. The uses of this are only limited by your imagination.

Windsong's Secret (200 WP, Discount Hunter)—The people of Windsong Village are not just protected by the gemchime stones, but the unbreakable and enduring bond they have formed with the Seikrets, an intelligent bird wyvern species that can run, climb, and fly many times faster as any human can. They are loyal to the point of risking their lives for their riders, independent to the point of developing unique personalities, and omnivorous to the point of eating sixty kilos of shrimp so their rider can enjoy the pink feathered mount they always wanted. And now, you've got one immortal Seikret who's ready to go *through it* with you.

One caveat is that your Seikret generally won't be in the same league as you in terms of combat, and are best played in support roles. Even if you were floored by a massive monster's attack, with a single whistle, you can call your Seikret to sprint over and bump you onto its back mid-combat. It also won't ever get upset with whatever you do on its back, like sharpen your seven-foot long weapon or guzzle down twelve combat stimulants.

Flexible Authorization (400 WP, Discount Hunter)—The Hunter root already grants official status and experience as a professional monster hunter, but this involves all deeds and paperwork necessary to retroactively justify any incidents that happen as a side effect of or direct result of your actions, taken at least nominally in tandem with your official role. For example, with this pass you can sprint up to a harem of Rathians chilling together and slay every single one in sequence, while your handler gives you the thumbs up and nobody bats an eye. And hey, don't feel so bad.

This pass also guarantees that somehow the ecosystem(and other interested parties) won't be unfairly impacted… or really impacted at all… by your completely not-reckless actions. Eh, there'll always be more Rathians to hunt. It just works.

Artian Arsenal (600 WP, Discount Hunter)—Custom-fit weapons from a more civilized age, these 14 techno-unga style weapons of each style available to the Guild are fully modular and can change their elemental and status properties with a mere reconfiguration of their grip. Their power can be increased further using parts obtained from ancient ruins and advanced civilizations of any kind, gaining new properties and enhancing their existing ones the more sources are added. Though nothing will change them too far from their core nature, which is to kill things with physical (and elemental) trauma. Unga, therefore Bunga.

Regaler Items

Forbidden Cuisine (100 WP, Free Regaler)—This unique cookbook contains recipes and cultural context for every dish made by all communities of the Forbidden Lands, from Kunafa to Suja. *No* elaboration must be done for anyone to understand the benefits of this knowledge. Furthermore, with this purchase comes a refreshing daily supply of ingredients enough to cook a meal in one of the culture's styles for six people that night, assuming you had the preparation time and place to do it.

Got Wylk (200 WP, Discount Regaler)—Coming in all forms of matter be they vaporous or stony, Wyvern Milk is as versatile as it is inescapable. Even the weather and gravity itself bend knee to sufficiently-masterful use of the Wyvern Milk, which is how the ancient people of Wyveria attained supremacy beyond question. It's when they started using it to create *life*, though, that everything went wrong. This item represents a replenishing supply of Wyvern Milk to call your own, either through a natural wellspring or an orb that burns like a white torch. Note that this is the same thing as Wylk, Wylkstone, Wylkcrystals, Guardian energy, and more… they are all variations and names given to the same ubiquitous substance that flows throughout the Forbidden Lands.

Anything You Could Ask For (400 WP, Discount Regaler)—The limitless resources of the Guild are now just a letter away. This item represents documentation and a great working history with one powerful in-world organization such that you can repeatedly call upon them for needs of equivalent heft. A sandship, an airship, weapons and armor, anything goes, really. And the greater the need, the greater the response. The Guild, after all, has the influence to wrestle every nation and organization known under one banner to prepare for the appearance of a world-ending monster. Not that such a thing will actually happen.

Super Support Team (600 WP, Discount Regaler)—This small team of scrappy, single-minded Felynes with flashing red lights on their helmets are not only seemingly invisible to large monsters and other dangerous creatures (as are whatever they ride, be it Seikrets or carts) but they have the remarkable skill to effectively stand in as substitute for any "1-Up" abilities (like Felyne Insurance) you and your companions have by swooping in any time you or those you designate (up to a party of four at once) would die, and steal the subject away to the nearest safe spot in mere instants.

The number of times they can do this is equal to the total "1-Up" abilities you and your cohort have, and furthermore, the Support Team's well-written work contracts make it such that all your "1-Ups" are linked to and can be used by any of your companions, and vice versa.

Even if you don't have any such abilities, these cats are great chefs and will swoop in to help you out with whatever you need done. Building tents, entertaining guests, cleaning the house. Super handy to keep around!

Hearkener Items

Spectator's Spectacles (100 WP, Free Hearkener)—A set of eyewear, designed to your precise liking, that enables you to not only see just about as well as is biologically reasonable for your kind, but also to perceive the world

from an over-the-shoulder point of view. Facing and observing giant monsters will be made just that much easier when you can get a lay of the land and throw hands at the same time.

Of course, this isn't the only use of these glasses. With but a slight adjustment of these lenses, you can also switch your visual and audio input to one of your nearby allies, and will be able to see and hear things as they do, or similarly see things from over their shoulders like the wingman you were always meant to be.

Living Map (200 WP, Discount Hearkener)—Appearances can be deceiving, but as a scholar, you're far beyond appearances, aren't you? This item is a simple brown map. When unfurled, it doesn't reveal anything beyond general sketches and of the landscape… but whoever is holding the map in both hands can suddenly see a 3D image of the terrain and ecological features of the surrounding several miles they are standing in. This image is beamed into their mind and can be moved, turned, and zoomed with but a thought. Not only that, but it tracks the location and movement of every living creature within the area, as well as general information about their present status and species. To be honest, this is almost like a cheat code. Well, all the better for you.

Talisman Across Time (400 WP, Discount Hearkener)—This trinket may not appear to be much; maybe a pendant, a tiny dagger, or a clay doll. Regardless, it's an important cultural relic that means a lot to you… and will somehow cause first-time meetings with any new culture, no matter how spiny or non-communicative, to go very well when it's on your person or just in your general vicinity, through happenstance or mistaking for some kind of trade good or idol. Shenanigans surely shall ensue.

Also, your trinket also carries a different significance to the ancient culture from which it originated, and might also be some kind of secret keystone to a terrible switch. But hopefully things won't have to come to that.

Hidden Harmony (600 WP, Discount Hearkener)—A nestled-away little enclave somewhere very close to the most damnably dangerous parts of the world, yet it's seemingly untouched and unfound by any of the destructive forces it can plainly get eyes on. Furthermore, there are wise beings who call this place home who have seen long ages of the world pass, and gathered knowledge from even farther back.

Artisan Items

Little Wisdom (100 WP, Free Artisan)—Artisan roots already receive the basic trappings of their trade, including their own smithy, but purchasing this item also gives you a little wedge and a nondescript hammer with which to strike its face. This might not seem like a lot, but this little wedge can work wonders. If you're ever stumped or stuck racking your brain at an impossible problem without a clear solution, you can draw the little wedge and contemplate it for mere minutes before arriving comfortably at, if not the solution to life, the universe, and everything, a way forward.

To Serve Man (100 WP, Free Artisan) (200 WP, Discount Artisan) (300 WP, Discount Artisan)—One strange, ancient journal. The contents of its pages are dense, intriguing, and unfortunately, incomplete as they are.

Through careful study and retrieval of additional scattered notes throughout the world, the journal's purpose is made clear. It describes the lost methods by which a Guardian construct, modeled after a single monster species of Basic Tier or Advanced Tier (**100 WP**), Apex Tier (**200 WP**), or Conqueror Tier (**300 WP**), can be designed and further how it can be made to do your bidding, both lost practices since the days of Wyveria.

To learn how requires exploration into ruins across the Forbidden Lands, and further, just knowing is half the battle, as actually creating and commanding a Guardian is no easy feat. The nature of these means are

unfortunately vague in the canon, and so it will be up to you how exactly this works, but the end result is a heavy investment of materials, time, and brainwork to turn out even the most doddering of artificial servants.

You can purchase this item multiple times, paying a new cost and receiving another set of pages keyed to another kind of Guardian with each purchase.

Everplace (400 WP, Discount Artisan) (600 WP, Discount Artisan)—Purchasing this item drops a new ancient contraption into the world. With the **400 WP** purchase, the large device can be used to transmute natural and artificial resources ad nauseum, such that you can even run a business based around it. Examples of this would be Roqul's Smelting Foundry or Suja's Melding Pot, both of which toss resources in and get resources out, with wildly different natures.

With the **600 WP** purchase, the device is massive and equivalent to the Oilwell Basin's very own Azuz or the Downpour-causing "tree" network of the Scarlet Forest, except perhaps somewhere else. What makes it truly unique isn't just that it's large enough to fill multiple altitudes across a biome, but also that it influences the surrounding terrain and produces its own regular weather effect to boot, all running on that sweet, sweet Wyvern Milk. It causes the seasons to distort into a triplicate cycle of Plenty, Fallow, and Inclemency, and in this world, represents a brand-new region of the Forbidden Lands with its own fauna, flora, and native culture.

Monster Items

Frenzy Inoculation (100 WP, Free Monster)—A syringe the size of a baseball bat that's filled to the brim with a cocktail of antigens for pretty much every disease known in this world, including the aforementioned Frenzy Virus. One shot of this and the subject, no matter their size or nature (this includes living, continent-sized root networks), will be 100% free from disease for the rest of their existence! The syringe refills itself in mere minutes if ever emptied out. On purchase, you automatically get the effects of a dose without needing to use it, but with each new jump, this syringe updates itself to include the worst local diseases and ailments.

Wingmonsters (200 WP, Discount Monster)—This item represents the survival potential granted by a local population of other monsters of the same species as you. For starters, this is a self-sustaining population, although they won't come with an inherent environment and will actually just randomly appear in the nearby environmental vicinity. Note that, were you a mighty monster whose species doesn't normally pack up or commonly see others of their kind, only one individual will appear. Secondly, their attacks will not injure you, nor will they naturally be inclined to behave aggressively with you, even if the species is normally solitary. As a sapient, this item counts as a group of average humans who appear out of nowhere to dogpile anyone who dares attack you. Witness the power of friendship!

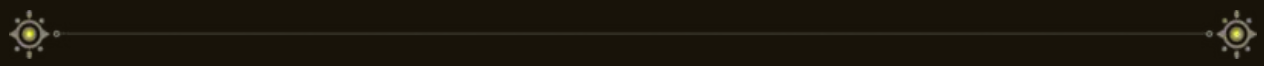
Ecosystem Services (400 WP, Discount Monster)—The people of Kunafa Village could never have survived without the gemchime stones that they hang up around their village; when brushed with wind, these stones make glittering sounds that any large monster of the Windward Plain instinctively knows to avoid. The reason? The "gemchime stones" are actually *Rey Dau scales* (or at least they make the same noise). And throughout the world, monster parts have always been intertwined with human cultures in exactly this way and more.

Purchasing this item means that you are one of the more popular monsters in this regard. Your kind is revered by some cultures as a protector or is otherwise deeply embedded in their mythology, and parts of you or those like you are just now scattered around the world, accomplishing some service just because the way that's always been. Maybe as art pieces. Maybe as weaponry. If you chose a root other than Monster, then the peoples of this world will have legends related to some being called a "Jumper" and… well, I'm sure you can imagine the rest.

Wyvern's Rest (600 WP, Discount Monster)—A peculiar, white cocoon perfectly-sized to your body's specifications, filled with pale fluid and sequestered away in a place safe from all harm. It has several special properties exclusive to you. If you curl up inside, it will nourish and keep you in a state of dreaming stasis as it knits your flesh back together or regrows anything that you lost since the last time you hibernated within. Further, any kind of natural clock, be it genetic or otherwise, is put on pause while immersed in the milky cocoon and for a full month after emerging; one effect of this is that you don't age for that time if you did before. If you have the Monster root, it is only in this dreaming state that you fully return to a state of lucid sapience.

In either case, while in this pale dream you can review memories and experiences your body (whether you fully comprehended them at the time or not) has gone through, and can even exert a little bit of guidance for your instincts the next time you wake up from the dreaming state. Given enough time and practice, you can even program "macro" behaviors into your waking body's instincts to act in ways distinctly separate from your body's original… let's say "design constraints."

Finally, if any large monster or sufficient threat approaches this cocoon, it will immediately alert you and allow you the option to burst forth in a spray of pale mucous and primal fury, fully alert and action-ready. And rest assured: even if damaged, stolen, or consumed, the cocoon always somehow comes back to you and you alone.



DRAWBACKS

There is no limit to the amount of WP you may receive from drawbacks taken here.

History (+0 WP)—If you have history in this setting, you may import it here.

GPU Hunter (+100 WP)—Well, shoot. Now you've done it. The *world's* broken. Things around here don't work like they should, and that's not a comment on the nature of existence but simply the fact that at times, the world and everything in it looks just slightly… ugly? Polygonal, every so often? Not to mention the intermittent stuttering in your perception that can even result in injuries you absolutely would not have taken on otherwise.

Perfection (+100 WP)—No matter how novel or how benign, to say the same exact thing, and to have to run through the same formalities, every single time… it grates on the ears after long enough.

Taking this drawback as a sapient doesn't make anything more difficult, rather it makes either (a) You or (b) Most Others say the exact same kinds of things in response to common occurrences; for example, exclaiming "Perfection!" after finishing every single goddamn piece of equipment you make. And this isn't to the level of a mere character tic, but rather to a level that is just so slightly annoying.

As a monster, you'll instead need to eat and drink (or otherwise replenish your energy) about twenty percent more often than a typical specimen of your species.

Lost the Plot (+100 WP)—Hm? Oh… what was this section about, again? Oh, right. Drawbacks.

Well, as a sapient, accepting *this* drawback means having a lot of moments like that, since now your brain works a little differently. Things that people take for granted, especially with regards to courtesy, emotions, or common sense don't register with you at all. People need to re-explain things to you over and over for them to stick, unless they somehow flick the sole switch in your brain that says "hyperfixation."

As a monster, your perceptiveness goes down by about twenty percent, meaning things will often get the jump on you, rather than the other way around. Depending on the threat, this can be either annoying or lethal.

Ex-Stinker (+100 WP)—Can you hear them? The desperate masses crying out for a hero, a Hercules, a Hou Yi… and you *aren't* it.

As a sapient, in addition to simply lacking that "omph" required to turn dramatic into cool and not simply cringe, you have a pervasive unique smell that reduces the effectiveness of all healing and recovery effects on you greatly when in the heat of battle.

As a monster, you'll simply give off a very easy-to-recognize odor that will cause more harm than good for you.

Grovel and Feel Humblings (+200 WP)—Meow-dy do? Rather than importing as the root or species you chose, you will import as some type of Lynian, be it Felyne or Wudwud, with your choice root flavoring your specific history.

Note that Felynes are *not* native to the Forbidden Lands, but their pudgy cousins the Wudwuds *are*, and have been since the old days. Hunters will become Palicoes, Regalers will become Support Team Felynes, Hearkeners will become Wudwud "sages," and Monsters will become feral, independent Wudwuds.

Just a Kid (+200 WP)—You're a kid, now, or the equivalent for your species. And until you reach maturity, you'll be locked from being any more physically powerful than one, too.

Solitary Bird (+200 WP)—You might know what it's like to lose something, or otherwise just prefer to go it yourself. Either way, this drawback ensures that most of your time will be spent alone, or in supremely hostile company. Further, no matter the number of times anyone runs into you, nobody will really get to know or appreciate you beyond the surface level. Get used to talking to yourself or keeping watch while sleeping, because certainly no one else is.

Dealing With Demons (+300 WP)—Whether by tragic loss or dizzying epiphany, something has deeply affected you to your core.

As a sapient, you are afflicted with any of the following scruples: reclusive, alcoholic, deceitful, lazy, mistrusting, hyper controlling, quick-tempered, overly submissive, emotionless, deeply anxious, or bitter. And there won't be any easier way to get through it than to get through it for yourself or be put in your place.

As a monster, there will be a single, not-too-uncommon substance or stimulus that, upon exposure, will override your normal behavior and turn you either panicky, brainless, or bloodthirsty until it's gone or otherwise out of your system.

Jobber (+300 WP)—When it comes to shows of force, the natural world can be harsh. Often an example must be made of how outmatched the ordinary world is compared with some invading super-predator species who's simply stronger, faster, tougher, than the typical fare. And now, no matter how strong or high you normally are on the food chain, you are that typical fare. In any conflict of significant, novel, or unique nature, you should expect to lose to the aggressor and run for your life, hoping it won't give chase. Every. Single. Time.

Why Me!? (+300 WP)—At some point in this jump, you will have to make an Agonizing Choice between two awful outcomes, with devastation and large-scale ecosystemic change on the line. And there won't be any cavalry nor third option to remove this choice from you.

Frenzied (+300 WP) (+600 WP)—For **+300 WP**, you're host to a resilient strain of the Frenzy Virus. As a sapient, you'll be feverish between adrenaline and soreness, and while your offenses will be sharper were you to master the Virus, your body's ability to heal itself without medical aid will often be kneecapped. As a monster, your vitality and defenses will be much thinner and you have a much higher chance of injuring yourself via increased aggression and weakened defenses. Thankfully, aside from these symptoms, it's not contagious, nor will anyone or anything else treat you that way.

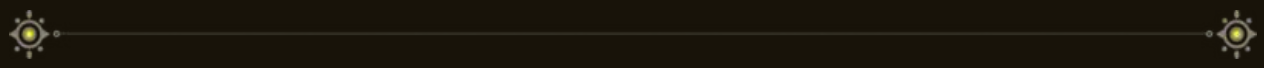
You may choose to accept a higher payout of **+600 WP** to make it contagious. And since you spread the Frenzy to pretty much anyone who breathes your air or makes contact with you, the Guild will also be coming after you for presenting an active threat to the ecosystem by dint of existing.

Hearkchain (+600 WP)—You, my friend, have caught a rare case of farming fever, with dashings of radical apathy. No matter what happens, no matter who's at risk, no matter what personal stake you should by all rights have in the ensuing events for this jump… you will want *nothing* except to simply wake up, pick the fruit, fold the laundry, eat, and sleep in peaceful quietude. Further, you're forbidden to enact violence during your stay as well.

Equal Jumper Weapon (+600 WP)—There is a Guardian You somewhere out there in the Forbidden Lands. They're every bit your equal in all ways, except they have the qualities of a Guardian as listed above and understand that

they can kill you and steal your place on your chain. And every time you face them, there will also be a monster of similar strength somehow accompanying them and also out for your (normal-colored?) blood. Good luck!

Jet Black (+600 WP)—There is something deeply wrong *inside* you now, something cancerous and evil. You know only three things: 1. It constantly *grows* like a tumor. 2. It *lusts* for omnicide. 3. It fights to transform and possess your body parts… and sometimes *wins* until you can force it back down.



NOTES

Guess who's back? Just kidding. I was only ever in this business for *Monster Hunter*, and nothing has changed… just the world. Or, shall I say, the *Wilds*. I'm only here to drop this thing and touch up the Monster Creator Supplement. My thanks to Azera, M3ga, Kolra, KilAnon, and the other kind folks on the Discord for their assistance.

Feel free to direct any questions to me on Reddit or the Discord, and enjoy the jump!

~Sigilavox

Also, if you're curious, here's my rationale for altering the prices of Optional Tier monsters (i.e. Elder Dragons):

I don't know when they'll add Elder Dragons into *Wilds*, but given their whole focus on visualizing exactly how much change happens across entire ecosystems when the weather changes (especially when such changes are aberrant), I have zero doubt that Capcom will treat them as anything less than an Inclemency by themselves.

Elder Dragons were frankly pretty standard fare in *Iceborne* and by the end of *Rise* we were getting variants of variants of them just like any other monster, rare species up the wazoo, and turf wars that kept punching them down from their place beyond the natural order. So their comparative absence from *Wilds* stuck with me, and I think for this jump, Elder Dragons should be treated with appropriate gravitas via restrictions on availability.

Anyways, if you wanted to buy a Guardian of an even higher tier than is listed in the *Servile Host* item, your prices are equal to the Optional Tiers (**500 CP** for Disaster Tier, **700 CP** for Continental Tier, and **1000 CP** for World Tier) and will result in the same ecosystemic changes as explained in the same section.