Iceborne Scenario Supplement

You can take any of these scenarios for some CP and other rewards. They need not all occur at once. You won't remember the specifics of these scenarios upon entry. Any of the following scenarios that are written as 'linear' does not have to be so; assume that any of these scenarios can be intercepted and taken on at your discretion, without having to follow along directly with the 'plot', so to speak. The only requirement to receive the rewards for each scenario is the completion condition.

Choose a playstyle for your jump:

- Default: Each scenario you complete begets you +300 CP.
- Iron Hunter: Each scenario you complete begets you +500 CP but any purchases made with it don't appear until after this jump ends. Additional rewards may always be accepted.
- Monster Training Arc (requires Monster background or alt-form): Each scenario you complete begets you +400 EP for use on one build, either from the background or the alt-form purchase.

The Encyclopedia of New World Cuisine!

You are now the Handler's trusty assistant in her quest to record every edible in the New World! With thousands of endemic plant and fungus species, it will require a blend of strategizing, hunting, and tolerance for the Handler. This would normally take five years of casual effort for a typical hunter, though a decent chunk less for someone more attuned to the scholarly arts. If you successfully record all that can be eaten in the New World, then you complete the scenario! If the Handler dies, you fail the scenario.

Plus, once you complete full documentation, you shall have the opportunity to plan and craft a New World banquet for Jump-chan! What an honor! You'll be given one month before your benefactor visits in the guise of a far-off Guild official surveying the Commission's efforts in the New World (or some important Guild official actually does come in the same role if you don't have a benefactor).

If you personally plan a five-course meal deemed to be excellent by the mark, you'll receive an almanac detailing every edible and potable substance in every jump you've ever visited, stylized as if personally written and drawn up by you and the Handler! It'll update for each new jump, of course.

The Greatest Jagras

There exists a Jagras, born the moment you arrived, that is sickly and small. Yet within it lies the potential to be the greatest of its kind, able to send even a Deviljho packing. But it is cursed with terrible luck and a scent that lures large predators, so it is destined to die long before reaching its potential.

This Jagras must survive until adulthood (about one year), and further when it leaves its pack to hunt alone and reach Great status (another two years). Once it reaches Great status, it will run into a series of increasingly strong monsters that it must defeat and then consume, culminating in a Kulve Taroth that dwells in a labyrinthine cave network beneath the Ancient Forest.

Should it emerge victoriously over all its foes, its affliction will disappear and you succeed in the scenario. During the scenario, you'll discover a spectacular truth about this individual: it is absolutely, fundamentally immune to magical, psionic, divine, or otherwise esoteric effects trying to harm it or affect it against its will. It also might see you as a caretaker, depending on how things went.

J-Rank

The Everstream is the network of subterranean tunnels throughout the New World that absorbs bioenergy from monsters who died in the Rotten Vale and circulates it around the continent, from the Guiding Lands to Origin Isle. Every ecosystem in the New World is built around this circulatory process, and whenever a strong enough monster meddles with these networks, the continent enters a new 'rank', with new species appearing and monsters becoming stronger overall.

In order to complete this scenario, you must spend time manipulating the New World's ecosystem like the Old Everwyrm did - luring monsters around, engendering subspecies, reshaping the landscape, etc. until the New World enters a new 'rank': Jump Rank. The number of species should at least double (this can include variations on existing species), and typical monsters should be far stronger than they were before.

As you can imagine, the Everstream is the 'local' option to do this. For example, you can dig new branches, introduce new species, or stir up turf conflicts. Given how touchy the Guild is about wildlife tampering, you should prepare to face their hunters (who will be using equipment forged from empowered monsters), unless you can prove that you aren't a threat to their idea of an ecosystem.

Redeeming the Lost

Zorah Magdaros really drew the short end of the stick - being so old as to be on the cusp of death, harried across an ocean by not only a fleet of hunters with pointy sticks and cannons but also a spiky elder-eating dragon, forcefully diverted from its course twice, and then, worst of all, given the slowest and most boring quest in the game!?

Anyways, the old elder dragon of volcanoes, acknowledged by the Commission as stronger and larger than any other of its ilk, is wasting away peacefully in the ocean beyond the New World. To succeed in this scenario, you must locate Zorah Magdaros somewhere in the sea and then ensure that it will not only survive the jump, but be rejuvenated to the extent that it no longer lingers on the precipice of its demise.

Upon completion, a portion of its continent-birthing energy will be bestowed to grant you five free copies of Corner of the New World.

To The Very Ends With You

For this scenario, you take the form of either a brutal Nergigante or a regal Velkhana, your pick. You keep your mind and memories, but you're otherwise locked to your "body mod" for the duration of the scenario.

In order to complete the scenario, you must get to Origin Isle at the same time as or before the Research Commission does and defeat the Old Everwyrm. No waiting for the hunters to do the dirty work; you gotta have a majority stake in defeating it. However, you'll have the benefits of being a variant on your side.

If you're a Nergigante, then you'll simply begin strong and fast, though with battle experience and nourishment your spikes will harden and turn metallic, then capable of piercing the protections of the Old Everwyrm. Your senses will be attuned to rich sources of bioenergy across the continent, and the stronger the foes you consume, the faster you'll grow in power.

If you're a Velkhana, then your icy breath will already be capable of chipping away at the Old Everwyrm, but even a single blow from it will be able to cripple or kill you unless you can corral enough Legiana

specimens into following you and wearing it down as you track and chase it around the New World. Your ability to command the flock grows over time and will grow faster in more dangerous encounters.

Upon completion, the elder dragon form you used during the scenario will be received as an alt-form. If you were Velkhana, you may keep up to six Legiana and one Shrieking Legiana as loyal pets/followers.

Fade to Black

The legend of Fatalis has been passed down from generation to generation. It is said that one day, the Black Dragon will return to bring desolation to humanity. The name of the beast comes from legends told after it destroyed the kingdom of Schrade, originally referring to the event; a “war of fate”, or “fatalis”.

This world now has one more legend. To complete this scenario, you must be the one to end the human race. Kill them all, or ensure that the cessation of their species is imminent by the time the jump ends. If you do, you’ll receive a free World-tier monster alt-form with an additional +500 EP usable on its build. Will you forsake all of humanity for absolute, unrivaled primal power?

The Golden Fleece

For this scenario, one day scouts will locate a lone Kulve Taroth wandering the Wildspire Waste. After hunting it and sending word to the Old World, a missive from the Guild will return, with orders from high up to slay as many wandering Kulve Taroth as possible, as an ecological disaster may occur if the species is allowed to leave the Everstream.

Sure enough, other Kulve Taroths will start popping up around the New World around this time, even in distant places like the Hoarfrost Reach! For the next six months, the Commission will take on siege after siege to take down the golden dragons as fast as possible, as, truth be told, they're causing all kinds of disruption in ecosystems across the continent. As the orders were sent from the highest office of the Guild, and the Commission will pour itself into the task fully.

A few Commission members like the Handler and the Excitable A-Lister will have doubts about all this. Curious as to why so many of these elusive, powerful elder dragons are fleeing the caverns they call home, they surreptitiously organize a hunting party (you included, assuming you're not a monster) to delve into the Caverns of El Dorado and find out why.

That's when you run into a Harudomerugu, a powerful six-winged elder dragon that holds dominion over vast quantities of mercury-like liquid metal that it can fling at foes or draw up in a protective veil about itself. The creature was never before seen in the New World, yet here one was - wandering the tunnels. After a harrowing battle, the group convenes to discuss, hypothesizing that perhaps the silver dragon had found its way into the tunnels somehow and chased the Kulve Taroths out of the Everstream and across the New World. The group will return to Astera to test the hypothesis that Kulve Taroths will stop coming.

But they will keep showing up, and after an extremely violent individual with broken horns makes a harrowing appearance right outside Astera, the group will decide to investigate the Everstream once more, using different entry points between two parties - the Great Ravine and the Rotten Vale. Even stranger, each of these entryways will be occupied by a different foreign elder dragon.

Trawling the length of the Great Ravine is the turtle-like Tartaronis, that can fire floods of sand as projectiles from its jaw, even creating sand tornadoes in the same fashion. The giant can not only burrow through the earth and glide across the ground, but it can even float in the sky with its mysterious powers. Lurking in the depths of the Rotten Vale is Morudomunto, a shaggy Magala-esque grey elder dragon with the ability to produce a blue sludge-like substance that can crystallize into spikes when splattered across the terrain. The species was only known to live in icy climes, making it unusual that it was in the Vale.

Regardless, defeating the two and mapping out the underground within will reveal more about what's going on - throughout the Everstream across the New World, elder dragons, each of a different species, are seemingly springing up from nowhere. This caused the native Kulve Taroth to flee, unused to such unpredictable beasts of great power showing up in their homes.

With this in mind, you can make a final trip, to delve deeper into the Everstream than ever before and find the source of these elder dragons, and after defeating elder dragon after elder dragon beneath the earth, you will find it - a massive, iridescent Kulve Taroth, nearly three times the length of an average one. It will be extremely aggressive, and in the throes of its rage, when one of its shining fangs is knocked from its

maw, the fang will detonate in multicolored light and a fully-grown elder dragon will appear in its place.

This Kulve Taroth is a member of an extremely rare subspecies capable of birthing whole elder dragons from its streamstone-like teeth. Normally, it would be content to live in the depths of the Everstream, but its nest was destroyed by Shara Ishvalda and, believing all of its precious eggs to be gone, it flew into a frothing rage, losing teeth all over and filling the Everstream with elder dragons.

Complete the scenario by slaying the unique Kulve Taroth or by otherwise stopping the ecological calamity. You will be able to locate the remains of the Mother Goddess's nest relatively nearby.

Within the nest's ruins can be found one last egg. Another unique Kulve Taroth can be hatched from it, and though reaching the size and power of its parent will take centuries, a tooth from it soon after birth (which naturally falls out every so often) will produce a fully-grown elder dragon five days after being planted in the earth. You also receive a special prism-like stone that continually regrows itself, whose splinters can be planted in the earth to identical effect.

Memories of the Sea God

A Shagaru Magala was recently spotted moving from the Old World to the New World, unusual as the species had never been recorded to partake in the Elder Crossings before. Knowing the danger it poses for the New World, the Commission set out to intercept the elder dragon just off the Ancient Forest's coastline.

On the dawn of the mission, something will seem off about the seas, having colorful blooms of microorganisms and never-before-seen kelp masses swarming beneath the sea surface. A colorful menagerie, it was nonetheless disregarded for the shining threat that appeared over the horizon.

After a pitched battle with the Shagaru Magala involving the Fleet ships and its most skilled hunters that ends in the dragon being roped down and pinned onto the largest ship's deck for execution, suddenly the ships will find themselves tilting precariously as a vibrant water vortex turns the very sea concave, the algae all beginning to glow brighter until they outshine the sun.

Rising from the center of the vortex will be a Namielle unlike the one faced in the Coral Highlands; a vibrant, immense creature with the strength to drag an entire galleon into the depths and the same being who killed the very Kushala Daora that the First Fleet had chased across the seas. The Shagaru Magala will break free from its bindings in mad desperation only to be entranced by the massive Namielle's light, allowing itself to be enclosed and dragged underwater by the far larger creature as the vortex snaps shut.

The Gajalaka tribe of the Ancient Forest has one name for this monster - 'Atua, Father of the Waves' - one whom they revere as a deity of the sea, and who has been master of the New World waters for as long as the Gajalaka have existed as a people, and likely longer. Whenever it awakens, the sea kelp and bacteria bloom and flush across the entire length of the New World's coastline, as if to greet this godly being's presence with all the beauty they can muster. The Commission will dub this monster 'Seafather Namielle' and close the file for the time being, since the tribe claims that it's only ever active on the surface once in a few generations.

Yet, several weeks will go by during which the Seafather will appear time and time again on the New World coast, sometimes killing large monsters and dragging their bodies into the depths; each time this happens, a bloom of colorful bacteria and algae will coat the local waters. This is apparently very unusual according to the Gajalaka, as stories in the past always told of emergence being rare, and never successive. Worse, whenever personnel are present, some of them find themselves entranced by the patterning of the Seafather, unable to move from the spot. It is fortunate that humans are not on its list of prey items, at least, for the Seafather seemed to ignore them in favor of larger prey, which would not struggle even when electrocuted and dragged under the waves.

An investigation will subsequently open up on the Seafather's unusual behavior. Monsters in coastal regions will be very agitated as a result of the Seafather's looming presence, and there will be no shortage of work to do, not to mention the Seafather's appearances themselves.

When all roads lead to the sea, the investigation will hit a brick wall, and the Commander will send word for assistance from across the pond. Two weeks later, a hunter from a far-off backwater island village will arrive, accompanied with a little Gajalaka-like green humanoid referring to itself as 'Cha-Cha'. Legendary in

the Gumild for having defeated both a mighty Lagiacrus as well as a great sea dragon all by themselves, this hunter has experience hunting upon and beneath the waves, and will teach several brave volunteers the ways of the sea hunter to continue the investigation into the mystery of this Namielle.

Soon enough, the Commission will begin to explore the numerous oceanic habitats in the waters off of the New World, from the Vast Sands, to the Glowkelp Forest, to the Crimson Reef, all the way until finding the incredibly dangerous and inaccessible Sepulchral Trench below - the crushing pressure will prevent progress there, for now. Not all species will be ambivalent to the strange little humans showing up.

The Seafather will be seen hunting the fauna in the various upper sea biomes from time to time, but will never settle down - always returning with its (sometimes still-living) quarry to the Sepulchral Trench. More agitated here than it was on the surface, it will openly engage the hunters it sees, resulting in several injuries before the Commission can gather resources for a full counteroffensive in the Glowkelp Forest.

With its mastery of the wave currents, the Seafather is a far deadlier combatant than any landlocked Namielle. It can manipulate the water around kelp to cause the very forest to come alive and lash out at or bind hunters, and its entrancing lights make even facing it a challenge for the simple-minded. Indeed, the plant life in the sea has seemingly adapted to become aware when the Seafather is nearby, acting to shield it in exchange for the nutrition-dense ‘dust’ it lets off when swimming - akin to a living whale fall. If you can successfully hold the line until the Commission can launch a Torpedonator (the latest in Guild technology) to inflict a grievous injury to it, the Seafather will retreat, though noticeably more sluggishly, to the Sepulchral Trench.

At this time, depth-resistant gear can be acquired by materials left by the Seafather as well as parts from a nearby population of newly-hatched Gobul, a species whose much more powerful adult forms are capable of traversing the crushing oceanic depths. After acquiring the right technology and materials, the Sepulchral Trench will be open to explore. This region is extremely unpredictable and dangerous - in addition to unknown, powerful species is the crushing isolation and darkness. And in one of the trench’s deepest caves that’s filled with countless bones of all kinds of species, you will find the Seafather in its lair - as well as a shocking find.

In a large chamber, there was not one, but two Namielles, the new one even larger than the Seafather. Of a dimmer hue and with dark, pestilent gashmarks covering its body, the larger one seems to be in significantly worse condition. Huddled nearby are their young, mewling at the sudden arrival of intruders. The Seafather will rise to its feet, prepared to fight to the death for its mate’s - and its childrens’ - survival.

It turns out, the Seafather is one of a rare species of Namielle at home in the abyssal trenches near the New World. Used to living in the depths and occasionally preying on sealife in the upper regions, recently its mate was greatly injured in a battle with another depth-dwelling monster, with its injuries preventing it from moving or hunting effectively, so the Seafather began to hunt bioenergy-rich organisms to replenish its mate as well as feed their newborns, all of whom had been wasting away in their lair. Unfortunately, easy local prey were soon exhausted and the Seafather was forced to find food elsewhere. Facing stiff competition from Ceadeus in the open waters and Nakarkos lurking in the oceanic caves, the Seafather sought food as well as a potential new lair on the nearby land mass. Hence, its frequent appearances in the New World.

In order to complete the scenario, one way or another you must bring peace to the shores of the New

World, whether by killing the Seafather, by treating and restoring its mate, or by some other means. You may choose to receive two additional rewards, chosen from the following options:

- A deep sense of familiarity and kinship for sea habitats and sea life in this and all other worlds.
- Five free copies of Corner of the New World, except they can additionally choose from among the locales mentioned above. By default, the Crimson Reef and Glowkelp Forest will each come with a small section of coastal Ancient Forest land.
- A guaranteed shot at bringing along the Moga Village hunter and Cha-Cha as companions.
- A copy of Home in the New World keyed toward any village present in a Monster Hunter game.
- +200 EP for use on one build, either from the background or the alt-form purchase.

The Scarlet Emperor

Buried deep in the earth on the edge of the mantle somewhere beneath the Old World, a Xeno'jiiva cocoon germinates. In less than a year starting from when you first hear of strange things happening across the pond, it will give birth to a being without equal.

Already its psychic signals have enveloped the entire Old World and, disturbingly, will begin to affect even people, not just monsters. Countless beasts will be driven mad with rage, dead-set on either slaughtering each other mindlessly or burrowing into the earth before starving to death; either way, their nutrients will nourish the cocoon, as Everstream-like tendrils of volcanic bioenergy channels have spread throughout the Old World's crust like roots from below.

Only weaker specimens will display these traits at first, but eventually the elder dragons will also fall beneath the Emperor's sway. As for humans and other sentient folk, the longer and the closer one lingers to the source, the more their mind is warped to accommodate for, and then to solely consist of, an obsession with digging into the earth, unknowingly trying to release the god germinating within.

Eventually, the bioenergy channels will broach the surface and fire will explode all around the Old World, absorbing the organisms lost to the spreading madness. This will mark the last week until the Emperor's birth, but these fiery leylines will spring up in rough concentric rings around the spot where it will arise, so locating it will be assured by then, assuming you can resist the mental fog imposed by its proximity.

You must travel downward, into the planet's crust all the way to the edge of the roiling mantle, facing insane mutated, magmatic monsters that had burrowed down and died but whose corpses were reanimated (and in some cases melded together) as a result of the energy leaking from the channels. At the deepest reaches, you shall find the fiery chasm where the cocoon lies, and upon your arrival, it will hatch - hopefully prematurely, for the longer you wait, the stronger the being will emerge.

Bright and beatific, the creature that unfurls itself from its venusian cocoon will be incomparable in raw power to the Xeno'jiiva faced by the Sapphire Star. A scarlet, sun-bright light envelops its form, releasing enough heat to melt the surrounding rock, to say nothing of its energy blasts, which at their core will be millions of degrees. Just from standing in its presence, your thoughts and senses will be under constant psychic pressure, and its reverberant cries will call other subterranean horrors to its aid, imparting in them fractions of its immeasurable power to turn them into its thralls.

It will have already determined its course - to burn its way up through the earth and wreak havoc across the planet's surface. To succeed, you must stop this creature before it can lay waste to the entire world.

Upon completion, you may choose to receive one additional reward, chosen from the following options:

- Extremely high resistance to the negative influence of psionic, neurological, and eldritch sources.
- An enhanced copy of Home in the New World keyed toward any city present in a Monster Hunter game (i.e. Dundorma), encompassing the entirety of the city plus the surrounding five miles.
- +400 EP for use on one build, either from the background or the alt-form purchase.

Coming Down Like Precipitation

The reports were unbelievable, but the sight was undeniable. One night over Astera and Seliana, a new, bright crimson moon became visible in the stars over the New World. As if jealous of its mythos, this mysterious celestial object blotted out the Sapphire Star, the radiance of the Commission's guiding light no longer visible beneath this mysterious cosmic intruder.

Not long after, the Analytics Director will come to a startling and unsettling conclusion. The mysterious object in space was indeed a physical object, massive in size - smaller than the moon, but comparable to the Old World's greatest peak, Heaven's Mount, in width. And, ah, he and his team will sheepishly admit to the Commission as a whole that, er, well…

This new moon is moving closer to earth with every passing night. At this rate, it'll blot out the sky and crash into the planet within, er, three months. *Maybe* four. If Zorah Magdaros exploding in the heart of the Everstream would have destroyed the continent, then this event would, according to his calculations, create such cataclysmic seismic activity and debris that 99.7% of planetary life would end.

…It is said that there is an elder dragon to represent each force of nature, and that by reconciling with these forces, humanity finds its place in this world. Living earthquakes, volcanoes incarnate, and hurricanes given flesh have all been quelled by the hunter's hand. But all such things are still earthly in nature, and there has never been a hunter who has strode into the heavens and slain the moon. As such, in the wake of this portent, the mood which pervades Astera and Seliana is nothing but bleak despair.

In the meantime, monsters around the New World will begin showing supernatural abilities - healing rapidly from all but the most lethal of wounds, vanishing and appearing out of thin air, erupting with foreign energies beyond the elements of this world, transforming into entirely different creatures… it goes on, but research becomes extremely dangerous as the New World is transformed into something else entirely.

When a Behemoth at last reappears, it will be clear where this comes from. All these phenomena - even the properties shown by the descending moon - share the same energetic base, and are likely from the world of Eorzea. But this time, no moogles are around to help.

After a full month of solemn, near-hopeless deliberation - or less, if the Commission can somehow be roused by a strong enough lead, Astera will be visited by First Wyverians with a cryptic message.

"To conquer that which defies nature, tearing itself from the heavens, one must awaken the keepers of the celestial and earthly domains. In doing so, nature must overcome itself."

Here is where the scenario diverges as prospective jumpers choose where to focus their efforts:

<u>Search for the Keeper of the Celestial Domains</u>
"The keepers, huh?" The unprecedented visit stirs memories from the Excitable A-Lister, who writes home to a purveyor of folktales and the elder dragons: a mustached wyverian Guildmaster from Dundorma, on the potential holders of such lofty titles, that the world might not end.

He'll get a jovial letter in response, in good humor despite the times, chock-full of tales and leads - all indicating, as the letter points out, that the keeper of the celestial domain is almost assuredly a monster, and one of the Old World: Dalamadur, known only to appear upon the Heaven's Mount at certain celestial cycles. It will take a massive joint effort from all the nations of the Old World as soon as possible to locate this creature - and someone will have to take up the mantle to travel and rouse the disparate peoples of the Old World to seek one-half of the key to stopping the world's end.

Unfortunately, the peoples of the Old World will soon become intimately familiar with the beast, as Dalamadur after Dalamadur will be sighted emerging all across the continent to obliterate entire cities only to vanish after wrecking 'enough' damage before hunters can mobilize and unify. It'll soon be clear none of these are the physical creature, and are mere constructions of mysterious matter that vanish into mist. Should no great leaders emerge to hold the reins of such an effort, finding the true beast alone would take three full months as paranoia and grief grips the people.

Upon at last tracing one's movements and pinning it down in the very peak of the Heaven's Mount, the Dalamadur will be even larger than the sightings, and its body will thrum with celestial energy - a cosmic fire that lets it vanish and reappear at will, and its crystalline light allows it to refract its body and manifest reflections of itself that sprout from its main body, becoming hydra-like. When its maws open as one, the sea of glimmering azure flames that comes out rivals - or even exceeds - that of Fatalis in sheer scale.

The mysterious, unknown power that has always been known to be held within Dalamadur is the ability to call down mysterious cosmic comets with elements not present on this world, but the scale of this being's power is beyond that - in fact, it seems to be the monster responsible for pulling the moon down to earth. If its might were quelled, the moon may stop its ceaseless descent, and the world may be saved.

<u>Search for the Keeper of the Earthly Domains</u>
Thankfully, with the Commission's new knowledge on the Old Everwyrm, who can reshape continents and give birth to landmasses by its own power, it becomes apparent that the keeper of the earthly domains is one such monster. The problem is that the only known specimen has been slain. Shara Ishvalda, it turns out, is native to the massive and unexplored depths of the underground world, far from the prying eyes and tools of the Guild. But one day, halfway through the Dalamadur expedition effort, a moogle will appear before the Commission, claiming to have at last found an Aetheryte Crystal which disappeared from Eorza, much like the one that slipped into this world many months before.

"Yes, I've found it, in the grasp of the very earth itself! It's down below, very far below, kupo!"

It soon becomes clear that this moogle refers to a slumbering Shara Ishvalda somewhere beneath the New World in a location deeper than even the Everstream, which had somehow integrated an Aetheryte Crystal into its carapace, which had come here the last time portals opened up between Eorzea and this world. The moogle also mentions that the above moon's name is "Dalamud," and that its color is normally white, not red. And also that it normally doesn't fall to the earth, but that's pretty clear. In any case, it seems that just by the power emitted when it's sleeping, this Old Everwyrm's keeping the moon in this world rather than Eorzea, and so the hunter finds a goal.

The impending expedition into the unknown deep will be taken by the Commission. But this strange new realm of darkness, bioluminescence, unknown species, and constant subterranean earthquakes, is exceedingly dangerous: only the strongest hunters can survive, and even a "Sapphire Star" cannot alone

find the slumbering Everwyrm. It will be necessary to navigate entire massive underground forests the size of small countries, networks of labyrinthine lava tunnels, and even subterranean oceans. All full of not merely strong species, but magical ones due to the slumbering Everwyrm's influence. The stronger your expeditionary force, the faster you'll move, but do not expect support from above, or the thought of retreat. You don't have the time, for the trek would take three months for the Commission's best hunters without significant additional support or guidance.

Far more powerful than it would otherwise be, the Old Everwyrm has imbued incredible aetheric power into its vibratory powers, shredding right through even the strongest defenses which aren't bolstered by huge amounts of magic, and it can see perfectly through all illusions and obstructions. Its encased form will be awash in crystalline matter that resonates at such frequencies to muffle all sound (except the repetitive, throbbing droning that results from its powers) in a half-mile radius of itself. Furthermore, its power to rip the air and churn bioenergy itself has translated into the ability to tear portals to Eorzea, having caused magic, monsters, and even the new moon to appear. As such, quelling it will surely save the world by returning these apparitions to Eorzea.

To succeed in this scenario, you must end the moonfall by any means necessary. By the way, good news if you didn't manage to stop the moon from entering the atmosphere and nearing the surface: It won't actually hit the earth! The bad news is that it'll explode and release what's imprisoned within: an insane primal dragon-god, who will proceed to destroy the world in his madness anyways.

Upon completion, you may choose to receive one additional reward, chosen from the following options:

- +300 CP.
- +400 EP for use on one build, either from the background or the alt-form purchase.

The Legend-Studded Black Dragon

Your entry into this world has caused… a leak. Interdimensional fabric is rather fragile, and with it being pincushioned so often in the last few years by various visitors from other worlds, your (frankly clumsy) entry has finally torn through the veil, or perhaps your Benefactor had cut holes here and there.

Regardless, interdimensional energy normally held at bay from this world is now slowly leaking into the New World at various locations, causing monsters to undergo mutations incomparable to those caused by the Old Everwyrm, going mad, and attaining powers and abilities from jumps you've visited in the past. On the bright side, encounters with anomalous specimens might help you locate various tears, and you can destroy one fairly easily once you've found it. But additional veil-tears will continue to appear as long as there exists even one in the New World, and if the veil-tears aren't fully removed by five years (a titanic task, since there are a lot), then you'll start to see beings and locations from other jumps being transplanted into parts of the New World through the remaining veil-tears, Third Energy Incident-style.

The greatest of foes you will face is the emergence of a previously hidden Jiiva specimen that happened to be near the largest of the veil-tears when you arrived, and that subsequently absorbed such a massive amount of interdimensional energy that it has attained something close to sentience, a growing drive to kill all extradimensional invaders (i.e. you), and power beyond anything you've faced before: it is able to perfectly replicate any technique or ability used by a direct opponent of yours in all previous jumps. Its black scales have hardened even further to the point where your standard attacks simply bounce off of its hide as they are, and it can draw upon the nigh-infinite energy of interplanar space to heal its injuries as long as any veil-tears exist in the same dimension; its healing looks like spidering prismatic energy "fracturing" the air around it. When brought to the edge of defeat, it will gain a new, empowered Sapphire of the Emperor (better called "Diamond of the Emperor" for its pure white hue) that begins half a kilometer wide, but expands in radius by half (multiplicatively) each time it is used. Its presence causes light to diminish to darkness, while constellation patterns speckle its entire form and shine like quasars.

Its brilliance comes at a terrible cost: whenever the Exo'jiiva calls upon any powers from other worlds or heals its wounds through interdimensional energy, not only does reality fray even further, but its madness increases, and its rage against you (and your companions) in particular does as well. At the start of the jump, it is merely a strong and unusually fast-healing Safi'jiiva, but as time goes on and it calls upon its powers, it grows unpredictable and dangerous to the point where should you face it in the tenth year of your jump, nothing short of utter annihilation could cease its reality-collapsing crusade of violence, and the last ten years would have irreparably changed the entire planet.

In order to succeed in this scenario, you must seal all the veil tears and neutralize the Exo'jiiva by the end of your time here. If any veil-tears remain, you Chain-Fail. If the Exo'jiiva remains, you do not Chain-Fail, but now you have to watch out for an insane interdimensional dragon chasing after you in future jumps (it'll "fly" through interdimensional space, so you have 1d8 years until it arrives in a jump).

Star of the Void (Spark Scenario)

The very moment you enter this world, an Alatreon will be infested with energies from every jump you've ever visited and possibly several you haven't even seen - and, furious at its constant agony, it'll be coming to pound your world-hopping ass into the platonic ideal of dust.

The insane biology of the Alatreon that has allowed it to generate, manipulate, and convert multiple types of contradictory energies has ensured this infusion has still been beneficial for itself. Any form of energy or phenomenon from any world you've touched is fair game - and so, while it may have been a living cataclysm before, now it may as well be the true embodiment of 'Destruction'.

A roiling aurora permanently cloaks its twisted, horrific form - a good thing, for mortal eyes would boil from just a glance at its true shape. It can draw its wings about itself to slice through and displace incoming attacks and attackers throughout time and space. Distortions in reality follow wherever it passes, and a single explosive release of its Judgement would inflict calamity across all of creation, the collateral damage shattering a thousand other timelines. Even an almighty creator would be mere dust in the wind before its infinite glory.

To make things worse, it can draw upon powers from your old friends and foes brought up to its insane potency, and acts as though having the experience of having fought and observed you time and time again.

If pushed to its limits, it will start to collapse entire dimensions to use as ammunition or ambush you yesterday and last week, so watch out for that. It might even twist the very concepts of mathematics or mortality so that landing a single killing blow on you will eat up three or more of your 1-Ups. Again, all of its abilities, even mundane ones like fire breathing, will be buffed up to a similar playing field as its 'absolute' powers.

As long as it rages, unstable rifts in spacetime will keep opening up in this reality, spitting out Gog-knows-what into this world… creatures, vehicles, cities, even mountains, planets, continuums, and worse, as time goes on.

The one consolation is that, while it has the full experience and memories of your enemies and nemeses within its psyche - some may even call it their souls - it also has within it similar shreds of your old allies, friends, perhaps even lovers… whom you left behind. Now tortured by a veritable eternity of darkness and madness, with naught but draconic instinct and legions of screaming voices to keep them company, none of them could be called 'conscious' within the elemental chaos… but hey, you're a jumper. I'm sure you'll figure something out.

Facing this being won't be easy, but should you manage to put an end to its warpath, you will be rewarded with an Empyreal Dragonsphire… a legendary jewel that, when held, means you are FINISHED.

…which, in other words, means you'll get your Spark.