Jade Cocoon

Welcome to the forest of Parel! This was the kingdom of Gehenna Pale long ago, until one day the god of the forest, Elhrim, heard the prayer of a young woman drowning herself in the marsh of Uban. She, in her innocence, had woven a cloak of fairy silk for her lover, Prince Menek. When the king saw the cloak, he sent his men into the forest to gather fairy cocoons, boiling them alive to take their cocoons' silk. When his son spoke out against this, the king, blinded by greed, had him executed. And so Alcana, overcome with despair, killed herself while lamenting humanity's folly.

Elhrim had long feared the Beasts of Knowledge, warning his servants not to associate with them. But when the divine spirit Amos mated with a human woman, knowledge and power combined to create the dragon god Kemuel. Elhrim feared Kemuel as well, and so split him into Kumari, god of light, and Kaya, god of darkness. Hearing Alcana's lamentations, he saw that humanity had chosen darkness over light and decided to cripple them. He took a grip of the darkness in her heart and created an army of monsters, Divine Minons, that laid waste to Gehenna Pale.

Now all that is left in Parel is the Forest, endless trees choking the ruins of the ancient kingdom. Small villages of humans eek out life behind magical barriers created by the shamans who remember the ancient alchemy of Gehenna Pale. Only the cursed Nagi tribe have the divine magic needed to purify a Divine Minion into a servant of man. They provide these minions to the Cocoon Masters, warriors who enter the forest to protect their village from monster incursions and keep the roads safe for merchants and travelers.

You'll be spending 10 years here. If all goes well, then just before you leave you'll be able to see the Chosen One of Light triumph and Elhrim recall his Divine Minions into the forests of the dream world to trouble man no longer. Until then, you'll be living as one of the few defenders of some nameless village in the Forest.

+1000 CP

Origins

You begin the jump with the same gender you had in the last one. You may pay 50 CP to change your gender and/or choose your age.

Drop-In 0: You wake up alone in a camp in the Beetle Forest. You have no memories, but at least you have a map pointing out several nearby villages. It also has the hut of Koris, the Blue Cocoon Master, marked with a note that he is a dangerous foe to poachers like you. Your starting age is 25 + 1d8

Cocoon Master 100: You are the child of your village's Cocoon Master and his Nagi wife. You have known all your life that it was your destiny to follow in his footsteps as the village's defender and now you are old enough to take up that responsibility. You may change your gender to male for free. If you don't, the villagers are going to be wondering where the next generation of Cocoon Masters will come from, and your Nagi wife, who you will be meeting and wedding in a few weeks, will not be happy (or perhaps she'll be overjoyed?) Your starting age is 14+1d8

Nagi Maiden 100: You grew up among the Nagi, learning the secrets of the forest and memorizing the sermons of the prophet Gi. You enter the jump in the Temple of Kemuel, but you have only a few days

to say goodbye to your family before you begin the journey to a foreign village. Here you will meet the town's future Cocoon Master and your future husband. You may change your gender to female for free. If you don't, people will be terrified of what kind of cursed Minions you might create and you'll have an uphill battle in convincing your husband to risk his soul by using your evil Black Cocoons. Your starting age is 14+1d8

Shaman 100: Long ago the alchemists of Gehenna Pale pushed the boundaries of knowledge. Now your kind are all that is left, pitifully clinging to ancient dreams and manipulating your tribe's chieftain as the true power behind the throne. You spurn the pious Nagi's blind faith. Humanity may have begun the war with the forest, but Elhrim was the one who made it a battle to extinction. Perhaps you will be the one to finally find a way to achieve the ancient ambition of Gehenna Pale and establish Man's final victory over the forest... Your starting age is 50+1d8

Perks

Skinner 100(Discount Drop-In): You are an expert at skinning an animal's body. The resulting pelt always comes out perfect and you can skin even things that you by all rights shouldn't be able to, like skinning a skeleton monster to get a sheet of bone. What's more, you can apply this skin to another tame monster, painlessly replacing its outermost tissue. This is a purely cosmetic effect. If you skin a fire elemental and apply it to an elephant, you'll get an elephant that looks like it's made out of fire but doesn't burn anything it touches.

Outdoorsman 200(Discount Drop-In): You're very experienced with living out in the wild. You can easily survive away from civilization, gathering food and making your own shelter. You don't know anything about fighting monsters, but you do know how to track them and, more importantly, keep yourself hidden out of their way.

Silk Trade 400(Discount Drop-In): You know a few shady Nagi women from villages throughout Parel. They're willing to purify cocoons for you and spin them into silk, in exchange for a cut of the profits of course. They won't question how you keep getting them. In future jumps, you'll find you have a knack for finding and making peaceful contact with whatever magical black markets may exist, easily finding a place to buy or sell illicit supernatural wares.

Poacher 600(Discount Drop-In): Poachers survive by stealing Divine Minions from Cocoon Masters. You have a real knack for it. If you can get a non-sapient creature away from its master and make it docile (with or without violence), you can quickly convince it to transfer its loyalty to you. This doesn't create loyalty where none existed, so be weary of creatures that were mistreated by their former owners.

Hunter 100(free for Cocoon Master): You've been trained in simple melee weapons. You can defend yourself against the Minions of the forest, even beat the weakest ones. But your skills are no match for the stronger creatures. A Cocoon Master's true strength is in his Minions, not his spear arm.

Requiem of Souls 200(Discount Cocoon Master): You have been taught the sacred song of the Cocoon Masters, which allows you to soothe a Minion's raging heart. By playing this song to a weakened monster, you can capture it inside of an empty cocoon. The more damaged the creature is, and the more skillful your playing, the more likely you are to capture it. You can play the song again to release them, but by itself the Requiem will not make them loyal to you. This gives you basic

proficiency in a musical instrument of your choice.

Minion Master 400(Discount Cocoon Master): By playing a musical instrument, you may replace yourself with a monster you have captured in a cocoon. You will cease to exist as the monster takes your place in the world. You may continue to watch the beast and give it orders, though it won't be compelled to obey more than it would normally be inclined. You may switch back at any time, and if the monster is defeated (killed, petrified, knocked out, etc) you will be forced back out. You can only have three monsters prepared for this at once. It takes several hours in a safe place to change which cocoons you are attuned to.

Disciples of Darkness 600(Discount Cocoon Master): A skill more fitting for the Chosen One of Darkness than an average Cocoon Master, you can grip the darkness in others' hearts. Your target must be feeling great and prolonged loneliness, despair, jealously, or anger. If you will it, a Disciple of Darkness will be born in the Dream World (or the closest local equivalent of the spirit world.) The Disciple will provide you a small trickle of dark spiritual energy drawn from your target. If you have no other use for it, you could always use this to slightly empower a Divine Minion. The Disciple will be protected by a powerful Divine Minion of its own, which will be stronger the more powerful and more consumed with negative emotions the Disciple's host is. The Disciple has no particular loyalty to you, beyond the small tithe of energy it gives. If you or anyone else were to kill the Disciple, its host would feel a wave of relief as the negative emotions were lifted and find it much easier to work through the issues that allowed its creation.

Weaver 100(Free for Nagi Maiden): You are now an expert weaver. Doesn't sound like much, right? Remember that the silk spun from magical creatures' cocoons was so beautiful that King Karis murdered his own son over it. They have some REALLY good silk here in Parel is what I'm saying and you are a master of working with it.

Silk Spinning 200(Discount Nagi Maiden): With a prayer to Elhrim, you can purify a Firefly Cocoon (a cocoon filled with a monster using the Requiem of Souls perk above) and spin it into silk. This kills the monster but produces truly breathtaking silk. The stronger the monster, the better quality of silk is produced. The strongest Minions could produce silk fit for a god. Who knows what you could make from the monsters you might find out there on distant worlds?

Minion Merger 400(Discount Nagi Maiden): A sacred ceremony allows you to combine two non-sapient monsters permanently. See the notes section for how Minions work and what the results of merging them are.

Purification 600(Discount Nagi Maiden): This ritual is the reason humanity still exists. Through prayer, you can manipulate the curse of a non-sapient monster captured in a cocoon through the Requiem of Souls. A “curse” means that there is something magically wrong with the creature or it is aligned with corrupt spiritual forces. You can purify a Grimm from RWBY or a Flesh Hound of Khorne, but not a regular tiger.

Normally, Nagi are locked into creating one kind of cocoon by their sex. After this jump, you'll be able to choose which kind to create on a case by case basis. If you're a sexless robot or amorphous slime monster or whatever, you start off being able to choose.

Females will take the curse into themselves, producing a White Cocoon. The monster inside will be fully tamed, willing to obey the orders of the Cocoon Master who draws it forth. However, the curse

will enter your body. Repeatedly using purification will cover your skin with cursed brandings. Eventually the curses will overwhelm you and drive you insane. The stronger the curse, the faster the process goes. Constantly purifying batches of Minions brought back daily from the forest would overwhelm a normal person in a few weeks. Abstaining from purification for a few months or years will give your body to restore itself, removing your current branding. Anti-corruption perks will slow the rate that the cursed brandings manifest, willpower perks will allow you to handle more without going insane, and curse-breaking abilities will allow you to heal them.

For a male, purifying a cocoon will instead strengthen the curse, creating a Black Cocoon. The monster inside will get stronger, but it will attempt to mind control anyone who handles the cocoon, forcing them to fulfill its curse. If its master can win this contest of wills, the creature will willingly serve them. Unlike the girls, you'll be just fine, assuming you aren't overwhelmed by your own cocoons, and will not receive any cursed brandings.

Divine Barrier 100(Free for Shamen): You know how to create mystic barriers. You can ward an area the size of a small village, preventing anything from entering or leaving. The barrier isn't perfect, and if enough people try to get through at once it will shatter. If you worked together with other shamans, you could create even larger barriers, up to the size of a good stretch of forest. You may also craft keys that will let people through the barrier at certain "doors" you create.

Behind the Throne 200(Discount Shaman): Your kind are well acquainted with manipulation. You know how to get the people on your side, convincing them that you know best and have their best interests at heart, as well as how to turn official leaders into figureheads.

The Act of Gehenna 400(Discount Shaman): Desperate times call for desperate measures. Better for one to die than all. By sacrificing a living creature, you can increase the power of your warding spells. Animals will provide a moderate boost, but a human sacrifice would make your Divine Barrier strong enough to ward off a horde of monsters. You may use this on other magic, but only for spells that are purely defensive.

Talisman of Sealing 600(Discount Shaman): The heirs of Gehenna Pale have long waited for the day they could use this. You know how to create a talisman that can seal a creature's supernatural powers. They need to be completely helpless for this to work, so it's worthless in a fight, but it is powerful enough to even neuter a god. Only with great effort to work countermagic to undo the sealing spell or a sudden influx of new power can the being's abilities be freed. Of course, most gods aren't going to sit there while you do this to them. But if you ever wanted to block the corrupting influence of a sleeping Outer God, or perhaps wanted rid of a forest god who happened to be a giant immobile tree, then this little trick is for you.

Companions

Cocoon Master 200(Discount Nagi Maiden): Your village's Cocoon Master is your friend (or perhaps more). He starts with Skinner, Outdoorsman, Hunter, Requiem of Souls, and Minion Master. He's already got three moderately powerful Minions to his name. Alternatively, you can import a companion into this role.

Nagi Maiden 200(Discount Cocoon Master): A Nagi woman living in your village. You've made friends with her. Or maybe you were arranged to marry? She has all the Nagi Maiden perks. You may import a companion into this role.

Hunting Party 50-300: You bring everyone along for the ride. You may import one companion for each 50CP spent, or a full 8 for 300. They each get a free origin of your choice and 400CP to spend on perks.

Items

Weapon 50(Free for Drop-In): You have a simple, common weapon such as an axe, sword, or spear.

Instrument 50(Free for Cocoon Master): A fine but mundane musical instrument of your choice. If you really want to lug a pipe organ through the Forest, go right ahead.

Cocoons 50(Free for Nagi Maiden): A bag of 12 empty silkworm cocoons, usable for capturing Minions. The bag will refill once per week.

Fine Clothing 50(Free for Shaman): You have a chest full of beautiful silk clothing. Perfect for audiences with the chieftan or leading religous ceremonies.

Quality Equipment 600(Discount Drop-In): You get a stock of all the top tier weapons and armor in the game and a large sack of healing herbs and powsers. Yes, that includes Icicle. No, it won't automatically reduce everyone to 1 HP. Instead it will never knock out or kill anyone it hits, making it a perfect monster hunting tool.

Eternal Corridor 600(Discount Cocoon Master): 10 years not enough to catch 'em all? I can install this gate into one of your warehouse's walls, in your choice of Kumari white or Kaya black. Inside, you'll find a randomly generated forest. It starts out stocked with non-sapient monsters from all the worlds you've ever visited and each new world's creatures will be added to it as you continue to travel. The terrain will vary randomly, and the forest could easily be an endless sea of cacti in a desert, an underwater kelp bed, or a "forest" of underground mushrooms. When first stepping through the gate, the only things here will be weak mundane creatures, but the deeper you go the stronger the creatures you'll find. You'll never find any monsters that were unique or intelligent, and every time you leave you'll have to start over from the beginning with a new random forest. You cannot use this to store items, and anything left in the forest will be spat out after you when you exit.

Silk Farm 600(Discount Nagi Maiden): Don't want to give up on a favorite pet? This warehouse addition will allow you to store an unlimited number of cocoons filled with captive monsters. These will stay with you between jumps, but you can never take more than three of the creatures stored here with you at any one time. This place stores monsters and only monsters. No items, no intelligent beings, nothing that has ever been one of your Companions, no one you lobotomized so they wouldn't count as intelligent when moving between worlds. Try to skirt around this restriction and I will take it away from you.

Hunter's Earring 600(Discount Shaman): You may use this earring to return to a safe place, normally one you have warded with your magic. It will automatically activate if you are about to receive a lethal blow. It breaks after use, but you'll get a replacement at the start of your next jump. You cannot duplicate this object's power in any way and any Hunter's Earrings you acquire in this world will refuse to work for you or your companions.

Drawbacks

You may choose up to 600 CP in drawbacks.

Deja Vu +100: Is it just you, or does this part of the forest look familiar? You're going to have a hard time navigating through the woods during your time here. Its almost looks like Elhrim copied and pasted vast swathes of the world, ran them through a colored filter, declared it a new level, and called it a day.

Dream Man +100: You will regularly experience disconcerting dreams of wandering the forest. You will eventually meet a man in a mask, who will mock you before kicking your ass. No matter what you do, he will always win. Even if you hunt Riketz down in real life and eat his soul, he will still pop back into your dreams to humiliate you.

Beasts of Ignorance +200: Village life hasn't left the people of Parel very accepting. They whisper that Cocoon Masters are worthless frauds who consort with demons. They say that the Nagi are a cursed people, that the goddess of death walks among them, and that they plan to steal others' souls for their dark rituals. (To their credit, all of those things are true, if a bit overblown.) Prepare to face an unrelenting stream of bigotry during your stay here.

Shamans will instead find that people are sickeningly pious, praying for forgiveness from Elhrim even as the Onibubu devastate their villages and completely unwilling to think outside the box or break with tradition.

Treacherous Herd +200: People here are an easily panicked lot, ready to turn on outsiders in a desperate attempt to feel safe. Over your time here, you will find yourself constantly betrayed by the people you are tasked with protecting. It doesn't matter if you're stronger than they are. It doesn't matter if you are the only thing standing between them and certain death. They will still turn on you on the flimsiest of pretexts, concocting harebrained schemes to sacrifice you and your friends to the Forest in the vain hope that they will be spared.

Chosen One +300: It turns out that you are the reincarnation of Prince Menek! Well ok, not really. That's still Levant. But everyone, even the gods, thinks you are. That makes you the Chosen One of Light. Some time after you enter the jump, Azura, goddess of death, will find your village in her guise as the Nagi midwife Mother Garai. She will petrify everyone in your village, including your companions, casting their souls into the dream world. You will have to enter the dream world and overcome the four elemental trials. If any of your companions are given over to extreme sorrow (fire), envy (wind), or wrath (earth) a Disciple of Darkness will claim each of their souls, forcing you to fight a Minion manifested from their dark emotions in order to pass the appropriate elemental trail. If they are not, that companion will be a part of the trial of solitude (water), sealed away completely until you complete your quest. Once you have passed all four trials, Riketz the Chosen One of Darkness will appear, and you will have to defeat him and his powerful cursed Minion, greatly strengthened by your companions' energy. If you succeed, Kumari and Kaya will finally rejoin into Kemuel and the land of Parel will finally be freed from the curse of the Minions.

Locusts of the Apocalypse +300: Elhrim was afraid of the Beasts of Knowledge when they were still rubbing sticks together to try to make fire. Now you're here, and he knows what you can do. Elhrim has decided he can no longer accept the risk you pose to his forest, and he'll wipe humanity out if that's what he has to do to get rid of you. The Onibubu, Locusts of the Apocalypse, will fill the skies, sending whole villages into cursed sleep. Armies of Divine Minions will march from the Forest, shattering the barriers and crushing civilization once and for all. You will have to either somehow convince Elhrim

that mankind and the forest can coexist or else burn the whole thing to the ground and kill the god who created all life.

Moving On

Go Home
You've had enough of roughing it out here. It's time to return to the comforts of modern life.

Stay Here
Taken a liking to the hunter's life? The Forest will be a lot quieter from now on, but you can help Levant in setting up the Beast Hunters. You may even find your prey has gotten a bit... smarter.

Move On
It's been fun, but one little forest is to small to constrain you. Maybe you'll return here some day?

Notes

Divine Minions consist of the various kinds of creatures you'd expect. Dragons, ogres, turtle monsters, goat demons, etc.

Minions have an affiliation to the four elements. Unlike most worlds, a Minion's element is not binary. A creature could be 75% fire elemental, for example. The more attuned to an element a monster is, the stronger its attacks of that element will be and the more damage it will take from the element it is weak to. Our 75% fire Minion won't deal as much damage with its fire spells as a 100% fire Minion would, but in return it won't take as much extra damage from water attacks.

When merging, average the two Minions' elements. Any element that falls below 25% is lost and rounds down to 0%. The same will happen for foreign monsters you merge as well. If you combine a Charizard with a Pataimel, you will get a creature that's 100% Fire type and 50% Flying.

Minions have two kinds of abilities, magic and skills. Magic works as you would expect. During merging, a creature will forget any elemental magic that it does not share an element with.

Skills represent a Minion's physical capabilities and are tied to parts of its body. A creature may have a flaming horn that can deal fire elemental damage or the ability to stomp the ground with its legs to create damaging shockwaves. During merging, similar skills can combine. If you fuse a creature with powerful kicks to the ground stomping monster from before, you'll get a monster whose strong legs can create an even more powerful shockwave at the cost of the skill costing even more MP than normal. You'll have to fanwank whether and how other monsters' skills merge and how their greater cost is paid (usually in taking more mana/stamina to perform.) For example, combine a dragon that breathes a stream of fire with one that breathes a cone of poison and the result will be able to breathe a cone of poisonous fire, but the ability will have an even longer cooldown than the two original abilities' cooldowns combined.

Minions' stats can be thought of as a point on a grid. Move the point one direction and the monster will get faster at the expense of its defense or becomes stronger magically while becoming weaker physically. When two monsters are combined, the new creature has the same number of “stat points” as the stronger of its parents. However, its position on the grid will be moved based on the specialization of the two originals. Other creatures will work roughly the same way, although they won't be confined

to the same grid Minions are. If you combine a monster with high attack and moderate defense with a monster with high speed but average attack and defense, the result will have somewhat high attack and speed with average defense.