


Welcome to the world of Dragon Quest! The world has advanced quite a bit since the days of yore and few heroes and villains are born nowadays. Gone are the days where groups of brave adventures would journey through the countryside to do battle with evil sorcerers and demon lords… well, that isn't quite true. It's just that instead of using weapons and armor themselves most adventurers just rely on their monsters to do the fighting for them.

Yes- despite all the advances in technology, from jet-skis and ATMs, monsters have managed to stick around in the world. Although they are still dangerous and think nothing of attacking humans, certain brave individuals have taken oaths to tame their monstrous power and use it for the greater good. These people- known as "Scouts"- command teams of monsters in battle against wild monsters as well as each other, either in impromptu battles or in officially sanctioned tournaments where Scouts from all over the world compete to prove that they're the greatest Scout of all.

You will take your place in this world as a Scout- or, you may instead choose to become a Monster yourself. Although some monsters are little more than wild beasts a fair number of them are capable of using weapons, tools, and even conversing with each other and forming communities as humans do. Understandably monsters like these tend to have a mixed view of humanity and may attack on sight anyways- others might be curious, or even idolize Scouts because of their ability to make monsters much stronger than they could become on their own through training and experience.

There are several varieties of monsters, categorized into eight different categories. There are the perusing oozes known as Slimes, powerful Dragons, the unliving bodies of the Undead… as well as Beast, Nature, Material, and Demon monsters. The eighth category is reserved for special monsters that don't quite fit into any other category, like the legendary Incarnus and other creatures from this world's distant past.

Scouts are typically only allowed to use three monsters in an official tournament, though exceptionally skilled Scouts are capable of raising up to six at a time- or even more. Whether you go your own way or start your own team you can take this **+1000 CP** to help you find your way in the world.

## Locations

The primary setting of Dragon Quest Monsters: Joker is the Green Bays archipelago, which is home to several diverse islands filled with monsters. DQM:J2 takes place on an unnamed island that features a variety of biomes, ranging from deep jungles to snowy mountain peaks. You can start anywhere you like for free or can roll 1d8 for a random starting location.

1. **Domus Isle-** Domus Isle is home to the main city in the archipelago that dominates the main Monster Scout scene, and it is here where the Monster Scout Challenge will take place. Until then throngs of hopefuls can be found here waiting for their chance to enter… though this year a special rule has been added, requiring participants to gather shards of the mysterious crystal known as Darkonium before they can enter. The leader of the Monster Scout Organization, Dr. Snap- the genius who invented Scout Rings years ago- has instituted this rule for reasons unknown, as Darkonium is widely believed to be useless.

2. **Infant Isle-** Although Domus Isle is the first stop for many Scouts, Infant Isle is where rookie Scouts go to hone their skills. The monsters here are relatively non-threatening- unless one is foolish enough to pick a fight with a Gigantes- and many Scouts make the pilgrimage here to visit the Scout's Stone at the top of Infant Isle's mountain, to swear a pledge before the monument that commemorates the holy Incarnus.

3. **Xeroph Isle-** The next island for Scouts to visit is typically the desert island of Xeroph. This dusty place is home to its own unofficial arena that was once used by Scouts long ago; it's recently been taken over by someone who's rather disgruntled by this year's Scout Challenge being a glorified scavenger hunt, and has decided to run their own tournament in response. This island is also home to a sacred shine of the Incarnus, as well as oodles of desert-dwelling monsters lying in wait among the sands and ancient bleached bones.

4. **Palish Isle-** This island is owned by Madame Rummy, one of the wealthiest individuals in the Green Bays archipelago. Her private beaches and gardens are open to all Scouts… all Scouts capable of clearing her trials, that is, as while the good Madame enjoys having so many young people wandering around her gardens she enjoys watching them battle her menagerie of wild beasts even more. Like Xeroph Island, Palish is home to a shrine dedicated to the Incarnus.

5. **Infern Isle-** Infern Isle is a dreary place whose few inhabitants seem to be barely clinging to life amid the blighted wasteland they call home. The island is overrun with undead and other horrific monsters, and an ominous gate within an old ruin seems to haunt the dreams of those who rest here. Unknown to most is the fact that this gate is an entrance to Tartarus itself; a dismal, dark world that is home to foul demons and the very worst of monster kind.

6. **Celeste Isle-** Celeste Isle is dominated by a massive ruin, which is home to a peculiar pair of talking mirrors. These mirrors request the blessing sun and the moon, barring further entry into the ancient structure until their request is fulfilled… luckily, the blessing of the sun and moon are actually a pair of medallions found on the island, and one with the ability to reach them will soon discover the third Incarnus shrine hidden within the ruins, through the Great Looking Glass…

7. **Fert Isle-** The final island in the Green Bays archipelago is the one home to the strongest of monsters, aside from the creatures sealed in Tartarus. Dominated by a massive tree, Fert Isle is a fiercely overgrown jungle environment. The final Incarnus shrine is here, as well; although it lacks an attached dungeon the fact that one has to battle their way up to the canopy that shrouds the island is more than enough to deter all but the most powerful of Scouts. CELL, an anti-monster organization, has an HQ here led by Warden Trump.

8. **Uncharted Isle-** This unnamed island is the true place of origin of the Monster Scout Challenge. Long ago, Scouts would gather here with their teams to do battle in the underground den of the Mischievous Moles under the watchful gaze of Leonyx, the island's protector. However, humans have not set foot on the island in some time, and nearly every trace of whatever civilization once existed here has vanished. Giant monsters run rampant, and Leonyx is nowhere to be found. Humans won't set food on this island for quite some time; not until after the seventh Monster Scout Challenge held by the MSO. Surviving here might be difficult, but the island holds great riches and unusual monsters that can't be obtained anywhere else.

## Origins

Scouts cannot purchase Monster perks and vice-versa, but both may purchase General Perks. Scouts and Monsters get two of their 100 CP perks for free, but they must pay full price for the rest of their perks. Any Origin can be a Drop-In, and you may choose your age and swap genders for free.

**Scout-** A "Scout" is someone who tames monsters and trains them for battle, typically by using the power of a Scout Ring. Although in certain cases some monsters have been known to ally with humans of their own volition, usually a Scout must first impress a monster with a show of force to sway the monster over to their side. Aside from taming and battling wild monsters (and each other) Scouts often serve as explorers, charting out unknown areas and delving into ancient ruins in search of treasure and more powerful beasts for their team. In the Green Bays archipelago an annual tournament is held between Scouts on Domus Isle.

**Monster-** Monsters come in many different shapes and size, and can be anything from natural beasts and carnivorous plants to man-made weapons of war or even the reanimated bodies of the dead. Each and every one of them contains some amount of "dark matter"- a substance from another dimension where some monsters are said to hail from. If you choose this option than you can choose what type of monster you are, and can choose not only from any species found in Dragon Quest- but also create an entirely new monster species to derive your appearance from, including various alternate sub-species that are essentially "evolved" versions of your species. (Of course, no matter what you are you'll start out at a "low-level" version- the equivalent of a rank F monster- at least before accounting for any perks you might want to purchase later.)

There are eight main "families" of monster, as well as a ranking system that categorizes how strong they are. These ranks start at F and proceed through E, D, C, B, A, S, and X.

Slimes all have a distinctive, teardrop appearance, though their forms can vary as widely as any monster under the right circumstances. Their temperaments tend to be rather casual and laid back; they don't often seek fights, though they'll defend themselves against intruders and enemies. Metal Slimes are often hunted for the vast amounts of strength they give to their slayers, and tend to be quite cowardly as a result.

Beast family monsters tend to resemble monstrous animals, or hybrids between man and beast with a few monstrous humanoids like goblins or orcs thrown in for good measure. Their temperaments vary wildly as a result, but the humanoid monsters tend to be more intelligent on average.

Demons are another varied bunch; they tend to be malicious, ranging from prankster imps to the monstrous priests of evil gods. They trend towards being more humanoid than other monsters- though still monstrous in shape- and tend to be good at wielding magic, particularly dark magic.

Dragons tend to be very powerful and capable of wielding powerful breath weapons, though there is some variance in terms of shape- some dragons are bigger than others, some are more humanoid, many lack wings, and so on. In any case they tend to be the strongest monsters in whatever area they inhabit.

Material monsters are, essentially, monsters that resemble objects. They might be rocks, or they could be treasure chests, or even bags of gold and gems. This also includes golems, robots, and even elemental spirits.

Nature monsters are the broadest category, and can generally be considered to be the dumping ground for monsters that don't fit in well in any other category. Animated plants, giant insects, a variety of different animals including fish, birds, and a few other beasts, and even fae creatures are all a part of this family.

The Undead are… the undead. Zombies, ghosts, mummies, skeletons, wandering souls… disturbingly the majority of them are- or were- human, which might have some unfortunate implications. But there are a few living creatures like Hellhounds, Funghouls, and Stump Chumps thrown in here for good measure, with a general alignment towards "death" seeming to be the pervading theme of this family.

The last category is reserved primarily for the Incarnus, as well as any other creatures who hail from places unknown to this world.

## General Perks

**Scouting (Free/200 CP)-** A Monster Scout is a lot like a talent scout, only the way they convince monsters to join their side works in reverse- instead of having the monster they want to recruit display their abilities, the Scout initiates a show of force from their own team of monsters in order to convince their potential new recruit to join their party! Naturally, this works best if the monsters doing the Scouting are strong- the stronger the better, really. Trying to convince a King Slime to join would be a hard feat if your team is comprised of weaklings, but getting a regular Slime to join with a seasoned party would be child's play. This ability is free, but purchasing it will allow you to Scout monsters from other worlds.

If you are a Scout you have the ability to initiate a Scouting attempt by holding your Scout Ring aloft, which will fill your monsters with a strange power that makes even their strongest attacks non-lethal and non-damaging- while still impressing upon their target the full weight of their strength. If your monsters are impressive enough, their target will immediately fold and join your team even if they were attempting to eat you a second ago.

If you are a Monster on the other hand you will have the ability to browbeat Monsters all on your own, making them answer to you and fight alongside you through violence. This method is about as effective as a Scout trying to do the same thing. Naturally, if you decide to partner with a Scout you will also be able to help them Scout monsters for their own team- so long as they have their Scout Ring.

**"Synthesis" (Free/200 CP)-** Monsters tend to be much stronger than humans, but there's a great deal of difference between your common Komodo and a Great Dragon. But through the wonders of science even weak monsters can be made strong through the sum of their strength and experience… I am, of course, talking about Synthesis. A surprisingly old technique wherein two monsters are joined together to create an "offspring" of sorts… or perhaps "Synthesis" is merely a euphemism meant to shield younger Scouts from the horrible truth about what really goes on at certain "matchmaking" services. Like with Scouting this ability is free, but must be purchased to be applied to monsters from other worlds.

Synthesis works by taking two monsters with opposing polarities (there are three; positive, negative, and neutral; neutral monsters count as both positive and negative monsters) and jamming them together to create something new. Aside from the polarity requirements any monster can be Synthesized with any other monster. A slime and a dragon? An orc and a robot? A walking corpse and a scorpion? So long as the polarities are different, it'll work. And it's important to Synthesis monsters because it is bar none the best way of getting strong monsters on your team, as the resulting monster will inherit the skills, magical powers, and overall "potential" of its parents, making them much stronger than a regular "newborn" monster.

The process of Synthesis can be initiated by either Humans or Monsters, but can only be undergone by the later. There's one problem, though- Synthesis, whatever it is, seems to result in the "parents" being somehow used up to create their "offspring". There are exceptions- an Incarnus can be Synthesized freely and a Phoenix Staff will allow monsters to retain their shape, though in both instances this might be considered a form of bodily reincarnation since the monster in question will lose some of their strength and skill in exchange for higher overall potential. If you don't have either of those- or some other method of retaining your mind- and are a Monster then you should consider carefully whether Synthesis is worth it.

**Nobility (200 CP)-** Both humans and monsters have nobility, though ironically it is the humans who have fewer among their kind. In the Green Bays archipelago there is Madame Rummy, who owns an entire island which she has built her palace upon, stocking it with servants and monsters. The commissioner of the MSO, Dr. Snap, might also be considered to be such an individual given his vast renown and the resources he has at his beck and call. And among monsters, even the humble Slimes have their Kings- taking their place among many other noble monsters from the King Squid to the Noble Gasbagon. In either case purchasing this will make you a notable individual among your kind; Scouts will gain a great deal of wealth and resources in this world, as well as a natural charisma that could make them kings or conquerors. Monsters will gain a sort of magnetism for members of their own species, and they will also gain greater personal power and size- which alone could make them equivalent to a "rank C" monster!

## Scout Perks

**Spiky Haired Joker (Free)-** The people of this world tend to have rather distinctive appearances, with unusual hair colors abound. Now you can join in on the fun by making your natural hair color, hair style, and other cosmetic traits like the color of your eyes look however you wish. Ironically your outlandish appearance will mean that you'll fit right in among all these colorful characters.

**Able Athletics (100 CP)-** Scouts can't slouch just because they don't fight themselves; they need to be quick, perceptive, and strong to traverse the variety of environments found in the Green Bays archipelago and survive the numerous battles against wild monsters. Luckily, that description fits you to a T; you might not be as ripped as some of those gladiator fellows (though you can be if you'd like) but you can certainly scale a mountain without getting winded, run about for hours without getting tired, and also possess rather keen vision and good reflexes that should hopefully keep you from walking headfirst into an ambush.

**Careful Caretaker (100 CP)-** It's one thing to teach a monster how to fight; they already do that plenty on their own, so really it's just a matter of teaching them to follow orders. It's quite another to actually civilize them, and ensure that they're happy being a part of your team. Treat them like they're disposable and they just might up and leave, or at least ignore your orders in the middle of a battle. Luckily, you're quite skilled when it comes to rearing and caring for monsters, no matter what their species is. So much so that, if you're careful, you might even convince some to join your party out of kindness rather than brute force- like in the old days when people gave monsters meat to try and convince them to join their team.

**Survival Skills (100 CP)-** The environments found in the Green Bays archipelago are as varied as they are deadly. Desert islands, blighted wastelands, dense jungles, and more await the brave Scouts who set out in search for monsters… but while some islands have Scout Dens or settlements to aid weary travelers, it won't always be possible to have a roof over your head, a warm bed, and a meal waiting for you when you're done exploring. But as a seasoned Scout yourself you have learned how to survive in a variety of environments- nearly any biome found on Earth, and quite a few that aren't. So long as the place you're in isn't actively detrimental to your health- like an active volcano or the bottom of the ocean- you can probably figure out a way to survive there and meet all your needs.

**Tactical Trainer (100 CP)-** In tournament matches your monsters will be on their own; not only will you not be able to use items to heal them in the middle of a fight, you won't even be able to give them orders. A tournament is, after all, a test of your ability to train your monsters- if you have to hold their hand and give them exact orders for them to succeed, have you really taught them anything? Not that it matters to you; not only are you an excellent tactician, capable of leading your monsters expertly in battle, but you're also a great teacher and can teach your monsters how to use their talents and abilities to much greater effect than they would through just their own instincts, and even how to fight together effectively.

**Monster Mender (200 CP)-** All these monsters fighting each other is bound to result in a serious injury eventually; one that might not be able to be healed with a simple herb or Heal spell. Should such an incident occur you don't need to fear, as you are an expert surgeon and doctor- not just for humans, but like the good Dr. Snap himself your knowledge extends to your monstrous friends. Of course, your medical knowledge means that you'll be able to use healing spells and items with even greater effectiveness… and for that matter, you're actually one of the few humans who has access to something like a monster's inherent magic: three times per day, with little more than a few minutes of rest you can fully heal and even revive your defeated monsters and even restore their magical power! This powerful ability will give you quite an edge during your exploration, even if it takes too long to use in an actual battle.

**Nose for Treasure (200 CP)-** This pseudo-magical ability will be quite welcome to those Scouts with a love for gold, as it gives you a sixth sense for treasure- letting you know precisely how much loot there is left in your general area (although not doing the actual legwork of finding it) as well as making it much more likely for you to find items and gold on the bodies of defeated monsters. Not only that, but strangely enough you'll also find items from this world- medicinal herbs, antidotes, and even the magical stat-enhancing seeds- during your adventures in future worlds, both in the hands of slain enemies and in the environment.

**Stealth Expert (200 CP)-** All is fair in love and monster cockfights, so ambushing your quarry is 100% a valid strategy- at least out in the wild. It's much more frowned upon to do the same in a tournament setting. I digress; you have a great deal of expertise at moving silently, as well as as well as a useful magical abilities to augment your sneaking. This is "Vanish", which makes you and your entire team of monsters completely invisible- most monsters aren't clever enough to check for footsteps in the snow or distortions in the rain, so when it comes to sneaking around here this is pretty close to foolproof. Between Vanish and your stealth expertise you should be able to get the drop on most of your opponents before they even know you're there!

**Zoom Evac (200 CP)-** The last of the so-called "Scout Skills" are the spells Zoom and Evac. Zoom allows you to return to any area or building that you've visited previously through teleportation, but does not work indoors… meanwhile, Evac is a spell that only works indoors, and it returns you to the entrance of whichever building (and/or dungeon) that you're inside of! Used together this effectively gives you the ability to "fast travel", and you can even take small groups of people- or monsters- along for the ride.

**Heroic Bloodline (400 CP)-** Humans can't fight monsters; that's the prevailing belief in this world. Well, you know better- you've got that spark, that little bit of extra "oomph" that lets you stand tall against these beasts while others would shy away. Simply put- you've got the blood of heroes running through your veins, and that has given you the strength to take up arms against monster-kind… although if you were being honest even your fists alone would be powerful enough to do some serious damage. This isn't just the guts to get up close and stab a dragon with a sword; this is the strength to lop its head off with a single swing! …at least, after some training, which is still important even with your sheer raw potential. Not only that, but you can wield magic- not just the "Scout Skills" that ancient Scouts passed on to their ancestors, but the actual magic that only monsters seem to be able to use nowadays.

**Legendary Scout (400 CP)-** There are your average, run-of-the-mill Scouts… and then there are the ones like you. The types of people that can bring out the best in any monster on their team- someone who can raise even a humble Slime to the point that it can challenge dragons, sway even the evilest of demon lords to their side, and who can discover how to resurrect or duplicate almighty monsters through the simple process of Synthesis. What is your secret? Is it your training regimen? Your delves into ancient tomes? Or is it simply the way you meet every challenge and battle head on, never backing down until you win? Whatever your secret is you are certainly such a Scout now- and you can only go up from here…

**Snapped Science (400 CP)-** Dr. Snap is a brilliant mind in the field of monster science, having pioneered a number of useful inventions that Scouts use every day- ranging from the all-important Scout Rings that allow them to recruit monsters into their party, to highly advanced devices that allow for the Synthesis of monsters- even incredibly powerful ones like the Lord of the Underworld, Estark. His skills as a researcher and scientist are second to none- but you're certainly a close second to him, being a skilled researcher and scientist yourself. Like the world in general your inventions have a distinctly monstrous bias to them- that is, your main areas of knowledge relate heavily to monsters. Cloning devices that create monsters; the creation of Hunter Mechs and other mechanical creatures; perhaps even the ability to turn humans into monsters, given a large enough source of dark matter… Other inventions- such as the teleportation technology sometimes found in ancient temples- aren't entirely outside of your grasp, though you'll likely require some experimentation to get them working just right. Now, all you need are some test subjects…

**Wildcard (400 CP)-** In a card game a "Wildcard" is often the term used for cards that can stand in for another card- perhaps even any other card, depending on the rules being used. Thus getting one is usually seen as being lucky- something which you embody due to a few factors. The first is, naturally, your amazing luck- which manifests as a tendency to be in the right place at the right time, allowing you to meet important people and find important things. On a smaller scale your luck even allows you to survive accidents unscathed, even if it's something like the airship you're on plummeting to the ground due to a storm. The second factor? Your weird ability to both slip under the radar or even be dismissed as unimportant… while also getting a great deal of acclaim and attention, depending on which one suits you best at the moment. You could be seen as a non-threatening rookie right up until you've reached the finals of a tournament, and if you're the world-famous champion you could still manage to go unnoticed and unremarked upon if you decided to go and take a walk. It's all just a matter of deciding what you want to be at the moment.

## Monster Perks

**Heart of Darkness (Free)-** You are a monster; a creature with a heart made of dark matter that gives you powers beyond that of ordinary beasts or even men, in this modern age. You have the capability to grow even more powerful through fighting- not just through the experience and learning how to best use your new body, but through actually, noticeably growing stronger overtime. You'll plateau quickly if you don't use Synthesis, though… but that's what the perks below are meant to help with. Furthermore you have the ability to speak, even if your current form lacks a mouth- the subconscious desire to speak in puns based off of your species may or may not be a side-effect of this for goo. I mean, you. Naturally, you also know how to use your new body if it differs greatly from a human's, though you might still be an untrained fighter.

**Attack! Defend! Scout! (100 CP)-** Monsters fight each other in the wild often enough- but territorial disputes and predatory hunts are a far cry from a true battle between two opposing teams of monsters. But whether you've thrown your lot in with a Scout or not you certainly know how to make the use of your own body, and could adapt to fighting alongside a team with other monsters pretty easily. You'll get the most out of your body's strength when striking, will know how to dodge or endure attacks effectively, and will even know how to pull your punches and avoid causing real harm when sparring or Scouting other monsters.

**Magic (100 CP)-** Monsters have retained their ability to use magic, even if humans have largely lost their own ability to tap into that power. They don't just use it for spells either; they can use their magic to enhance their body and perform special techniques once they've learned them! Purchase this, and you'll gain a specialized, themed set of spells ranging from weak elemental projectiles to area-wrecking storms of magic! …The catch is that, while you might KNOW those powerful spells, you may still lack the skill or magical power to actually cast them. That's something you'll have to work on, like exercising any muscle. You can derive no more than ten different spells or abilities from this, starting out with weak spells and unlocking progressively stronger versions as you yourself increase in power and experience.

**Master of Weapons (100 CP)-** People don't really use weapons all that much these days; they prefer to let their monsters do the fighting. That doesn't mean blacksmiths are out of the work- instead, they sell equipment that monsters can use! But while a bipedal monster can easily wield a weapon, what about something like a giant moth? Or a dracky? Or a slime? Those guys don't even have hands! …well, somehow, you've figured out how to wield certain weapons despite your distinctly unwieldy body. So long as you're strong enough to pick them up you'll find that you can a weapon with your mouth, feet, tail, or whatever limb or appendage you have with no lose in effectiveness compared to using your hands. You might get some odd looks, but if anything that just makes your unique weapon style all the more effective in battle!

**Psych Up (100 CP)-** And this is to go even further beyond! By standing still you can "psych yourself up" for your next strike; gathering more energy within your body to increase the power of your next strike exponentially the longer you do this! It doesn't work with magic sadly, but it WILL enhance physical attacks that have a magical component (like imbuing your sword with fire before you strike with it). There's one catch, though- although merely getting hit won't necessarily disrupt your charge, getting interrupted will. If someone manages to stun you or otherwise prevents you from gathering energy you'll have to start over from scratch. An even more important thing to consider is that if you charge up too much you may experience backlash that will do the same- and that'll damage your body, to boot. Psyching up like this is one of the best ways to do damage or Scout monsters, but it's definitely high-risk, high-reward.

**Magic Meister (200 CP)-** You might have picked up a few magical tricks already. Sadly, it's not always easy to just spam magic to destroy your foes- pesky things like elemental resistances and having a limited supply of magical power can quickly put a stop to the fun of flaying your enemies alive with magical lightning. Thankfully, you've picked up a few magical tricks to get more bang for your buck- the first being that you've become attuned to a specific magical element. Darkness, fire, ice- even healing, "breath attacks", or magical sword techniques! Not only do these abilities work better for you, bypassing a degree of your enemies defenses, they also cost less magical power. Furthermore, you're also just more magically powerful in general, making all the spells in your repertoire that much more powerful too- and you also have a decently large supply of magical power to keep the party going for the better part of a day without rest!

**Giant Killer (200 CP)-** The bigger they are, the harder they fall. Unfortunately, the bigger they are, the harder they hit- and the harder they are to take down. Really, it's not a very good phrase when you think about it- but it rings true for you nonetheless, as your attacks seems to do devastating amounts of damage to enemies that are larger than you. You find it easy to hone in on their weaknesses, and while their attacks are no less devastating you find it easier to dodge those as well. Taking these creatures on alone might not be feasible- but if you have a bit of support you just might be able to strike these mountainous creatures down.

**Hit-Squad (200 CP)-** Some monsters have learned to work together in a fight in the wild, but the strongest bonds are forged between members of the same species- some fight so well they might as well be a single monster! You've managed to replicate this, gaining a sort of "hive-mind". Collectively speaking your monstrous form can be no bigger than a human when added together; but it can now be comprised of multiple distinct bodies, all of which must be slain to truly kill you. So long as one remains any "healing" you do will revive your slain bodies. You could be a swarm of insects, a stack of Slimes, or even a conclave of mini humanoids that fight as a team. This provides a few additional advantages, the least of which is the ability to strike and see from multiple points of view. The only problem is that your individual bodies are naturally much easier to fell if they are forced to fight on their own, being much weaker and smaller.

**Steady Recovery (200 CP)-** Monsters can eat wild herbs to heal their wounds, or the rare few monsters with healing spells can recover that way; in the absence of those monsters have to heal the old fashioned way. Well, your healing rate- and the rate at which you recover magical power- has been increased. Injuries that would have taken months of rest to heal from can be treated in just a few hours of rest for you- and this even extends to battle, with minor wounds healing over the course of seconds and magical power steadily recovering to full after every spell you cast! But be careful; battles of attrition might be easily won, but a brutal onslaught can still end your life just as easily as it would without this power.

**Giant (400 CP)-** Lets not mince words with this: you're big. Huge, even; a colossal beast large enough to swallow lesser monsters whole or crush them beneath your immense bulk.You can choose just how large you are, with the limit being roughly as large as the baby bjorn- a demon bigger than a hill with the strength to headbutt glacial walls into so much powdered snow! You can also shrink down to a size closer to that of a human, in case you wish to avoid needless destruction.

**Incarnus (400 CP)-** The Incarnus is thought to be a legendary monster from long ago; a guardian that protects all life in the world, human and monster- so holy in fact that their body lacks even a drop of dark matter. Such a being should be unique… but now, it seems, there are two in this world. Because you, too, are an Incarnus- a special monster capable of taking on at least four different forms based off of the Chinese Zodiac (the other Incarnus has forms based off of dogs, roosters, monkeys, and dragons). Each one has its own unique set of magical techniques, and can even be upgraded into an "Ace" form once you attain enough strength- with your favored form having the capability to "evolve" even further, becoming akin to the strongest monsters found in this world! You can also undergo Synthesis with no fear; retaining your body and mind, but gaining the potential skills and powers of the monster you've fused with.

**Metal Body (400 CP)-** You've got a body made of metal- and not just any metal, but the magical metal that comprises the bodies of Metal Slimes and their variants. This has a variety of beneficial effects, and one major drawback. The upside is that you're damn near impenetrable to physical blows and immune to most magic, save for the techniques and spells created to hunt your kind. You're also fast enough to disappear into a proverbial cloud of dust at the first sign of trouble. But this comes at a price; the stuff that actually DOES manage to hurt you will do a lot more damage to your body, for whatever reason. And if someone manages to kill you they'll get a big power boost. At least you know why Metal Slimes are so timid, eh?

**XY Growth (400 CP)-** Your potential is... astonishing. Unheard of for your species, even, if you're something from this world. You'll start at the same point as anyone else; but the training you do, the experience you get in battle? It never seems to stop making you stronger. Your body will just keep on improving, your magic becoming stronger, your skills sharper- until you reach the point where you could fight gods and demon lords and come out on top. You'll have to fight stronger opponents to reach that point, of course- but if you challenge yourself continuously there may very well be no limit to your strength.

## Items

You get two 100 CP items for free and two discounts each on 200 and 400 CP items.

**Scout Ring (Free Scout)-** A Scout Ring isn't just a symbol of Scouts everywhere; it's also the tool they use to add monsters to their team. Hold your ring aloft, and it will fill your team with a strange power- one the prevents their attacks from doing damage, but which also makes it possible for them to express the full weight of their strength upon the monster you're attempting to Scout. If you've raised a suitably impressive team the monster will join your team… if not, they might ignore you or take offense from the attempt.

**Cypress Staff (Free Monster)-** This simple wooden staff is the weakest weapon you can find in this world, but its simplicity hides something odd- the fact that anyone can use it as a weapon. Anyone. Slime? Swarm of flies? Building-sized dragon? All can use the staff as an effective bonking tool. It might not seem like much, but every little bit helps!

**Backpack (100 CP)-** This backpack is much bigger on the inside than its exterior would suggest; in fact it's big enough that you could shove an entire armory in there, a bank vault's worth of gold, and still have enough room left over for all the supplies you'd need to explore an uncharted island or three!

**Bag of Beastie Bites (100 CP)-** Long ago, when people didn't have Scout Rings, they feed monsters meat in the hopes of convincing them to ally with humanity. That's fallen out of practice in recent years; but this bag of snacks is a remnant from that time. Coming in a variety of flavors ranging from jerky to sirloin, these juicy, meaty treats are sure to delight any monster you give them to- including the wild ones, increasing the chances that they'll be willing to join you! There always seems to be another treat in the bag, so snack away!

**Bag of Golden Nuggets (100 CP)-** Oh, my. Something like this represents a fortune in pretty much any world. You have a bag of big golden nuggets that, if sold, would probably be worth tens of thousands of gold pieces… enough money to outfit a team of monsters with top-tier weapons, or to live like a king for a long while. After you sell them off the bag will replenish one nugget a week until full.

**Bag of Pinballs (100 CP)-** I know what you're thinking- pinballs, really? These big balls of metal look like their namesake, and don't do much damage when thrown… but they are guaranteed to do damage when thrown, even if it's just scratch damage for most monsters. But against something like a Metal Slime? You might be able to kill one outright with a good toss of one of these bad boys. There's always more inside.

**Bane Weapon (100 CP)-** You have in your possession a weapon that, while seemingly mundane- if high quality- is actually imbued with a potent ability that makes it much more effective against a certain type of monster, such as dragons or the undead. The choice of which family of monster your weapon is most effective against is yours.

**Sea Scooter (100 CP)-** The sea-scooters are a public service often used by Scouts travelling between different islands. Anyone can go to a jetty and hop onto one of the available jet-skis- though they often come with pre-programmed destinations in mind. You have one of your own though; one that you can ride wherever you like with no restrictions. It's incredibly fast on the water, stylish, and handles like a dream. Just remember to stash it somewhere appropriate so that it doesn't get stolen- or impounded.

**Mercantile Machine and Piggy Bank (100 CP)-** You have a pair of machines stashed somewhere; one is a vending machine loaded with items ranging from medicine and food to magic scrolls and weapons, including incredibly powerful ones worthy of great heroes! The other is an ATM capable of storing and converting whatever money you give it into the gold the vending machine uses while also keeping your money completely safe from thieves. Although both machines belong to you you'll find it impossible to simply crack them open to loot the insides- you'll have to buy your supplies the old fashioned way.

**Scout's Guide (100 CP)-** This book is a valuable guide for any Scout, containing information- including maps- on all the various islands and the monsters found there, as well as general tips for survival and training. In future worlds it updates to have similar information on the world you're visiting.

**Collection of Books and Scrolls (200 CP)-** This odd collection of books and scrolls have the special ability to teach powerful, themed skill-sets to the monsters that read them! From the holy healing powers of a Cleric to the heroic techniques of a Warrior, each one is sure to be a benefit when it comes to filling out the niches of your team. And if you're a cut above your fellow man you might find it possible to learn from these old tomes and scrolls yourself…

**Collection of Combat Items (200 CP)-** You have a bag filled with a number of tonics, potions, powders, and other items capable of, essentially, casting spells that will buff your party members or debuff your enemies. Capable of being used by Scouts as well as monsters, a skilled Scout can use these things to help turn the tide of battle in their favor. You have several doses of each, which may be used once per day- replenishing overnight after they are used.

**Collection of Medicinal Items (200 CP)-** You can probably guess what this is; this bag is chock full of medicine ranging from medicinal herbs, to smelling salts and general antidotes capable of curing any poison or venom you might come across. The bag refills each morning, replenishing used supplies.

**Medal of Merit (200 CP)-** The Medal of Merit was once awarded to ancient Monster Scouts, as a symbol of their right to challenge the Divine Battler, Leonyx. That you possess one should be unremarkable to most who are alive today… and yet, the sight of this medal instills others with a deep feeling that you are a mighty warrior, one that is worthy of any challenge. Though you may be found wanting in truth no arena will be barred to you, no duel off-limits simply because you look too weak to handle it.

**Metal Ticket (200 CP)-** This silver ticket has an odd property; by ripping it in half, you will be transported to a bad-land filled with Metal Slimes- those creatures that fill their slayers with power upon their passing. Although they will be unaware of your presence at first they'll soon realize some of their number have been slain once you start doing so, and will subsequently leave- at which point your surroundings will be replaced with an eerie glow, taking you back to where you were. A new ticket will come to you in a week, allowing you to visit this exclusive Metal Menagerie for level-grinding with regular frequency.

**Scepters of Synthesis (200 CP)-** These magical staves don't have any special properties in battle, but in the hands of someone who likes to Synthesize monsters they are an invaluable asset. The Plus and Minus Scepters allow one to control the polarity of an offspring monster in Synthesis, so long as one of the "parents" is holding it during the process. The Phoenix Scepter on the other hand ensures that a monster will pass on its shape- possibly even preserving their mind, depending on how you interpret Synthesis.

**Scout's Den (200 CP)-** A Scout's Den is a meeting place for- wait for it- Scouts. It's subsequently equipped with a number of facilities to make their life more comfortable. They essentially perform the same functions as an adventurer's guild; providing beds, food, and a place for Scouts to meet each other and swap gossip. You have one of your own, and thus have access to services that will restore the health of your monsters, machines capable of performing Synthesis, as well as the expertise of various monster experts at your beck and call. And, importantly, you'll also have Scouts- people who, inexplicably, have teams of monsters of their own that you can do battle with. Their teams will be comprised of monsters and beasts native to this world, as well as ones that are based off of the creatures from the world you're in. You can battle them, Synthesize or trade monsters with them, or even swap gossip- or even team up, if you have an adventure in mind that could use a little more monstrous firepower.

**Zip Gates (200 CP)-** Zip is an interesting spell that allows one to transport themselves to preset "gates" scattered around the world. Thus, it's pretty much useless when exploring future worlds… or it would be, without this item. Purchase this, and you'll not only learn the (expensive) technique required to create these Zip gates in the first place; you'll also find them simply scattered about in future worlds, hidden away in inhospitable terrains. Unfortunately you need to be within a few miles of a gate to teleport to it, so ultimately they serve the same purpose as checkpoints- appropriately enough, you'll most often encounter these gates out in the wild or in other dangerous locations like dungeons, where being able to teleport in and out of danger at your own whim would be most useful. Not only can you take people or monsters with you, but you can also teach other people how to Zip as well.

**Baryon Sphere (400 CP)-** This sphere is the product of CELL's research; the anti-monster organization's weapon that strikes at the very essence of monsters, absorbing the dark matter from their body. It can be used to instantly slay nearly any monster, save for the most powerful of their kind- and, in a pinch, it can even absorb massive amounts of dark matter before subsequently shattering harmlessly. If a being were to somehow be corrupted by dark matter it could even theoretically absorb the dark matter from their body, returning them to normal… You know how to make more of these spheres, and in future worlds you will find they work on any corrupting or evil element.

**Captain's Ship (400 CP)-** Jet-skis are no way to travel, no matter how stylish. No; someone like you deserves to have their own ship. Now you've got a choice to make- do you wanna sail the skys, or the seven seas? Pick the former and you'll be the captain of your very own airship; one that's large enough to hold a few dozen passengers comfortably with plenty of room for storage and other facilities. Pick the latter, and you'll instead be the captain of a ghostly ship like one used by the infamous Cap'n Crow- an eerie vessel that is heralded by a deep fog, and that can even sink beneath the waves while protecting captain and crew from the crushing pressure of the deep. Whichever vessel you choose can be captained by just one person.

**Darkonium Sphere (400 CP)-** This sphere is the product of hundreds of shards of Darkonium- the leftover remnants of a powerful monster's heart, crystallized by time. A terrible weapon capable of firing corrupting beams of darkness, and even opening a portal to the Dark World- a dimension comprised of dark matter where monsters are said to hail from. You can use the power of the sphere to corrupt things- people, animals, inanimate objects- and turn them into monsters. You could even undergo such a metamorphosis yourself, if you wish… and the full-power of the sphere would make you a terrible monster indeed.

**Island Base (400 CP)-** Who doesn't want a private island? Not you, since you have one of your own- and on that island is a headquarters or palace worthy of CELL or Madame Rummy herself, filled with operatives or adoring servants to carry out your will. Not only that, but your island has a sizeable population of monsters as well- monsters that are tame enough not to attack you, though any intruders (or Scouts looking for a fight) might not be so lucky. The island- and the structures on it- may appear however you please.

**Legendary Weapon (400 CP)-** Now this weapon is truly something special. It might be the Miracle Mallet, a hammer that restores your health in proportion to the damage it inflicts; it could be the Gae Bolg, a spear that often does lethal damage against foes. It could be the Metal King Sword, a symbol of Metal Slime suppression and superiority alike; or the Dragon Slayer, once wielded by a legendary hero and still imbued with the ability to do incredible damage to any draconic foes. The choice is yours.

**Scout's Shrine (400 CP)-** The Scout's Shrine on Infant Isle is a site of pilgrimage for new Scouts to swear an oath- a symbol of their desire to become a legendary Monster Scout. You have a copy of this shrine, which will follow you from world to world- though its power is far from symbolic. Those who visit the shrine and swear to become a Scout will be gifted with a Scout Ring, which they may use to subjugate the monsters of their world… and, since they might need a monster to start their journey, the Shrine is presided over by a King Slime and its lesser brethren to act as witnesses to the oath. The Slimes are unusually friendly towards humans, and the lesser ones are often willing to join new Scouts… or be spoiled as pets.

**Mysterious Islands (400 CP)-** There are numerous uncharted islands in the Green Bays archipelago; some of them are impossible to track, vanishing only to reappear elsewhere. And some of them seem to be following you, as in future worlds your voyages on the sea may result in you stumbling across mysterious, very out-of-place islands filled with monsters- including ones that should only be found in this world. Not only will you have the opportunity to expand your collection, but the islands are also home to resources native to this world, as well as dungeons you can explore for treasure… though the islands tend to disappear when you leave, so make sure you explore them thoroughly before you go!

**Yggdrasil Sprout (400 CP)-** This sapling is kin to the legendary Great Tree, and from its boughs come a variety of powerful items. Yggdrasil leaves, capable of fully restoring the dead to life; dew, capable of reviving entire groups of monsters; and seeds that permanently enhance attributes and skills when eaten. It is small and thus gives these gifts rarely, but might one day grow large enough to cradle an entire kingdom.

## Companions

Note: You may bring up to six Monsters recruited from this world with you for free, representing the number of monsters Scouts are allowed to bring with them while exploring. (Only three are typically allowed in tournament matches, however.) This still applies if you are a Monster yourself, though instead you'll have to convince them to follow you since you won't be able to Scout them yourself. Any companions obtained in this section do not count against this limit.

**Crew of Companions (100 CP)-** Have Companions you want to import? Or maybe someone here has caught your eye. Purchase this and you'll gain the opportunity to import, create, or recruit companions; two per 100 CP spent on this option. Imported or created companions will gain 600 CP of their own to spend, gaining the same freebies and item discounts as you. Recruited companions do not get any CP to spend.

**Slime (Free)-** Slimes are an iconic monster in the Dragon Quest series, and thus it makes sense for your very first monster to be a Slime. This one isn't anything too special; they're a bit stronger than the average Slime, but still likely to be outclassed rather quickly by most monsters. Still- they're a classic for a reason and this one is all too happy to follow in your footsteps, whether you're a Scout or a fellow Monster.
**+Mascot Slime (200 CP)-** Well well well! It seems like your Slime friend is exceptional after all! Their dreams of growing stronger seem to have become a likelier possibility as each victory seems to make them just a bit tougher. Soon, they'll become capable of "evolving" for lack of a better term into even stronger varieties of slime. Healslimes, Mottled Slimes, She-Slimes, Slimehemoths, King Slimes… even Metal Slimes once they become strong enough. Not only that, but they're capable of activating a strange power in dire circumstances, unlocking their true potential and becoming something that, to your enemies, is quite Canzerous to fight… this form might become permanent later on, but for now it's a temporary thing.

**Dragonlady (200 CP)-** Well, this is strange. Humanoid monsters aren't unheard of, but few ever take on such a lovely form. This tall, pale blue-skinned woman wears flowing dark robes and a horned crown, and one might even mistake her for a human- that is, until one notices her pointed ears… or the magical power that she's all too happy to wield against those that challenge or slight her. Specializing in dark magic and fiery spells, she has one more ability up her flowing sleeves- the ability to shed her fae form and transform into a massive dragon that breathes hellfire capable of laying waste to entire forests! Strangely, she seems uncharacteristically fond of you, and is all to willing to make your enemies her own. She's fiercely proud and independent though- with a minor cruel streak- and would likely toy with you given the half a chance.

**Venus (200 CP)-** Another monster with a rare female shape… although this one is clearly monstrous even from a distance, what with her green skin and inhuman profile. Yet her looks are so beauteous that most men would be hard pressed to resist her… charms. Or perhaps that's the strangely, sickly sweet scent that seems to emanate from her flowering head? In any case- if they were thinking more clearly they might worry more about the thorny blades sticking out of her hands and feet in place of fingers and toes- or her tail, which ends in something resembling a pitcher plant. Strangely elastic, her tail doesn't need to engulf its prey to spray them with poisonous, caustic acid. This vixen only grows more dangerous given the chance to root. If that happens she'll rapidly grow in size, her lower half and tail being replaced with a massive red flower that her upper body will emerge from, in giant form- along with numerous binding tendrils, the largest two of which will be tipped with fanged fly-trap maws of their own. Her talons will lengthen, the flower on her head will grow larger… in fact everything about this woman will get bigger in this form. Surprisingly sweet once you get to know her, though her predatory nature might shine through if you try and get TOO close.

**"Fluffy" (200 CP)-** This strange, furry creature is a rare sight indeed; even rarer is its willingness to speak to humans, and rarest of all is its benevolent nature towards humanity. The malice that many monsters possess towards humans is non-existent, unless you count the harmless pranks he likes to pull on people. Surprisingly wise, its tiny size also belies its great strength… though it seldom uses its true power, preferring to hold back against all but the greatest of opponents. When such a foe appears "Fluffy" doesn't transform like some of the other monsters in this section- instead, a massive tree will sprout underneath it, lifting the small monster into the air. The limbs of this tree move with frightening flexibility, and strike with the force one would expect from a tree larger than most buildings; on top of that "Fluffy" will unleash devastating magical attacks from atop the tree. Its real name? You'll just have to find out for yourself…

**Auto (200 CP)-** A rare few monsters in the archipelago were created by human hands, and this one does bear certain similarities to the hunter mechs that stalk Metal Slimes in particular- although this particular model is bulkier, and bipedal. It's also made of a brass-like material, and it has a strangely steampunk-inspired design that makes it appear comparatively primitive. Yet the weapons it wields are highly advanced- one arm can turn into a cannon capable of firing grenades, and the other features a pneumatic fist that can be launched like a rocket and returned in an instant! This is the least of Auto's features; by engaging some unknown process he can summon a massive mecha from the ground beneath his feet, slotting neatly into the automaton's head. Not only does the giant robot feature much greater strength befitting its size; it's also capable of firing lasers! For all this, Auto is something of a blank slate- recently having emerged from some sort of storage pod, he's curious and inquisitive about his surroundings and eager to learn from you as one of the first people he's met in this world.

**Demon Warrior (200 CP)-** Dark brown skin, long blue hair, and rippling abs make this amazonian woman strike an intimidating figure. Although not shy about displaying her body she does conceal one secret- a demonic heritage that has granted her horns on her head, red eyes, sharpened teeth, and black talons in place of nails! Is she some sort of half-monster, or is her human form some sort of trick? She doesn't seem to know for certain herself- and is largely unconcerned with the truth. She isn't a Scout in any case, preferring to let her fists do the talking against wild monsters. And her strength certainly makes that possible; she could juggle Jargons if she wanted to! And when pushed to the very limits of her power she'll transform; growing much larger as her horns lengthen, skin becoming a crimson red, sclera blackening- and to cap it off, a pair of wings and a tail will sprout from her body! She'll quickly learn to enjoy this new form, and will spend no small amount of effort in trying to learn how to take it on voluntarily after her first transformation. Just hope that her already wild spirit doesn't become even looser if she manages to pull it off…

**Shadow Dragon (200 CP)-** This strange spirit will simply emerge from your shadow one day, declaring himself to be your sworn protector and new best friend. It appears to be a strange hybrid of human and dragon… although it's mostly dragon, with only a muscular abdomen trailing off into a wispy, snake-like lower body and a pair of powerful arms giving it any sort of humanity. The Shadow Dragon has blue scales, piercing red eyes, and a fondness for posing and flexing that borders on being unhealthy. Most of the time he's content to live inside your shadow, but the second danger is spotted he'll eagerly spring forth to meet it- clobbering your enemies with his fists or engulfing them in shadowy fire from his mouth. Although he possesses wings his nature as a spirit makes them vestigial, something which seems to annoy him. But by honing his power he'll be able to regain his corporeal body- which, predictably by this point, is much larger than his spiritual form. Although he'll lack the ability to levitate, his wings will still work- and he'll even temporarily regain his legs! Of course this form can't be maintained for long… not unless you somehow find a way to resurrect him. Just remember not to look up too much when you're in HIS shadow.

**??? (200 CP)-** Another enigmatic woman- in this case, a young woman wearing a karate gi that you found passed out in the sand near your starting location. Like the other Companions on offer in this section her appearance belies a monstrous nature… though in her case it's limited to a wild hairdo and a monkey's tail sprouting from her tailbone. Complicating matters even further is the fact that she's an amnesiac, though one that has a strange skill with martial arts- skill that is enhanced by her superhuman strength. Upon meeting you she'll be wary of her current surroundings, and possibly of you for that matter- but after a while she'll decide that sticking around with you makes as most sense as doing anything else in her situation. Despite her lack of memories she'll feel the urge to travel to an uncharted island nearby, upon which you'll learn part of the truth- that she is a monster akin to the Incarnus, capable of growing stronger by visiting holy shrines in this world and unlocking new forms. Monkey, horse, snake, tiger… and then tiger again. After visiting the fourth shrine she'll unlock an "Ace" transformation that can be combined with her other forms, making them much more powerful- and more monstrous, for that matter. In any case your journeys with her will instill within her a deep sense of gratitude, no matter what you do. Just mind the food bill with her.

**Monster Menagerie (200 CP)-** An expert-level Scout will gain many more monsters than just the ones they use on their team; and if you have the same ambition to "catch 'em all" wouldn't it be a shame if you had to leave any of your new friends behind? If you purchase this you no longer have to worry, as you will gain the ability to bring up to 300 monsters from this world with you- so long as you can Scout them first!

## Drawbacks

Take as many as you can handle; their effects disappear post-Jump.

**The Quest Continues… (+0 CP)-** The world of Dragon Quest Monsters: Joker appears to be set many years after the events of various other games in the series. As such you may choose to have your actions in other Dragon Quest/Warrior Jumps carry over to this one, which might radically alter the state of the world you'll find yourself in after so long. Hopefully the changes you brought were for the better; this world has already suffered one Great Catastrophe 300 years ago. It doesn't need another one…

**The Quest Changes… (+0 CP)-** Or perhaps you wish to explore the world as it was in the distant past? Choose this, and you can change which time period you're in- or perhaps which world you've found yourself in. Perhaps you wish to go to the era of the Great Trees whose trunks could house entire kingdoms? Or maybe you wish to venture into the world Torland, where the young Prince Kiefer will soon arrive to lead a caravan in search of the legendary orbs of Loto. You could even go into the future and explore the world as it is in Joker 3. There the world has been fractured by a great calamity, and the sea that you must traverse is not water but the void of space that lies between each floating continent. A great black orb hangs over all, and a mysterious substance has corrupted many monsters into unnatural BREAK forms. It should be noted that with the exception of Joker 3 recruitment works quite differently in those other time periods; rather than using Scout Rings prospective monster tamers must win monsters over with a combination of bribes (meat; the higher quality, the better) and physical prowess. Scouts may still use their Scout Rings, but will likely receive odd or envious looks due to brandishing such a strange and powerful artifact.

**Tetchy Teammates (+100 CP)-** If you shove six wild animals into a room, what do you think the result will be? Utter chaos, of course- to say nothing of the difficulties you might find with taming actual monsters. Now the monsters in your team- sapient or not, companions or not- are much more temperamental. They might be prone to infighting, or simply more liable to ignore your orders. This is in addition to the normal difficulties one might incur while raising six vastly different monsters at once; and this time, you won't have the benefit of being able to just shove them into little red and white balls whenever you feel like, either.

**Barren Isles (+100 CP)-** For all the danger involved- explorers sailing the seas could at least expect to find no end to the gold and treasure on the islands. Heck; even in the inhabited ones people leave treasure chests just lying around for anyone to take from! Well, they used to at any rate- now the islands have been all but stripped bare of treasure and other useful resources, like wild-growing medicinal herbs. Even the mimics carry less gold than they once did, and as a result the shops are much stingier with their prices. You'll have to conserve resources more carefully now, and possibly figure out alternative means of paying for any goods you might need.

**Hostile Wildlife (+100 CP)-** Monsters are hostile enough already; now, it seems like you can scarcely set foot on an island before being swarmed by all types of monsters, with even normally docile critters like slimes rushing over to pick a fight as soon as they spot you! To say nothing of what the hostile ones would probably do to you if you lacked the means to defend yourself. Sadly, this does not extend to metal slimes and their variants, which are just as cowardly and prone to fleeing as they've always been- but at least any monsters you've successfully scouted will be alright with you!

**Rivals (+200 CP)-** Normally your fellow Scouts would be a bit more courteous towards you, even if you presented yourself as a potential rival. They aren't savages going around and attacking people just for making eye contact with them after all! …well, as you might have guessed that's changed now. Even the nice ones seem to have a chip on their shoulder, and they won't take no for an answer when it comes to battling- stand and deliver is the name of the game, and while they won't do anything as drastic as killing you their monsters will be more than happy to put your own team through the ringer. And the worst part is there's no rule saying that Scouts can't, er, Scout each other's monsters- so each battle you have has a small chance of ending with you losing a teammate to a superior monster trainer, assuming that your monster is only partnering with you for the sake of getting stronger. Of course there's nothing stopping you from doing the same thing to them; turnabout is fair play, after all. Thankfully this isn't allowed in tournament matches.

**Non-Combatant (+200 CP)-** You probably have a great deal of power by now, huh? Well, if you take this drawback it won't be worth spit when it comes to fighting monsters. You might be able to juggle mountains and part the seas, but when it comes to monsters you just can't seem to bring yourself to fight them, even if you're cornered. Your only option is to use other monsters to defeat them since no tool in your set will do a damn thing against them. That is, assuming you're a Scout- if you're a Monster yourself you have a different problem, which is that your out-of-Jump powers don't work at all against monsters. Not even super-strength will give you any additional oomph against a monster you're fighting, as your body seems limited to the natural strengths- and weaknesses- of your chosen Monster species. Needless to say trying to fight that Gigantes on Infant Isle now will quickly result in you getting turned into a pancake.

**あなたのための輸出はありません(+200 CP)-** Have you ever felt like no one around you was speaking your language; that you just couldn't make yourself understood by the people surrounding you? Well, this is definitely going to be the case now as everyone else speaks and writes in a language that's completely alien to you now, and it seems like no matter how hard you try you can't make any headway into understanding it. Your linguistic troubles won't end at being unable to read, write, and communicate with other people; even your monsters will be unable to follow your commands, making it a total crapshoot in regards to whether they'll do what you want. Monsters will retain these communication issues among their own kind, as well as with humans- that has its own dangers if you find yourself pursued by Scouts, as you won't be able to understand the commands they're giving their team until their monsters are in motion.

**Snapped (+400 CP)-** The mild-mannered Dr. Snap is not as altruistic as he appears- or perhaps he is too altruistic, only focusing on the plight of monsters rather than that of humanity. In any case, his plan has succeeded- somehow, he opened the gates of Tartarus ahead of schedule, and has used the powers imbued within darkonium to open up a gate to a dimension filled with darker matter; the very essence of monster-kind. He has transformed into a powerful, monstrous form, and the flood of dark energy has transformed many humans into similarly Cronenbergian abominations throughout the archipelago. Powerful monsters unseen by humans have ventured forth from this dark place, and monster-kind has grown far more powerful, preying on the few humans that were able to resist or escape this corruption. Perhaps you could set right what has gone wrong… but you'll have to get past Dr. Snapped to do it.

**Rigors of Ruin (+400 CP)-** Malevolynx, the once-noble protector of the unnamed island of monsters hidden away from the Green Bays archipelago, has emerged- and with his terrifying strength, has subjugated the giant monsters of the island he calls his home. Now they venture forth, swimming vast distances to terrorize humanity. Each one bearing dozens of monsters to aid in their attacks, the chaos they cause will doubtlessly claim many lives without the intervention of powerful Scouts. And Malevolynx is only the start of this world's problems, as there are at least two other beings pulling his strings from the shadows…one controls Leonyx's actions directly, and the other is the puppetmaster's master; an Evil Beast of unsurpassed power…

**Professional (+400 CP)-** Crave a challenge, do you? Well, you've found one. For some reason, the monsters of this world are absurdly stronger than they should be- from the lowliest of slimes to the greatest of demon lords, each one has been imbued with greater power… power that your own monsters seem to lack, being robbed of it the second you manage to convince them to join your team. And of course, you won't benefit from this if you're a Monster yourself. The only saving grace of this is that each monster is only boosted in proportion to their existing strength. The meek become mightier, with even basic slimes posing a considerable threat to rookie scouts, but they aren't completely insurmountable and a competent team of monsters should be able to handle them. Of course, the strongest monsters are even more terrifying to compensate…

## Notes

-YJ_Anon

-Standard ending options apply; go home, continue on to the next Jump, stay here, etc etc etc.

-Synthesis is simply referred to as “breeding” in the Japanese version of the games, much like how it works in the Gameboy games; it’s your choice whether “Synthesis” or “breeding” is the method used by Scouts in this world since the mechanics appear to be the same either way.

-If you take Hit-Squad and Giant together, design your Hit-Squad form first and then scale it up, collectively, to Giant size.