MONSTER HUNTER WORLD ICEBORNE™

The mystery of the Elder Crossing is all but over. Elder dragons have always crossed the sea to the New World every one hundred years so they may lay themselves to rest within the Rotten Vale, their bioenergy fueling the cycle of life across the continent, carried through its veins - the Everstream. The recent increase in migrations seems to have been the meddling of a powerful nascent being identified as xeno'jiiva, luring large numbers of other elder dragons to perish directly in the Everstream, overcharging it with bioenergy and feeding it with the strength of these living natural disasters. Yet, the energetic Research Commission persists in the New World to keep discovering and documenting.

It has now been nearly a year after the formal classification of the mysterious elder dragon xeno'jiiva. Either one week before or after your arrival (your choice), legiana will start to be sighted moving over the Great Ravine and the Ancient Forest, and not long after the Commission will pursue them across the sea to discover a previously unknown part of the New World: a north-western landmass of ice, snow, and wholly new species of monsters not encountered before. Witnessed alongside the legiana will be a mysterious wailing song, and an elder dragon previously thought to be a mere myth - the regal and icy velkhana. A new tale unfolds, and the light is passed down. You will spend ten years in this world.

+1000 CP

Location

Roll 1d8. If you'd like to change, you can pay 50 CP to choose any location, even one not listed here.

1. Astera/Mobile Research Base: You may start in either Astera or at the Mobile Research Base.

Fresh off of the last investigation and hot on the trail of another, Astera's handler department has been recently swept up in unusual legiana sightings and tracks in biomes that the Wind Drifting Wyverns are not native to: the humid, muggy Ancient Forest and the hot, dry Wildspire Waste.

The Third Fleet is intrigued as well, having noticed the departure of numerous legianas from the Coral Highlands, sometimes accompanied with a keening song, of sorts.

2. The Ancient Forest/The Wildspire Waste: You may start in either the Ancient Forest or the Wildspire Waste.

Legiana have been spotted passing over these humid and warm climes, getting into fights with diablos and rathalos and generally making a mess of things. Sometimes, a wailing song thrums through the regions for a minute or two before departing, shaking the earth and sometimes taking down a wildspire or some trees. Parts of the Waste are marked as hazardous due to the ground being unstable and loose, like quicksand.

3. The Coral Highlands/The Rotten Vale: You may start in either the Coral Highlands or the Rotten Vale.

The Highlands have seen a recent era of pink rathian dominance, seemingly filling the void left by the mysterious legiana exodus.

Yet the Rotten Vale is becoming more dangerous recently. Not a week goes by without a terrible wailing heard throughout the lower regions, and the upper regions have seen fewer legiana corpses dropping in as of late, driving some top dwelling species further down in search of food and causing large monsters such as odogaron and radobaan to become antsier and unpredictable in their hunger.

4. The Elder's Recess/The Everstream: You may start in either the Elder's Recess or within the earth near one of the lava-ways that make up the Everstream, such as the Caverns of El Dorado.

The crystal structures in the violent, unforgiving Elder's Recess have not lost their luminosity, even though the monster that lay within perished some months ago. Interestingly, the Elder's Recess seems the most unaffected by recent events, still the brutal, otherworldly demesne it was before, though there hasn't been a nergigante sighting in a month and a half by now.

If you begin in the Everstream, the first sensation you feel is a rumbling all around you, and through the dust and soot, you barely make out a great dark shape in the far distance, moving with unnerving speed through the earthen passageways and out of sight. If you move carefully, you'll be able to locate a small causeway to emerge into the Great Ravine or its adjacent locales.

5. Seliana: Ah, Seliana. Just as Astera was named for the stars that guided the Research Commission across the sea and drove it ever onward, Seliana was named for… well, the Commander didn't actually say. Regardless, this cozy little spot in the frozen subcontinent is home to the vanguard of the Commission: its leadership, and most of the Fifth Fleet. At the start of the investigation, it's not the most developed settlement, but it's not long before supply lines are established and the place starts to truly feel alive.

If you choose to start before the story begins, then you'll arrive in a particularly cozy clearing in the wintry forest of the Hoarfrost Reach, as a small tribe of boaboa are hunting a beotodus nearby.

6. The Hoarfrost Reach: The Hoarfrost Reach is a desolate, yet thriving, sprawl of boreal forest, sheer cliffs, icy caves, frozen mountaintops, subterranean tunnels, and hot springs. It is here where much of the new investigation takes place, and where the Lone Star, the first-ever explorer to reach the New World, came to rest fifty years ago, following the song of something they dubbed 'The Old Everwyrm'. As it has just been rediscovered, it has an untouched trove of secrets that lay in wait for the determined and enterprising.

7. The Guiding Lands: To the northeast of the New World is an island unlike any other place on the continent. An ever-shifting mish-mash of biomes and ecologies interweaved into each other and nestled between barren chasms and rock formations, the Guiding Lands won't see the Commission for at least a few months, when the song of the Old Everwyrm has ended and a ruiner nergigante guides the Commission here.

While the Elder's Recess might be considered the Heart of the New World due to its central location and status as an Everstream nexus, this place can be described as the Soul of the New World, home to the fittest specimens of nearly all its species. The Guiding Lands are home to constant, brutal monster turf conflicts that, coupled with the plentiful bioenergy surging through the habited regions, result in the most powerful monsters in the New World. Beware the uninhabited regions.

8. Your Choice: Choose any location in the New World to begin your journey, even one not described here.

Origin

Pick one! Any origin can be taken as a drop-in for the discounts and freebies but none of the history.

Hunter: The stars of the show, hunters engage monsters in the wild, escort supply caravans, and secure sites for researchers to safely perform their duties. You are a trained hunter of the Research Commission who participated in the Elder Crossing investigation or were sent in as part of a new initiative to broaden the Commission's reach in the New World, the original investigation seemingly having concluded.

Palico: The lynians who choose to share in the work of the hunters are given the title of palico, receiving specialized training in combat, reconnaissance, and research. These tireless felynes are central in the field and the base for their handiwork, dedication, and sheer grit. Most possess auxiliary skills, such as cuisine, resource gathering, or acting as a translator for the native grimalkyne population.

Industrialist: The unspoken heroes of the Commission, industrialists work with materials to ensure that hunters can actually fight the monsters, researchers get the equipment they need, and the headquarters stay fortified and powered. With new fuel sources and species emerging en masse, smiths and engineers have more jobs than ever, and craftsmanship is revving up into full-on industry.

Scholar: Sure, hunting and hammering are just dandy, but without the scholars to compile data, where's the order? The meaning? Scholars gather specimens and data in all fields; biology, botany, endemic life, materials analysis, etc. though most have a field or region of focus they focus on.

This origin not only covers ecologists, but also handlers and logistics workers, due to their duties in recording and managing information.

Lone Star: You've got a spark of wanderlust burning within your soul. Hardy and good at getting to where you need to be, you're always on the move. It was people just like you who spearheaded the First Fleet and even predated it, striding into the unknown for the sake of progress, the joy of discovery, or simply to fill some longing in their soul.

This doesn't stop you from being sociable, even inspirational when the need arises; in fact, it could even be said that you light the way.

Commander: Whether you're an up-and-coming leader or a veteran commander called in from the Old World, you're one of the decision-makers. When the earth rumbles, the skies turn blood red, and the elder dragons knock at the gates, by your word and will, the Commission's personnel, strategies, and armaments will be unleashed.

Monster (Free to 600 CP): The real stars of the show, monsters are diverse, filling every ecological niche imaginable in this world. You'll become an existing monster or one of your own design with the *Iceborne Monster Creator Supplement*. You can start in your lair, rather than the rolled starting location, if you'd like.

Base-tier (Free)
Monsters in this tier are fully capable of injuring and killing careless hunters… but they hold a very low niche in each locale or are simply prey for larger beasts. One trophic level above "Aptonoth". …maybe two.

Examples: Great Jagras, Kulu-Ya-Ku, Pukei-Pukei, Tzitzi-Ya-Ku, Dodogama, Great Girros





Keystone-tier (100 CP)
Monsters in this tier are far more powerful than any animal that existed in real life, which shows how crazy this world's ecosystems are that they're only the middle of the food chain. They can bully weaker, smaller organisms or bust through small trees with their strength, and often have strange powers, like pressurized air blasts or fire breath.

Examples: Anjanath, Barroth, Radobaan, Paolumu, Jyuratodus, Tobi-Kadachi, Banbaro, Beotodus

Apex-tier (200 CP)
Monsters in this tier are the top of the food chain, the absolute top dogs of their own ecosystem. Strong enough to run unhindered through trees, peel apart houses, or crush a bus like a tin can. They likely have a potent non-physical power woven into their hunting strategies, such as explosive slime mold or a rising electric aura.

Examples: Rathalos, Diablos, Zinogre, Brachydios, Uragaan, Yian Garuga, Lagiacrus





Conqueror-tier (300 CP)
Monsters in this tier are brutalists defined by their tendency to enter regions and overturn the natural order by beating up or preying on anything, from docile herbivores to even the native apexes. These creatures might even tangle with Disaster-tier monsters if they can get close enough. They can outmuscle nearly all other beasts their size, and many that are larger.

Examples: Rajang, Deviljho, Bazelgeuse, Magnamalo, Gore Magala

Disaster-tier (400 CP)
Monsters in this tier are not animals so much as natural disasters, having drastic effects on the ecosystem akin to wildfires or storms, that might nurture, kill, or relocate dozens to hundreds of monsters at once. The natural predators of such beings have an equally-significant impact on the ecosystem, and are here as such.

Examples: Velkhana, Kushala Daora, Namielle, Vaal Hazak, Nergigante, Valstrax, Shagaru Magala





Continental-tier (600 CP)
These monsters could shape the ecologies, geography, and fundamental systems by which whole land masses function… or burn it all down. Aside from overwhelming power, these monsters are often above merely stirring up tornadoes or floods, creating apocalyptic weather conditions or playing with continental or global phenomena, like how xeno'jiiva hijacked the elder crossing and shara ishvalda stirred up the everstream.

Examples: Shara Ishvalda, Oltura, Safi'jiiva, Merphistophelin, Disufiroa, Alatreon, Fatalis

Notes: The Monster origin's price depends on what species of monster you wish to become; specifically, what ecological tier they sit at. Ecological tier is based on one's role in and impact on the ecosystem, not solely correlated with personal power level (though that does factor in).

The tier system is explained in detail on the *Iceborne Monster Creator Supplement*, as are the mechanics for point budgeting. If you use the supplement with your origin, you will have the option to import an entire species into the New World as part of the same purchase, or just yourself.

If you wish to be a subspecies or variant of an existing monster, then you can just purchase the tier of the base form and get the altered abilities without having to build it in the creator, as long as it would fit in the same ecological tier. If it is an unusually strong version of an existing monster like silver rathalos or raging brachydios, then you can access that by paying as much CP as the next tier up.

Creative Mode: You can pay 1.5x CP into this origin to get an infinite budget on the supplement for creating whatever tickles your fancy, tiered purchase limits notwithstanding. It will be of the ecological tier you paid for and will be on the higher end of that tier in terms of sheer power, but won't be invincible nor able to flatten mountains with a single strike, no matter how many points you spend (Monsters with The Strength to Sink Islands bypass this rule). Monsters above its tier will still fulfill their niches; i.e. an infinite budget Apex tier monster will still flee from an elder dragon-caused storm like other monsters its level. Picking the "Base" tier in this way will cost 50 CP.

Species

Select your species here if you didn't pick the Monster origin. In all cases, choose your age and sex.

Human: By far the most populous people of this world, humans make up almost the entirety of the Commission. For every wyverian in Astera, there's at least six humans kicking around. Humans make up the entirety of the Commission's hunter taskforce, but plenty are scholars, lots are engineers, and tons fill the gaps in the machine as document handlers and logistics managers.

Humans reach physical maturity at around eighteen and live for at least sixty years after that, on average. They always keep some degree of fitness, even at advanced ages.

Lynian: Lynians are bipedal cats with a propensity for making cat-related puns known to be absolutely clawful. They aren't as strong as humans or wyverians, but are far more nimble and actually the most durable (more of a 'squishy' durable than a 'tanky' durable) of the "people" species here.

They've got a reputation for being plucky and cheerful, though in truth, lynians like any other people vary widely in disposition from morose to hot-headed and everything in between. Their patterned coats can also be of any color typical for cats or of some unusual colors like navy gray.

Lynians have a few career options; those who choose the way of the hunters are often given the title of "palico" and are usually assigned to an in-field hunter partner, or take the title of "prowler" and receive training to enter the field solo. Depending on where in the world you happen to be and how you treat each other, these partnerships can either be formal or friendly, business-like and interchangeable or a dedicated match for the whole career. Most palicoes in the New World have strong connections to their partner, but palicoes also frequently go on palico-exclusive expeditions.

There are many palicoes in the base management and upkeep workforce; lynians are primarily responsible for cooking, setting up and breaking down seasonal festivals, and maintaining housing. This results in the unfortunate assumption of many that lynians aren't destined for scholarly or ambitious roles with the highest level of command typically being a manager of other lynians.

Lynians reach maturity around the age of ten and live for at least as long as humans; the Meowscular Chef was the Admiral's palico forty years ago, and he's still going strong as the Commission's (soon to be overshadowed) head of culinary operations.

Wyverian: With hundreds of years of life to their name, wyverians simply live on a different time scale than all of the other kinds of people, a fact which sadly causes quite a few wyverian villages to seclude themselves from the rest of the world, refusing admittance to all but the most trusted of outsiders.

Anyone could identify a wyverian by their long, sharp ears, but a lesser-known fact of the species is that most of them have digitigrade legs and only four fingers; most taxonomists attribute this to sharing closer ancestry to certain wyverns than to humans or troverians. Their bodies are a bit more delicate than those of humans, but not significantly so, and are quite capable of matching them in athleticism.

In addition, wyverians range in size from the size of a human toddler to standing shoulder-to-shoulder with adult humans. It's never really explained, although the short ones tend to have elderly voices and appearances, so make of that what you will. But there's also the one millenia-old wyverian who's about twenty feet tall. No, they don't explain his immense size either.

Though most choose to hone a particular art or science (or all of them) over their lives, some wyverian hunters exist, however rare. Their long lives potentially enable them a mastery of the hunt greater than that of their human allies, though the risk of being maimed or even dying that hunters endure

daily is no small point of dissuasion for those who live for so long. What's calling you to the New World, wyverian?

Troverian: Hey, remember when these guys existed? Stockier and tougher than any of the other sentient folk, the mole-like troverians are known for their industriousness and enthusiasm. They're used to living and breathing in the underground for their whole lives, often getting lost in the heat and rhythm of their fine work. That's not to say all troverians choose to work the forge at home their whole lives, indeed their natural enthusiasm leads some to enter grand adventures across the world, led on by only their whim and their sheer determination. Where there's a will, there's a way, and where there's a way, there's a troverian. Sounds like they'd fit right in with the Research Commission? I know, right!?

You'd probably be the only troverian in the Commission, since your people are even less populous than the wyverians. Are you with one of the previous fleets, or is your arrival with the Fifth to fill a need for subterranean and geological experts in the attempt to map a path across the Great Ravine or pin down a kulve taroth's movements, perhaps?

There isn't official documentation of troverian aging processes, but in this jump they reach maturity around twenty and a full life is about one and a half centuries. They seem to physically age a bit slower than humans, still looking like children well into their teens. However, don't be fooled: their physical strength is quite superior to an average adult human's, even at that age.

Perks

General Perks

Monster Hunter Physiology (Free for this jump, 100 CP to keep post-jump): Every living thing, even a standard human of this world, runs by some basic rules that the human you probably began your journey as didn't. In the words of Geralt of Rivia, "Everything in this world eats well".

First, even mundane people are very strong, enough to carry a torso-sized iron hammer or a portable cannon as long and as wide as you - though such large implements will still be rather unwieldy and bulky for you to carry, and you'd need training to effectively use them as well. You can't really use this strength for running or jumping significantly better than what a real-life human could do, however - your power is far more concentrated in the upper body than the legs. As a monster, you're capable of breaking solid boulders half your size with a few good hits, though the quarry of this world will probably be more resistant to your attacks than such environmental features.

Creatures are also tougher in general, particularly resistant to significant injury from falling and getting their body bent in strange ways. This is because bone density and the tensile strength of living tissues are both very high, also making it hard to lose limbs aside from the tips of tails or keratinous growths like horns. As such, things that cause one to really bleed are rare. Brute impact seems to be the measuring stick of vitality in this world as things tend to get hit until they fall over, unconscious or dead.

As a humanoid, your stamina is boosted greatly to the point where jogging for minutes in full armor, swinging your man-sized weapons, and firing bullets the size of grapefruits will cause barely any fatigue or soreness to build up. You can exert yourself for hours before starting to lose focus and energy.

As a monster, you'll tire out after a few minutes of pitched combat, but you'll also have an enraged state after taking enough punishment that completely nullifies the effects of your fatigue, and you can replenish stamina by taking a moment to catch your breath - but leaving yourself open.

Basically: you're strong, you're tough, and you have very deep stamina reserves.

Familiar Footprints (50 CP or 100 CP): You can import a monster species into the history and/or ecology of this world. This species can be one you have encountered in the past or one you created using the *Iceborne Monster Creator Supplement*, at whatever ecological tier you find fitting, though you must pay 100 CP for anything Conqueror-tier or above. Species created using this perk can be woven into the ecosystems of future worlds at your discretion.

This can be purchased multiple times.

Tied at the Hip (100 CP): An individual, faction, or species with a strong, recurring connection to you will start showing up more often, and at more convenient times. This can be a species of monster that saved you from death as a child, or an individual that you've run into enough times to the point where you feel a rivalry, for example. If the relationship isn't friendly, you will at least get the chance to share their presence without fighting tooth and nail, before you two go your separate ways again.

This perk also has the peculiar ability to let your "other half" now encounter you in places where they have very little business being - seeing another of the same species again across an ocean, even if the species has no wings or method of swimming great distances, for example. This perk can even create encounters in future jumps, although whether this is a similar, but not identical species, creature, or person, or if it is the result of an alternate timeline or dimensional vortex, is up to you.

This guarantees short-lived, perhaps coincidental encounters, not long-lasting bonds. It does, however, afford you the opportunity to make friends should you put the time and effort in.

This perk can be purchased multiple times, choosing one species, faction, or individual each time.

Succession of Light (200 CP): Hunting, researching, exploring, smithing, languages, courtroom etiquette… Whatever it is, if you know how to do it, and you've been doing it for a while, you're really good at passing it onto those who seek to learn from you and carry your cause forward. Your ability to apply previously-acquired knowledge in any discipline is enhanced as is your ability to teach it to others, greatly enhanced to those who share a faction or cause with you, and made even better for any individuals you personally take on as apprentices, or "Successors".

Your Successors will get the unique benefit of fully understanding whatever experiences you would like to share that shaped your skills and the context for why you know what you do, or are the way that you are. Whether this takes the form of "living" your experiences (like in The Giver) or just getting it, is up to you. You can have as many Successors as those who genuinely look up to and desire to learn from you for at least two years.

Ready For One More Quest? (200 CP): It's just one big continent-threatening disaster after another, isn't it? Such is the life for an organization whose founding purpose was to pursue living natural disasters to the very ends of the earth. In case this kind of constant action is your thing, this perk will cause the world to always present new opportunities for adventure - the exciting, dangerous kind, that is. If you don't take up the call when it comes, it may or may not turn out poorly for a lot of people. You won't have to worry about new leads popping up while in the middle of another conflict, though - it's most frequent during times of idyl.

On the plus side, this series of disaster after disaster doesn't seem to have an effect on the longevity or resource strain of the setting's wild populations, so don't worry about all these monsters dying and going haywire compromising and collapsing the ecosystem, it'll sort itself out as long as you put work into it. This is no insurance against, for example, a lich's plan to turn the whole world undead or a star-eating cosmic horror or something like that, but at least if you're gonna be hunting monsters you don't have to worry about dramatic ramifications. This perk can be selectively turned off to stop new leads from appearing, in case you want to take a rest from all the action.

Origin Perks

Perks appropriate to your origin are discounted: 50% off for options above 100 CP, free if 100 CP or lower.

Hunter Perks

New World Style (100 CP): You're a crack-hunter of the Commission, familiar with every weapon style and decent at a few among them, with the know-how to face common monster threats and to craft any consumables you might need to face the trials ahead. This isn't Sapphire Star-levels of "built differently", but you'll definitely be pulling your own weight. You're also skilled with the use of the slinger and clutch claw, integrating both into your fighting styles efficiently and fluidly. If you weren't before, you're strong enough to lift up the gigantic armaments of the hunters. Hunters also tend to be stronger than the average person in this world, though most of their effectiveness comes from their skill and knowledge.

Also, your experience with monster combat allows you to overcome all primal fear when facing down beasts a hundred times your size, affording you the ability to coolly analyze the situation and act. Your subsequent memories will be immune to adrenaline-infused exaggeration or distortion.

Evasive (100 CP): Can't hunt a monster if the first thing you do is get hit by a fireball going at sixty miles per hour. So, when the attack comes… throw yourself this way, throw yourself that way. Even the least dextrous of such evasive maneuvers can still let you slip past harm. This is known as a combat roll.

In essence, you can perform evasive maneuvers while holding even the most lopsided or heavy objects and have a sense for balance and momentum to ensure that you can come to your feet afterward.

Impressive… (200 CP): During your first encounter with any opponent, your foe will reveal something important about its strengths, tendencies, and general disposition. Whether this is through demonstration, dialogue, or a disembodied facsimile of its voice rapping about its skills, you're sure to get the 'gist' of your foe and any obvious "catches" it might have.

This doesn't for sure guarantee that you'll survive the whole encounter, but you'll definitely survive to find out what the big deal or super-move is if any, and if it's about to be used you'll have a rush of clarity and general field awareness to let you know and to help you get out of the way.

Concussive Research (200 CP): Whenever you make contact with an opponent using a weapon or ability you wield, you'll pick up small details about the effect that your efforts and equipment have on your foe.

For example, when you strike an anjanath with a fire-aligned weapon, you'll immediately get an inkling that fire weapons (and by extension fire abilities) are heavily diminished against your foe, but hit it with a water-element weapon, and you'll intuitively know that water element is effective, even if it just looks like you're hitting it as normal. This doesn't just affect your crafted gear, but anything non-physical that can be classified as a "weapon" as well: blades of magic or psychic firearms, for example, will give insight into vulnerability or resistance to particular types of supernatural powers. You'll be able to deduce the best tool to use against a given opponent in short order.

This can help you make analogous conclusions about better equipment, but for confirmation on how well something works, you'll have to experiment with your various weaponry on each foe.

Rule of Four (400 CP): As long as you're with a maximum of three other in-person allies (up to four people to a party), you'll find fortune naturally lending you a hand in your engagements. Opponents will tend not to hit you when you're down or try to crush you if they've got you in their jaws or claws; things will rarely feel unfair for you, as long as your opponents do not strictly prioritize your demise over all else.

You'll also find coincidence to be on your side before and after the fight, with your prey cornering itself by fleeing into sheer cliff faces or you happening to come across dense enough undergrowth to halt your pursuers should the battle have turned against you.

Felyne Insurance (400 CP): You'll be saved if you fall unconscious up to twice per day, where you find yourself inexplicably waking up at your nearest base or camp, dropped off by a grimalkyne pushed cart and restored to workable (but bruised) health, as long as you're not missing any pieces (like ears or legs) - those'll stay gone.

Note that in this world, you're more likely to fall unconscious when stabbed through the chest by a three-foot-long spike than to instantly die from internal ruptures, and with this perk no further harm would be done than costing a cart, organs being relatively shaken but still intact.

The Sapphire Star (600 CP): You are at the physical apex of humanity in this world, equal in fighting acumen, observational chops, and sheer grit to the Fifth Fleet's Sapphire Star. You'll be a certified expert with every weapon style available to the Guild - while most hunters can only wield one or two effectively.

Just one encounter with a new species will result in a mountain of useful fighting data for fellow hunters and future records, as you'll easily remember even the smallest details of any dangerous encounters you have. The Commission's researchers might want to hog you for this alone.

You could single-handedly keep every large monster out of a huge swathe of the Ancient Forest or battle the Old Everwyrm on equal footing with just your fighting abilities as they are now.

The Legend Defied (600 CP): The greater the legend you face, the greater your potential grows in all areas, to the point where you could have hope in defeating the One Foretold to End the World with the enough preparation and courage, although you'll never fully shake off the "underdog" mantle with this alone unless you are truly greater.

This is a power based on the perception of power and prestige that comes with it; a joke character who happens to be the most powerful being in the setting won't trigger much of anything from this perk. You must be defying a great power acknowledged as great. A good example of how this works would be how D&D deities gain power through the number of people worshiping them, from demigods who answer to thousands to greater deities revered by millions. This works similarly, but based on your foe's notoriety.

You'll also find yourself remarkably stubborn against legendary attacks that have ended things far bigger than you in the past and really should have just killed you: an otherwise-mundane hunter with just this perk and a good set of armor could bathe in the castle-melting flames of Fatalis for a full twenty seconds and be brought to the edge of unconsciousness instead of disintegrated, torn apart, or blown away. You won't even look hurt, aside from your obvious stupor and weakness in the aftermath.

Palico Perks

Cat Claw Corps (100 CP): You're skilled with all manner of palico weapons: blades, hammers, maces, boomerangs, canes, lanterns, flowers, the works. While you won't be surpassing the strength of a hunter, you'll certainly be outpacing them. You're nimble, able to float through the air as if on the moon, and when launched by a raging monster attack you'll land on your feet from all but the worst of assaults.

In addition, you're a skilled field analyzer and recorder, not quite able to match the dedication and vigor of a full-on researcher, but at least you'll certainly be a valuable set of eyes and paws in the field.

Paw-xiliary Skills (100 CP): Felynes have a lot of important transportation and resource-based roles in the Commission which might not be obvious to the casual observer: food preparation, supply coordination and logistics, airship piloting, watercraft piloting, gathering vernal, fungal, and earthen materials, etc. You're now decently skilled at one of these professions.

Further purchases of this perk cost 50 CP, regardless of whether it is discounted.

Monster Wrangler (200 CP): You're capable in the practice of allying with small monsters in the wild, with the skills to craft and use a blend of pheromone cocktails along with plain-old husbandry to make a temporary companion of any horse-sized or smaller beast (relative to yourself) in this and future jumps.

The average allied beast won't fight to the death for you, but will face down threats they would not normally face if you're by their side, even if their species is naturally hostile to you and your ilk.

This allegiance lasts for one week at a time, but can be refreshed indefinitely as long as you have access to your companion's natural environment to find the right reagents for the cocktail.

Linguistic Lynx (200 CP): The palicoes of the Commission worked hard with the Lynian Researcher to pick up the native languages of the grimalkyne tribes, and jumped off from there to make a connection with the gajalaka and boaboa tribes, who each had their own languages.

Now, you have an intuition for picking up new languages, especially if they share commonalities with speech patterns you already are familiar with. It would take just a few weeks of study to get the basics of any new language down, and in less than a year, you could easily converse as well as a native speaker.

Team Purr-k (400 CP): A palico must be flexible and goal-oriented, no matter who they work with: hunters, researchers, tailraiders, grimalkynes, gajalakas, boaboas…

You are highly-attuned for all team-oriented tasks, able to work flexibly and responsibly as a leader or a member in any team format composed of people across species and make it work, no matter how different in biology or culture the members are. In particular, communication will never be obscured or fail to make the gap as a result of culture or linguistic difficulties.

Scrappy (400 CP): Felynes are smaller than humans or wyverians, and their equipment reflects such by using mere pittances of materials in comparison to the stacks that hunters need to get their pieces. Similarly, you have the ability to squeeze out an equal output when building or creating something with half the materials you would otherwise have, even if it's the barest slivers of steel and bone left over from a craftsman's project. It will be of slightly lower quality, but still within the same ballpark.

This also gives you foraging and forging skill and experience akin to the smiths of the Commission, to make your own things should you so desire.

Prowler (600 CP): The palicoes who are given the training to battle monsters in the field independently of a hunter partner are known as prowlers. Your skills with the standard palico weapons, in particular the boomerang, are the equivalent of an A-Lister, except for palicoes - that is to say, among the best in the world. Monster roars don't frighten or immobilize you even though you're half the size of a hunter. More exciting is the ability to endure incapacitating blows at the edge of unconsciousness up to twice per day. Somehow, you'll give off a rich, nutty scent every time this happens.

You can also tap into a pseudo-rage state similar to monsters that greatly heightens your reflexes, speed, and strength for a short time after being inflicted with sufficient harm or after enough time passes in combat. Nobody likes to see a pissed-off cat get its claws out, even a rathalos.

Monster Whisperer (600 CP): The art of communicating with small monsters is old news by now, but what you can do is the next step: appeasing, and potentially even allying with, large monsters, or other giant non-sentient fauna. In addition to having an intuition for how not to piss off such creatures and how best to behave nearby them, you also will be able to get a strong sense for how a monster is feeling and what's on its mind based on its eyes, its footsteps, even its breaths.

Eventually, you'll be able to even communicate back to them using various means specific to each monster. Maybe you'll wave certain plants or throw powdered fungi into the air in particular patterns, or maybe you'll just present a nice little meal. With enough peaceful coexistence, the monster may even become inclined to prefer you around, and would step forth to act for your safety or do other crazy things that wouldn't otherwise be possible. Like allow you to strap a saddle onto its back and ride it into the fray.

This is much, much more difficult and time-costly with elder dragons and other intelligent beasts, but not impossible. With enough dedication and hours, you could get one to acknowledge or even respect you, though letting you ride them would likely be a matter of years, not months.

Monsters whom you have earned the respect of to the point of allowing you to ride them will be inclined to join you as a follower/pet post-jump, should you desire it.

Industrialist Perks

Endless Energy Works! (100 CP): As a forgesmith, you're decent with weapon and armor making - that much is a given. Materials you're comfortable with include metals and monster parts of all kinds.

But you're also skilled in all sciences and technologies related to fuel and natural energy sources as well as to design efficient infrastructure to relay and store said energy, able to draw up and build a working coal-powered settlement in less than a day, given the right materials.

The Hardest Monster (100 CP): Many an hour has been spent slaving away at the Steamworks, pouring coal chunks after coal chunks into its maw and pulling the same three levers over and over again for randomly-generated rewards, ranging from potions to extremely rare monster materials (somehow).

This perk gives you greatly improved odds at any kind of slot machine-type gambling machine, somehow, even if you just randomly go at it with no particular rhyme or reason.

Layered Forging (200 CP): You are a master at cosmetic forging, able to make any weapon, clothing, or armor you make or possess look like any other you've ever made or possessed in the past - as long as it's the same 'class', like swords to other swords or hats to other kinds of headgear.

This alone won't change the stats, properties, or center of mass, just the physical appearance. You can spend a few minutes at the forge to change your selection for any piece of equipment with pittances of materials.

In case it wasn't obvious, this also works for textiles, crystallines, and other exotic materials.

Everlit Flame (200 CP): Much like the weapons used by the hunters you arm, you'd be damned if you ever let one of your tools go dull - and the same goes for yourself! None of your skills will ever diminish as a result of age or underutilization - walk away from the forge for a decade, and return to it just as if you'd stopped yesterday. Your muscle memory, general know-how, and specific habits pertaining to your activities will never truly be lost, just like riding a bicycle.

Streamstone Smithing (400 CP): Streamstones are shiny, crystalline rocks that form when high amounts of bioenergy gathers in the form of mineral deposits, either as part of the land or within a powerful monster. Such monsters who display high quantities of bioenergy take on a similar luster as a subtle visual manifestation of their power, and equipment can be enhanced by tapping into the latent bioenergy found in streamstones as part of the forging process. The materials harvested from monsters found in the Guiding Lands display remarkably similar properties to streamstones, and can be used to augment gear to an even higher level.

This perk grants you expertise in the art of tapping into streamstones when forging equipment, to raise their abilities beyond their typical limits. Streamstones can be used to enhance weapon power, bolster the holder's defenses, or even drip-feed bioenergy to alleviate the wielder's injuries when biting into an opponent.

Siege Master (400 CP): The knowledge to repair, build, and best use the wide variety of siege weapons available to the Commission is now known to you - everything from classics like the Cannons and

Dragonator to recent developments such as the Dragonrazer and Roaming Ballistae fall within this category, and you could make improvements to those models given enough time and resources.

These weapons often use biological components just like the blades and hammers of this world; for example, Dragonators are often forged out of the bones of powerful monsters, and the fuel to power the Dragonrazer can just as easily be harvested from blast sacs as mined from the ground.

Master Rank Builder (600 CP): You know the sense of intuitively "feeling" an implement's ins and outs, such that you might find your swing hitting much harder than usual, your wand releasing the spell far faster than it should, or your hammer correcting a flaw you hadn't even seen? That's called Affinity.

Now, your effective "Affinity" with anything you've created is brought to the maximum level (100%), so that you can bring out the most of your hammer both in and out of the forge.

In addition, you can forge things such that others who use an item you made for them will also achieve 100% "Affinity", but only one other such user can be determined and it must be at creation. If no user was chosen, then the first to seize the creation in a heightened emotional state will "imprint" onto it.

This doesn't mean one automatically becomes the most skilled weapon user in the setting, or even the most powerful. It will mean they and their weapons will be as one; armaments joyous and fluid to wield in battle, and normal usage mishaps would be simple to foresee and account for. This also doesn't mean one won't have to train with the weapon; sure, they'll know its kinks in and out so it'll come much easier, but they'd still have to practice to maintain their fitness, techniques, and fighting muscle memory.

Industrial Ascension (600 CP): Knowing the standard power gains from good equipment is all well and good, but the emergence of these new species and unprecedented beasts have got you thinking… locating the boundary between the known heights of power and the greater horizons that lay just out of sight isn't a matter of if, but when. Such is the essence of Skill Secret set bonuses, but for you this applies to your visible horizons of technology.

Now, you are good at pushing your craft - armorsmithing, building and operating engines, designing weapon schematics - to the very limits of what is possible. And when you do, you'll find a crack in the endless horizon line of possibility, a way forward to the unseen future. With patience and diligence, you'd be quite capable of contributing to or even creating a new era of technology, for example.

Scholar Perks

Expertise (100 CP): Your duties as a bookworm in the Commission have earned you expertise in one profession of your choice, as long as it relates to the Research Commission's efforts to gain knowledge in the New World; quest management, monster biology, endemic life, botany, large operations, field logistics, and materials analysis are only a few of the pursuits you might have a role in.

No matter the profession you chose, you'll become a very good note-taker and can intuitively use words and rudimentary sketches to pen down clear and concise information.

Further purchases of this perk cost 50 CP, regardless of whether it is discounted.

It's Only Temporary (100 CP): Though her time working as the Sapphire Star's partner was short, the Serious Handler managed to leave quite an impression regardless. This perk gives you the same aura of professionalism and candor, enough that if you put effort into it, you can get into a working rhythm with anyone, not just your usual partners.

Land Handler (200 CP): This perk grants you a degree of skill in avoiding the course, the attention, and the ire of monsters if you care to take the time. Secondly, you're very good at studying or acquiring the things you need in the field proper without needing to bring them back to base. You'll still need to find a way to eat and sleep, but otherwise you could spend whole days in the wilderness alongside your subjects.

This allows you to even find elder dragons to collect data on behavior and roaming sites, or track down botanical or endemic life without being in danger. Eventually, you might even be able to walk right by an anjanath and pick a flower at its feet if equipped with sufficient knowledge and reverence for the beast!

Captain, My Captain (200 CP): The passage between the Old World and New was a sober affair, to be undertaken over the course of many weeks or even months, with no guarantees that passage would be successful in either direction. Of course, recent advances in shipbuilding and navigation technology have made the journey much easier in the last few years, and the Argosy's Captain has made the journey routine, essentially creating a constant supply caravan between the Old World and the New World.

This perk grants you the skills necessary to ensure any passage for the sake of passage alone will be as safe as is reasonably possible, even in long journeys over rough, mostly-uncharted seas. You'll be alert, with a good sense for weather forecasting and direction even in chaotic situations. This grants no protection from determined and unusual interference or from the actual danger once it shows up.

A Tingling Taste (400 CP): What is frightening is only so due to the mystery and the potential danger it poses for the unenlightened. Such as mountains of paperwork! So what is there to fear for one who strives to know all?

You are unflappable in your pursuits, now immune to the negative effects of fear or information overload, and have increased resistance to harmful parts of all other mind-affecting effects, including corruption, compulsion, and possession. Hell, you could even be stranded from all your resources in a hostile, completely unknown environment for two decades with your only escape vehicle turned face-down in the dirt and the only thing on your mind would be all the new data you could turn up!

The Moon's Close By (400 CP): You'll find all manner of report-writing, interpretation, and fudging to be clear as day to perform and to identify, and you will never suffer strain resulting from sitting down or staring at documents for long hours into the night. Catching inconsistencies in or decrypting the meaning of euphemisms in a document discussing dangerous elder dragons is a cakewalk for you.

You could sit at the same table, stocked with half a banquet's worth of food, for hours on end, poring over dissertation after dissertation, and then write your own overnight with the other half of the banquet, all without losing a single detail or pinch of focus! Ah, but… you'd still have to sleep afterward.

My, You've Got Spunk! (600 CP): All this data assessment and request management is mere child's play for you, but the data's got to come from somewhere, and the requests have to go somewhere to be filled!

Enter the happy lackey. You're very good at scoping out people willing and/or able to carry out requests pertaining to your studious interests - such as nabbing a particular monster, or accepting a particular quest (which inevitably ends up being to nab a particular monster, of course), and have a bit of a way with words to, er, cajole them into carrying them out even if they wouldn't normally do so. You might even pay them afterward, it's a mutually beneficial arrangement!

Man's Best Friend (600 CP): The road to domesticating monsters is a long, and frankly multi-generational one. But when has mere implausibility stopped one of the scholarly persuasion? Never!

Get your hands on a monster specimen, treat it well in captivity, and you might just find yourself a lifelong friend! Or, at least, one not inclined to eat you the moment you and it are alone in the same place,

that is. If you spend an extended amount of time together with an animal or beast-like creature - even if it's just studying it in captivity - the subject of your attention will slowly grow to be comfortable with your presence, and furthermore it will start to suppress its natural instincts to stalk and devour over time (as long as it's kept well fed), though should danger approach, it would be able to fight undiminished.

Breeding generations of such beasts would result in an increased retention of these docile tendencies, though their potential ferocity will remain mostly undiminished.

Just don't go looking for "one hot night in the spire", if you know what I mean.

Lone Star Perks

Survivalist (100 CP): You're a drab hand at surviving by yourself in the wilds, without a lick of civilization, for years or even decades at a time, both physically and mentally. Isolation will never strain you. Harmful environmental effects will be easier to identify and a bit easier to work around, such as dangerous weather or frequent tremors.

Carpe diem (100 CP): The New World is a treasure trove of brand-new experiences and mysteries to uncover, and the Commission won't stop trying to find them until the stars fall from the skies themselves! It's enough to entertain old wanderers like the Tracker and the Seeker for decades, easily, and they're still going strong. You'll find yourself always amused or intrigued by what you encounter in life, and you'll never grow tired of the 'repetitiveness' of the long years, no matter how many wear away at your old soul.

Guiding Star (200 CP): A wanderer's home is not often stationary, but that doesn't mean one can't keep good friends in the meantime. Even on long jaunts away from those you care about and the people you lead, you're still an active presence in their hearts and minds, with the words and actions you left them implicitly guiding their own… presuming you would be a guiding presence were you present anyway.

The Biggest Muscle (200 CP): It's Heart. The Admiral and his old palico, the Meowscular Chef, have spent long decades both together and apart, but you can bet your bottom dollar that he and his yoked buddy are still thick as thieves.

Your friendships never ebb or wane from distance or a difference in lifestyle, ensuring that, should you return after a long time away, you'll be able to reclaim all of the good vibes while your old friends will still make time for the both of you to pig out like the good old days.

Follow the Trail (400 CP): Your observational intuition is massively improved. You're very adept at putting together clues based on environmental cues and changes in the landscape, especially in following anomalous events or individuals that have a great effect on the world around them.

In addition, your reflexes (especially against entirely unexpected threats) are heightened, ensuring you'll scarcely be caught unawares while pondering over a particularly vexing find.

Found You (400 CP): Your revelations and messages will somehow, no matter the gap in time or space, always reach those who would best use it or those you intended them to reach. For example, if you were about to be captured by a hostile force, you could scribble a message in a bottle and throw it out to sea, trusting that within a week the message will reach your allies across the water to tell them of your plight and likely location.

Secret Tunnels (600 CP): You're very good at getting to where you need to be, having access to secret "backdoor" passageways (be they natural or created) connected to anywhere you've spent at least one year exploring. They allow you to cut all travel time to a mere third of what it was, and you'll never find yourself running into problems like being ambushed or the like. You can show others these secret ways, but unless they're a companion, they won't be able to return to access them without you being there.

In other jumps, with sufficient training and experience with similar locales and ecologies, this could even be used to simply walk, squeeze, and crawl between local cosmologies or across oceans, somehow, as long as you have enough patience for the journey.

Big Boy (600 CP): Did the Admiral just threaten shara ishvalda with just his fists!? He straight-up power posed and flexed his muscles in anticipation of fighting a pissed-off hundred-foot long ancient dragon. Come to think of it… he also would have charged xeno'jiiva, too, if the Sapphire Star hadn't stopped him. No wonder he wanders the New World by himself!

Your physical strength is now closer to a monster's than a human's, sufficient to hoist boulders as large as yourself and to throw a haymaker that can make an anjanath spray mucus - and not the offensive kind. Your durability is equivalently boosted; you could get punched square in the chest by a rajang and get back up, winded, but in fighting shape. Who needs weapons, anyway?

Commander Perks

Fight Hard (100 CP): You're a solid director and leader in the organizational sense, coming with the ability to juggle and prioritize multiple concerns, in particular the wellbeing of your people and the integrity of the environment you live in.

Stay Smart (100 CP): Opportunities for leadership advancement or a change in career will drop into your lap more often, meaning you'll likely be first choice for succeeding a retiring team leader, and the skills, luck, and circumstances necessary to excel in this new job will come to you more easily.

Whatever You Need (200 CP): The establishment of the forward operating base in the Hoarfrost Reach was not merely a feat of engineering, but of human resilience and flexibility. You're skilled at charting out paths for supply caravans and making the right requisitions to get a resilient and effective supply chain up and running to support the efforts of you and your allies, even in entrenched, inhospitable terrain with hostile entities stalking about.

Bringing In Reinforcements (200 CP): Sometimes, the job can't be done as you are now, and you'll need help. And as such, In *Monster Hunter*, You Are Never Alone. Whenever you wish to call in a favor from an old friend, an acquaintance, or a higher-up in your organization, you'll have an intuitive sense for knowing which figures you can receive aid from in a timely manner, and how best to approach them without seeming desperate. Or you can play the desperation card, which works sometimes too.

Go Get It Done, Then (400 CP): When it matters, your words will be more imposing and meaningful than the highest authority in the room, even if you're a lower-ranking official or just a well-meaning stranger. When you speak your piece, all who hear will know instinctively what you're bringing to the table, and whenever you put a suggestion forward, they're much more likely to get your point of view.

This works more for momentary plans and short-term decision making than long-term influencing, but such skills can very easily make a lasting impression on whomever you wish to impress.

Delightful Disposition (400 CP): Within the greater jump cosmology, the peoples of *Monster Hunter* are shockingly friendly, reasonable, and forthright, as a certain witcher found out first hand. Similarly, you can cultivate this mindset in any society, organization, or team you belong to as you get a sense for how best to open people up to others with your words and actions, setting aside their differences or preconceptions in order to work toward a shared goal.

They'd still have to want to open up, deep down, but everyone starts somewhere. With time and mutual effort, even the most closed-off and guarded will be able to relax and jive with their coworkers.

The Final Stand (600 CP): When the world really needs to get its ass into gear to deal with something dangerous as soon as possible, you'll be there at the forefront, gathering nations and organizations across ideologies and political lines toward that goal. You have the charisma, foresight, stratagems, and time-management skills to organize a cross-societal effort to tackle any issue, monster or man-made.

This, of course, is not relegated to ecologically-originated issues; it can be any crisis, from economic to metaphysical. Your infectious vision and drive will inspire and unite in times of great crisis and instability. In particular, your bearing and leadership helps alleviate mass panic and lost efficiency or stability due to the chaos of such terrible threats being revealed to the world - even if the challenge seems hopeless or ended worlds before this one, you will become the symbol that grants stability to the masses.

Star of Hope (600 CP): When the chips are down and the world's on the line, having faith in the right people is sometimes all you can do. The more trust you have in your allies to do the right thing and to seize victory this day, the more heartened they become and the more likely they are to succeed in that goal, even if your only contribution is watching the heroics from afar.

Your shining resolve proliferates through even in the darkest days and faced with the most alien of threats, where strategy fails and logic dictates sure defeat, just having a bit of hope can be the necessary push to do what needs to be accomplished.

Monster Perks

Mindful (100 CP): You'll obviously have a monstrous form during this jump, but this perk grants you the ability to balance your rational intellect with your powerful monstrous instincts. You'll keep your mind in your monstrous form, but with new instincts reflective of your new body - the lower the innate intelligence, the more powerful the instincts are. You can quickly reflect on what a typical healthy specimen of your species would do in any given situation, but you won't necessarily have the urge to carry out that course of action, unless you choose to let your instincts run their course.

Whether you picked the monster origin or not, this perk grants you the ability to compartmentalize and selectively draw upon or suppress all but the strongest instinctual drives and behaviors of your forms.

Biological Bypass (100 CP): Monsters of this world are larger than life, very much so - this world's equivalents of lions and bears can be seventy to a hundred feet long! This perk lets you sidestep any issues regarding balance, gravity, and a particular little mathematical law so that your physical body can function perfectly fine in any world with typical gravity, no matter how bizarre or outlandish-looking.

Variant (200 CP): Sometime before the end of this jump, you will become a variant member of your species: a rarer, stronger version with more developed species-specific powers and that is also visually distinct. Variants usually arise from specific environmental circumstances or in response to vastly

heightened competition. If you do not wish to be a variant or are already one, then you'll instead gather enough bioenergy to attain the moniker of tempered, among the toughest and strongest of your kind.

Post-jump, you can begin future jumps as a "Variant" or equivalent of your species, having some kind of rare mutation or limit breaker; a Legendary Saiyan rather than a Saiyan, for example.

SOS Roar (200 CP): Even monsters find themselves outmatched, sometimes. You or your species now have a distinctive call, used when in great danger, that echoes far beyond a standard roar. It is not for intimidation, or for disruption, but instead is an urgent cry for help from another. Whether the recipient is another individual of your species or another type of monster altogether is up to you.

If the species called is not your own, a variant of it, or symbiotically linked to yours, don't expect it to be entirely on your side - but it will provide something of a distraction in truly desperate moments.

In future jumps, you'll also find yourself far more likely to be saved by the arrival of a friendly, or at least non-hostile being, if you reach or call out in your time of need.

This Flagship Has No Rails (400 CP): Isn't it funny how velkhana and nergigante happened to always be where the plot needed them? I mean, nergigante could be explained by following powerful sources of bioenergy, but velkhana, well… why would it be in the Wildspire Waste and the Ancient Forest? Similarly, you'll have a subtle intuition for where the "action" is for a given world, and a general idea of how to get there in time to be present at any events central to the story of the jump.

Energy Shaper (400 CP): Where other monsters may only affect the ecosystem by their physical behavior, you are capable of directly manipulating the energy flowing throughout the very land itself and hence altering the behaviors and mutations of its inhabitants. The Old Everwyrm displaces monsters, creates new subspecies, and awakens slumbering elder dragons. The Emperor redirects the biome spread and energy flow of an entire island ecosystem to fit its own needs. If you are of either species, your potential in energy manipulation is pushed beyond your species' natural limit and much finer control will be possible than without this perk.

You are now able to perceive and manipulate the fundamental flow of energy and the paths that vibrations take throughout the settings you visit - bioenergy in this jump - in order to cause biomes, species, or even individuals to change and move at your whim. This is not instantaneous, nor do you begin having mastered the ability; a month of your most dogged efforts will result in perhaps one altered newborn creature or the desertification of a football field's worth of forest, but with practice, you will be able to alter the world faster and with more precision.

As your personal power increases, so does your potential with this skill. Eventually, you will be able to create your own ley lines and forms of energy instead of relying on existing ones to do your work.

Escaton Judgement (600 CP): You are constantly generating power within your body that can be manifested as any kind of energy or element you are capable of manipulating, plus the five elements of this world - fire, water, thunder, ice, and dragon. After only a few minutes of buildup, the charge reaches a maximum that (with this perk alone) if unleashed all at once, is enough to utterly evaporate everything within an area the size of an Olympic Stadium. This energy can be shaped and released by your will in smaller packets and more finely, of course. The maximum charge increases with time and effort, and this charge can also be used as a constantly-replenishing energy pool to fuel your other supernatural powers.

In addition, your physical, energy, and elemental attacks nullify spatial, dimensional, and temporal defenses; furthermore, they have a strong, but not overpowering, physical defense bypassing component, always able to injure your targets to some degree regardless of durability.

The Legend Descends (600 CP): Each monster must earn its position in the ecosystem on its own merit and by its own strength. So what strength befits that which rules atop the ecosystem, at its apex? Truly, such power should belong to only the noblest of beings. Yet the rancid stench of civilization provides an easy out; that the combined efforts of many weaklings may drown even the mighty and august beasts in wave after wave of parasites is an atrocity against nature; an atrocity against you.

No longer. The pampered peoples of the world will bleed and cry for their transgressions.

Your name is known in legends the world over - in every world over should you choose it - as a symbol of destruction for something you have done or for who you are, to speak your name is to invite calamity, and to witness your arrival is to greet the very face of oblivion toward all there is.

In terms of sheer destructive power, you are now unrivaled; all such skills and abilities are massively boosted in impact and scale. For example, fireballs that you could generate before are now rawer, hotter; guttering smoke accompanies every blast, and each such fireball applies far, far more impact than before, rattling nearby foes' bones even if the initial impact didn't come close to them. You are a roaring cataclysm, striking fear from afar and overwhelming the senses from up close.

This perk comes with another, active booster corresponding to the native setting's sentient societies, so that before entering each jump from now on, you can choose to become at the very least a setting-wide threat that is quite capable of ending all civilization with the ability to travel from bastion to inhabited bastion in short order… given time to prepare your internal energies for the Great Burning (a couple years at the least). At your lowest in this state, it would take half of the entire setting's main factions and governments banding together in a single, well-coordinated effort to even imagine facing you in the world-ending state. In settings spanning galaxies, you may travel between star systems, scorching the planets claimed by civilization and leaving naught but formless slag in your wake. In a setting spanning across multiple dimensions, you'll be able to slip between them all in search of your prey.

You also gain a monolithic boost to resisting powers developed for the purposes of weaklings bypassing the rightful strength of their superiors, forcing them to face you honorably and with their own power, not hiding behind inert buttresses of false security. Any hax, long-ranged weaponry, or sealing magic would find little purchase against your inevitability, even outside of the world-ender state.

But be warned: Before you can unleash such a final demonstration of force, omens will arise and they will all have time to prepare. They will face you honorably, and if one does rise to challenge your unrivaled might using every last drop of their own power and all that they gained from their experiences with the hopes of the whole world riding on their shoulders to match or even exceed you… then perhaps their place in the ecosystem will have been earned, after all.

Items

Notes: Unless otherwise stated, fiat-backed items that are lost or destroyed will be repaired, replenished, and returned at the start of the next jump if not recovered by that time already. All “people” services (like lynian crew members or pub attendants) are completely optional. Warehouse add-ons can be selectively dropped into future jump settings or kept in your Warehouse at the start of each jump.

General Items

Music of the Fifth Generation (Free, Jumper only): You get access to the full soundtrack of *Monster Hunter: World* and *Monster Hunter World: Iceborne* including all music added in DLCs and in every Title Update. When, where, and how it plays is up to you.

Resources (50 CP): You receive 100,000 Zenny worth of resources (including materials) to get yourself established, though whatever you buy with them is not fiat-backed and once spent these don’t replenish.

This item can be purchased any number of times.

Your Room (50 CP): Choose any or all of the in-game room options: a small multi-person bunk room, a welcoming open-air study, an opulent, harp-backed private suite, and a multi-floor all-purpose suite. You have access to a copy of these rooms in your Warehouse. They’re kept by a friendly, loyal team of lynians and all supplies necessary to keep the rooms and the team running will be provided weekly.

Home in the New World (100 CP): A fully-stocked and vibrant copy of Seliana or Astera with the surrounding one mile radius of land around; your choice. Drop it into future jumps or keep it attached to your Warehouse; it’ll come with up to one hundred excitable, determined hunters, engineers, scholars, cooks, and other staff infatuated with the joys of discovery, or none if that is your preference.

This item can be purchased twice.

Miniature Memories (200 CP): Your Warehouse gains a large attachment in the style of a fancy wooden mansion’s trophy room, which contains a roughly pony-sized statue of each large monster in the New World that you’ve fought and defeated during this jump. They’re made of stone, but by all appearances look, move, and sound just like the source monster, except smaller. Pack leaders such as the great girros come with three dachshund-sized small monsters that follow them around.

These statues can be made animate at your will with some modicum of personality corresponding to the source monster and can act as pets or unusual house guards with vastly reduced versions of their usual form’s powers and without any environmental effects beyond their ‘attacks’. For example, the Fatalis statue would be able to set a wooden shack ablaze or injure a small crowd of people with its fire, but not do much more than that. The statues generally follow your directions and are roughly as durable as a granite statue of the same size. If destroyed, a statue repairs itself on the following day.

A Corner of the New World (400 CP): Ever wanted to bring a chunk of the New World along with you, on future jumps or just to visit in your Warehouse? Well… now, you can. Choose any locale in the New World aside from Origin Isle, the Guiding Lands, the Caverns of El Dorado, or Castle Schrade.

Your Warehouse now has a copy of the locale attached to it, around 100,000 square kilometers in area (roughly as large as a small country like Austria) with its own fully-stocked population of endemic monsters and natural weather cycles. There will be a small population of local elder dragons in

hibernation, if applicable, and you can choose to include roaming species like deviljho or ebony odogaron upon purchase, if you like. You can also import this locale into any future jump where it makes sense.

This item can be purchased multiple times, to increase the area additively or for another locale.

Origin Items

Items appropriate to your origin are discounted: 50% off for options above 100 CP, free if 100 CP or lower.

Hunter Items

Hunting Gear (100 CP): Hunters receive a slinger with the standard clutch claw, a scoutfly lantern with a small hive of its own capable of tracking down prey you've encountered recently, and a whetstone, all of which keep themselves in good shape, no matter the danger you're put in. You also receive a set of high-rank gear to start yourself off, though it will quickly become obsolete.

Wingdrake (100 CP): You have a loyal, fearless wingdrake of any kind you wish, as well as the means to feed it. Wingdrakes are flying pterosaur-like monsters a bit larger than a human who are trained to carry Commission members via ropes tied to their leg over long distances and sometimes directly into battle.

It takes a couple of weeks to train a wingdrake to memorize an entirely new route, and they are used to traveling on specific paths for hundreds of miles; in fact, though it doesn't feel particularly fast or shaky, you can fly up to two hundred miles overnight. Even though the method of transportation relies on you standing up and holding one arm over your head the whole time, you'll be alert the whole time and refreshed as though you slept those hours once you touch down, ready to begin the investigation.

By using a gaseous mixture of exciteshrooms and smokenuts, wingdrakes standing by can be called to pick you up from harrowing situations within a split-second, as long as they are physically capable of flying in.

You can assign wingdrakes to specific courses, and to specific people, who will benefit from the wingdrake's resting effect. Any wingdrakes that are killed will respawn the next day.

This perk can be purchased twice. Purchasing this perk again (discounts do not apply) gives you a corp of twenty loyal wingdrakes instead.

Specialized Tools (200 CP): Part of the effort to advance hunting technology in response to the unique challenges of the New World was the development of fortifying mantles that give their wearer various combat bonuses and smokers that can be planted into the ground that bestow restorative and mind-sharpening vapors in their proximity. You'll get one copy of each specialized tool.

Next-Gen Clutch Claw (400 CP): The clutch claw is an addition to the slinger that allows hunters to grab and hang onto monsters, either for a close-range attack that softens the monster's hide and drops slinger ammo or to turn and redirect the monster forcefully by slapping or slinger-shooting its face point-blank.

You'll get something that replicates this and more; you're able to set your clutch claw into any equipment you like, not just a slinger, and the range at which the claw fires is increased to twenty meters at the maximum distance. The claw can be used to grab things and retrieve them quickly, or to pull yourself along at high speeds. Any strikes made with the clutch claw itself (even from range) will also apply a tenderizing effect to surfaces or body parts struck, gashing and tearing the area to make it more vulnerable to attack, and you'll also be able to use it as a mundane grappling hook as well. It will, of course, be so durable as to be indestructible from any monster assault.

You can make multiple purchases of this item.

Hunter's Lodge (600 CP): More of a private virtual reality than a mere building, this creates a full hunting lodge addition to your Warehouse that has its own gathering hub-style amenities, housing, and any other service one would expect at a high-end wilderness lodge. It comes with a friendly and hardworking local staff, and a surrounding twenty-mile radius mutable locale that can simulate any place you've personally explored and spent time in, down to the species and creatures that called them their home. Inanimate matter will be easily replicated, and it will come with the endemic life from plants to wyverns, but nothing truly sentient can be generated by this function alone, so cities would be barren and campsites would be left pristine.

You'll be able to fully control the expression of this reality; mashing and separating component parts, 'spawning' creatures here and there, freezing or speeding up time, boosting or deflating the statistics and parameters of generated inhabitants, and generally put together any "Quest state" of your desire, be it components from *Monster Hunter* or something else. The caveat is that the objects and creatures created are drawn from the user's experiences and memories, so you can't simulate that which you've never seen.

Any events occurring within this reality can be recorded and 'played back' at your discretion through use of the lodge's main theater room. The lodge will be planted in your Warehouse by default.

Palico Items

Palico Duds (100 CP): You have your own set of High Rank palico armor and weapons (soon to be obsolete but easily replaceable), as well as access to the base levels of each palico gadget in the game: the restorative Vigorwasp Spray, the debilitating Flashfly Cage, the protective Shieldspire, the team-buffing Coral Cheerhorn, the part-pilfering Plunderblade, and the explosive Meowlotov Cocktail. As you use each tool, you'll naturally be able to acquire their higher level versions over time.

You'll also have a very small airship capable of transporting a single human or up to three lynians atop it, though it's mostly a glider and requires launching off a high point to travel any significant distance.

Tailraider (100 CP): The palicoes of the New World have had time to acclimate to the local grimalkyne methods of transportation and coexistence with the small monsters of the New World, and so have you. You have a loyal small monster of your choice as an ally, scenthound, and mount to ride into battle.

This small monster won't be dealing significant damage to truly powerful monsters by themselves, but will be very, very persistent and difficult to put down for all practical purposes against the threats you'll face. They'll also be hyper-vigilant to come to your aid and guard you when you're in a low state in battle, and will happily curl up with you for naps if you're in a low state outside of it.

They'd like to live in the wilds or in small camps, but will happily live with you in civilization should you choose. In either case, as long as they're alive and kicking, they'll come to your aid with a whistle in mere moments, no matter where you are in the New World or beyond.

The small monsters available to choose are: jagras, kestodon, shamos, girros, and gastodon by default, but you could choose any small monster in the New World if it fits your fancy. If ever somehow killed or dismissed, another will come the next day.

Grimalkyne Tech (200 CP): The grimalkynes have lived in the New World far longer than the Commission, and they've got access to quite a few handy tools of their own. When the Commission's palicoes came into peaceful contact, trading of technology was one of the results. You've got two of their curious

floating lilypad-like rafts which are quite resistant to any element upon which they drift, such as flesh-dissolving acid, and bestow such immunities to their riders as well.

You also have a self-deploying vine trap that can be affixed to any natural object, such as a dying tree or a rock wall. When a big creature comes into contact with it (like a monster stepping on or running into it), the trap springs and binds the offending beast for around ten seconds. The trap is fully reusable.

Restored Airship (400 CP): It's an airship! Roughly the size of the same ships that Fifth used, it's capable of traveling at 30 knots by using a monster's heat-producing organ of any size, or natural resources, to fuel its movements. It is able to be piloted by a skeleton crew of four.

In addition, it has the curious property of greatly enhancing the sensory input and vocal projection of those standing on it, to the point of observers being able to closely watch a battle happening half a mile below, and speak directly to and hear the belligerents of their choice (it won't sound like shouting, just as if someone was talking in your ear).

Alternatively, you can purchase a copy of the Mobile Research Base, with similar properties.

Frequent Felyne Friends (600 CP): In each locale of the New World is a tribe of grimalkynes, each culturally distinct from the others. They're always happy to help hunters and palicoes in a pinch, and very receptive to cultural and technological exchange. Now, in each future jump of your choice, there'll be local tribes of grimalkynes imported into the world, always friendly to you and those of your faction.

They won't join you directly unless given a really good reason, but you'll always be able to escape any immediate danger in future jumps by finding one of their numerous world-crossing burrows that'll end in a small encampment of grimalkynes, who'll give you supplies and a safe place to rest for at least 24 hours a week. They'll be happy to have you stay for as long as you like, but their safety is not guaranteed after the "time out" has been expended each week, and while adjusted to local threats, they're not the best warriors and will likely die to protect your escape if found. You wouldn't do that to them, wouldn't you?

Industrialist Items

Smithery (100 CP): A good-sized forge, all to yourself. This forge has all the nuts and bolts you'd expect of a good smithery in this world, with the ability to work metal, bone, cloth, and any other physical material you could find. Drop it into your Warehouse or into future jump settings, as you can for all location items in this document.

Pendants (100 CP): You get a collection of jewelry items of various kinds, crafted from earthen and monster components, that can be affixed by chain to any piece of equipment you have or make. They can be easily removed, and never get in the way of your motions or actions while adorned.

The Steamworks (200 CP): A coal-powered steam furnace that puts out enough power to keep a small town alive and kicking. It also has the unique property of also ejecting a trinket, material, and consumable item whenever you pull one of three levers attached to the machine that were seemingly devised only for that purpose. Enough pulls will send the Steamworks into overdrive, dumping a bunch of helpful items like Ancient Potions, Heavy Armor Spheres, and Golden Eggs.

The Steamworks will naturally generate ten pulls every day, and you can dump various kinds of earthen and natural fuel sources for corresponding extra pulls, and the Steamworks will store unused pulls across days up to a maximum of a thousand pulls.

Seliana Supply Cache (400 CP): This is a copy of a small fort constructed near Seliana, containing countless armaments including cannons, ballistae, and more ammunition than you can count, including a Roaming Ballistae, which is more of a rack-mounted gatling gun than anything else. Furthermore, it also is a residence to the cutting-edge Dragonrazer, a giant drill cannon capable of slamming down elder dragons with a single hit. Fuel for the device (as it will need fuel) is plentiful and replenishes, as does all other ammunition here.

As long as you are on the premises, any ammunition for firearms, siege machines, or drawn weaponry you and your allies use while in the area of the Supply Cache will replenish within minutes, even that which isn't native to this world, making it a good training and testing site. You can drop this into future jumps or into your Warehouse.

The cache also comes with food and water to support a few dozen humans, replenishing daily.

Armor of A Forbidden Dragon (600 CP or 300 CP): This ornate set of armor glows unsettlingly with an indescribable faint hue. It's a beautifully-designed, monstrously protective suit that has a special function to those who wear all four non-helmet pieces or the full set at once.

The wearer begins to hear a slithering voice in their mind that beckons them to choose power and pride, calling attention to opportunities that might expand the wearer's influence, power, or wealth, interpreting the feelings of nearby monsters, or just snarking at the wearer's "inadequacies" as a "lesser creature". It's a sharp eye and a sharper negotiator with an affably cruel sense of timing, but never tries to usurp the wearer by force and can be silenced by simply removing a piece of the armor (like a glove). It'll still have a general idea of what happens to and around it even while silenced.

The armor can take on one of three appearances, chosen at purchase:

1. The armor has a ridged texture that is colored deep scarlet with gold plating and has a tattered cape. When the armor anticipates dire activity, the ridges grow sharp and surge with orange light, and the cape begins to float on its own. Its voice is haughty and commanding. (Safi'jiiva)

2. The armor is leathery, deep purple and white, with a smooth and elegant design. The surrounding air ripples with black-red shreds of flickering energy, and nearby shadows and lights become more pronounced. Its voice alternates between being sly, harsh, and zealous. (Alatreon)

3. The armor is composed of silver plating laced with black scales, and thin horns adorn its helm, chest piece, and pauldrons. Orange gemstones that resemble slitted eyes sit in the chest piece and helmet, which observers swear to see move. Its voice is calm and reserved, but it can block the wearer from hearing all other sounds when it speaks, should it choose to. (Fatalis)

If the armor is empowered with its respective monster's Mantle-equivalent material (the voice would tell the wearer of such opportunities), then the suit will unlock the hidden ability to unleash the full strength of the armor and transform its wearer into a half-sized Safi'jiiva, Alatreon, or Fatalis once per week (for up to one minute at first, though the maximum duration increases with each usage). In this form, the voice has some influence over the wearer's actions, compelling them to use the full extent of the time and strongly pushing them toward theatrical displays of majesty (Safi'jiiva), discordant flurries of overwhelming force (Alatreon), or brutally efficient execution of all opposition (Fatalis). By spending time behaving like the dragon it is based on, you will be able to coax a greater size and power out of this form, until you'll be the genuine article after behaving indistinguishably from the beast of origin for a full month, though this behavior need not be all at once nor maintained once the maximum size is reached.

You can import any set of armor into this equipment, but the voice and general appearance will be as stated here. If you import this armor into anything else, the look need not remain, but the voice will. You can purchase this item up to three times, choosing a different set of armor each time.

The three voices will barely tolerate sharing a single suit of armor, and will frequently butt heads with each other if you for some reason choose to wear all of the sets at once or otherwise manage to establish some kind of spiritual communication between them. You'll have to teach them to play nice with each other if you plan on drawing upon any one of their powers through the armor, lest risk interference.

By paying the reduced cost of 300 CP, you can acquire a set but with no guarantees that the voice within will have your best interests in mind, nor that you can get it out of your head once you've worn the armor enough. You also will be made quite vulnerable to its compulsions.

Scholar Items

Trusty Journal (100 CP): This thick journal will get you through thick and thin. It's made of water-resistant, fire-resistant, ice-resistant, thunder-resistant, and dragon-resistant materials hardy enough that you'll never have to worry about it being damaged and it'll never get lost, either. You'll always have a writing utensil on hand to take notes, and you'll never have difficulty getting it out to record your experiences. While it has only five hundred pages within its covers, you also have the knowledge to create more such journals, if need be, using mundane materials.

It also has the astonishing ability to cause its readers to relive experiences detailed in its notes, as though they were there alongside the writer, although this requires a lot of detail and time dedicated to describing the experience in writing (roughly ten times as long as the experience was).

Scoutfly Hive (100 CP): This lantern-like cylinder contains all the necessary reagents and structures to serve as a vibrant scoutfly farm of your very own. Scoutflies are swarming bioluminescent insects with very well-developed olfactory systems that can be trained to change colors in response to particular stimuli - typically, green for monster trails, blue for the tracks of dangerous monsters, and red for actively aggressive monsters. Scoutflies are the beating heart of the Commission's efforts to simplify and streamline monster tracking and research, I'm sure you can find a use for them in worlds beyond this one.

Unlimited Traps (200 CP): Sometimes, work in the field just isn't enough to get the data you need. Fear not, these handy rechargeable trap tools are configurable to either the Pit Fall or the Shock variety, and automatically deploy themselves when placed on the floor, creating a twenty-by-twenty foot surface that incapacitates any beast smaller than a house that isn't intelligent enough to avoid stepping on the triggering plates. You have four traps at a given time, and lost or broken traps are replenished daily.

These traps last for about one minute once triggered, and can be affixed with particular narcoleptics or paralytics to incapacitate its quarry for a few hours upon triggering - perfect for relocating the specimen out of the wilds and into your hands! Overuse of this tool causes a built-up resistance (mental or physical) in the subject, however, and the trap only works once per day for a given individual.

Ancient Tree (400 CP): The enormous tree making up a large portion of the Ancient Forest isn't actually a 'tree', but a collection of many different arboreal organisms and fungi growing together due to the sheer potency of the bioenergy running through the New World. A similar, not-as-large but still quite big, tree is in Astera, used to cultivate all kinds of plants, mushrooms, and insect life. You'll get a copy of the latter.

This tree is around two-hundred feet tall, and never quite stops growing. It can be used to grow plentiful herbs, fruits, and trees (all in one-tenth of the time due to the rich bioenergy quality of the soil), and will attract insectoid life of all kinds.

It can be planted in your Warehouse, and in any future jump you can instead choose to drop it into the world as a large, vibrant tree composed of innumerable specimens. You can also choose to make your Warehouse nestled in the tree as well; take that however you like.

The Official Complete Works (600 CP): You get an indestructible tome with a fancy stained glass-like pattern on the front; one tome for each jump you've ever done, including this one. It holds a very well-organized and light-hearted compendium of countless interesting facts and lists recounting almost every canon-relevant individual or faction, species, location, timeline, and metaphysical aspect of reality for the local setting, as if written from the perspective of the setting's developers, authors, screenplay writers, artists, directors, etc. of whatever form of media the jump is. You get an additional copy at the start of each jump you visit in the future.

Over the course of your jump, your actions will affect the tome in real-time as your deeds are also recorded and incorporated into the setting's history, though you'll know if something in the book is caused by your exploits or if it really was canon in the original setting.

This grants endless amounts of insight that would be otherwise difficult to learn in-universe, allowing one to begin to understand the very foundation of every setting they visit. However, this is no substitute for "experience" with the media itself, and is best at providing foundational or contextual information, not hands-on advice.

Lone Star Items

Tool of Defense (100 CP): This single weapon - of any of the kinds available to hunters or a customized "cave-punk" grade item such as an air-pump crossbow - has served you well in your life. This weapon isn't anything avant-garde, being far less powerful than the strongest gear craftable in this world, but it will be indestructible, and will never fail, degrade, or dull. It also has some kind of unique property that ensures you'll never lose your grip on it or accidentally drop it. Even if separated, you'll always be able to find your way back to it.

Expedition Gear (100 CP): No self-respecting explorer would be caught dead without equipment capable of braving the wilds. Well… actually, I suppose they would be caught dead. Caught *dead*, that is. Either way, that won't be you. You now have a large backpack that somehow has enough materials within to quickly set up a full campsite with a tent, supplies box, wingdrake post, and tiny canteen of its own! It also contains a chest with enough consumable ingredients to fund up to three quests per day with no risk of running out of healing, environmental abatement, or ailment medication.

In addition, your pack comes with rations and water for months (refreshes when used) as well as gear perfectly suited to climbing and spelunking in the depths and heights of this world.

Melding Pot (200 CP): The curious art of melding previously exclusive to wyverian masters is now yours to command. You can dump various materials and items collected from monsters into this 6-foot high cauldron, and as long as it's filled to the brim with liquid, you'll be able to meld the matter and "stuff" you dropped into the cauldron into new shapes, becoming anything from decorations, to other materials, to consumable items or even weapons for certain kinds of inputs. Materials from stronger threats create higher quality outputs.

Boosted Banishing Balls (400 CP): You get four hollow, flax-and-branch cages each the size of a basketball. A banishing ball has a miniature 'door' and a wick within, which when lit gives off an oppressive stench that is otherwise unremarkable, burning for about twelve hours before fizzling out.

By default, when a biological component (a hair, a scale, etc.) is placed in the cage before lighting the wick, the color of the smoke changes and it begins to emit a mile-wide aura that repels the specific species of creature that component was harvested from (odor is "improved" to nondescript for others).

Any used cages replenish at the start of each day. The cages can be quickly tinkered with in order to change the radius between a tenth of a mile and ten miles, or the effect from repulsive to attractive.

Ice-olated Arena (600 CP): You can choose to purchase either Origin Isle or the Secluded Valley.

Origin Isle is the place that the Tracker's mentor sought to find those sixty-odd years ago. This barren, yet wondrous island in the sea is home only to one monster. Now, you get a copy of it (monster excluded), and the island can be shaped to your personal ideal of enlightenment by your willpower alone. It comes with a truly unique ability that the original article only brushed on.

Spiritual development, ethical thought, and enlightenment will be accelerated and/or made more profound while in this serene earthen isle; this includes everything from cultivation to meditating on a personal dilemma to unlocking one's Bankai. In addition, time itself seems to be more malleable here. Time that passes in Origin Isle can be sped up or slowed down by up to a factor of five at will by its owner.

The Secluded Valley is a roughly two-mile radius chunk of barren rock and old decayed Jiiva skin (the concentration of skin and the murky, greenish liquid surrounding the lowest layer smells pretty bad, so you'd probably want to deal with that somehow). This location is unique in that, despite its lifeless appearances, coursing through the stone is a huge bioenergy deposit divided between its three layers, with the largest chunk on the bottom.

Assuming you find a way to extract and utilize this bioenergy, the energy held within each layer at a given time is sufficient to power a large city by itself, and it replenishes over the course of a month. The rock can be mined to capture such energy into smaller packets, with removed stone and associated materials replenishing monthly as well.

This item can be purchased twice.

Commander Items

Handwraps of the Admiral (100 CP): What good is a commander who can't fight as well as any young firebrand in the field!? No good, that's what! Now, you get a set of worn (but tough) handwraps and gloves that grant the wearer's fist attacks increased force so that they can punch as hard as any melee or ranged weapon that is in their possession hits, at least in terms of physical output. They just hit that hard while they're wearing these. This gives a far smaller bonus to actual lifting and pushing strength, however.

One-Shot Binder (100 CP): This seven-foot long serrated stake has a long, thin and surprisingly heavy wire affixed to it and coiled up inside. It can be loaded into and fired from a ballistae or other firing mechanism, or just thrown if you're really, really strong. While it inflicts no physical harm, upon impact with a creature larger than a human its wiring suddenly explodes into a frenzy, binding the target up in a flash and latching onto nearby fixtures!

This doesn't prevent all movement, but does restrain the monster for a good ten, perhaps fifteen seconds even if it struggles violently. If destroyed or damaged beyond repair, you get another binder on

the following day. Even creatures as large as Zorah Magdaros would find themselves tied up from this miraculous binder, though never for longer than crucial moments.

Lunar Terrace (200 CP): Flush with lively hunters, delicious food, and relaxing hot springs, Seliana's Gathering Pub is universally beloved in comparison with Astera's. You now get a copy of the Lunar Terrace to bring along with you as an attachment to your Warehouse, which can also be imported into any future jump as a semi-popular pub on top of some natural hot springs.

This pub can always be used as an access point to your Warehouse by you and your companions. It will, by default, be staffed by a nice, if shallow, crew of pub workers and will be restocked every week.

Castle Schrade (400 CP): Ah, yes, Castle Schrade. A storied, nay, fabled kingdom's once-thriving heart before that one ruinous night. Well… now, it's yours. Or a copy, at least. Attach it to your Warehouse or drop it into future jumps, decided at the start of each jump. Long ages have worn away at what edifices and armaments remain after the Black Dragon's assault, so it's not in perfect condition, but the foundations of a truly glorious fortified castle are all there. The dragonator, roaming ballistae, and cannons remain, however much that matters.

See if you can give this storied location some stories of your own, eh?

Guild General (600 CP): You have the title of General of the Hunter's Guild or something of equivalent importance (or lesser, if you like). This comes with decades of connections and knowledge within and outside of the Hunter's Guild. To be able to sound a rallying call and unite kingdoms and organizations across the world against a great threat is but one of the many things that is now possible for you given your credibility. Just make sure you're skilled enough to pull it off, or you'll lose said credibility.

In future jumps, you can choose to begin with an equivalent-level title as general of a relatively large organization, as long as it makes sense with your origin.

Monster Items

Your Lair (100 CP): A natural lair of some kind, styled around one of the locales present in Iceborne. Post-jump, the lair comes with the surrounding land, roughly ten miles in each direction. You'll always be comfortable and safe here, as well as be able to access food, water, and whatever vital resources are necessary for your species to exist. It is otherwise identical to in-game areas, with a small population of local flora and fauna at least enough to feed the lair's owner.

Environmental Insurance (100 CP): Some species of monsters use their parts of their environment to fight; for example, the pukei-pukei can slurp up various status-afflicting mushrooms or pressurized walnuts to save in its mouth pouch and use against hunters, the brachydios needs to sniff out the special slime mold that powers its explosive punches, and safi'jiiva likes to lair in land with enough bioenergy to heal from its injuries.

This item ensures you'll always have access to such resources to fuel your non-consumptive biological processes, at least enough to last you through up to three hostile encounters per day while in your monster form or as any species that incorporates natural materials into their survival strategies, with additional intuition in finding further resources with time and effort.

Streamstone Cache (200 CP): Bioenergy flows throughout this world, and is the biggest indicator of direct growth in its specimens, gathering in shiny organic and mineral deposits known as streamstones. You

have enough streamstone crystals to fill a wagon. Anyone who consumes at least a handful will receive doubled growth in all aspects for the next twenty-four hours.

If one consumes at least a watermelon's size in short order, then they'll find the magnitude of their powers doubled as well for the same duration, and will occasionally seem to glow a soft orange sheen, though eating too much in a week (say, over a tenth of one's body weight) will result in very bad, unavoidable indigestion and power incontinence, so don't stuff yourself with these constantly.

These crystals are perfectly safe to eat/consume for any biology (or lack thereof), despite what one may think, and they taste like a mundane, inoffensive hard candy.

These streamstones replenish themselves at the end of each month.

The Caverns of El Dorado (400 CP): A series of subterranean volcanic tunnels populated by a tribe of gold-revering gajalaka and one golden horned elder dragon (if you wish), the Caverns of El Dorado are a locale created by the movements and behaviors of kulve taroth individuals over the course of centuries.

The metal-attracting abilities of these Treasure Dragons have cultivated quite the vault - the very walls and ceilings are made of innumerable valuable earth metals and gold, so much gold. There are hundreds of stalactites and stalagmites of pure gold; the gold here in total can be mined and sold for enough money to last a thousand opulent lifetimes. This locale does *not* replenish its resources until the start of the next jump, except by the slow accumulation from a kulve taroth's powers.

In future jumps, the mineral makeup of the cave network changes and updates with the most valuable and rare minerals and metals from subsequent jumps, and the physical environment updates as well. You can drop this location into future jump settings or into your Warehouse at the start of each jump.

The Land of Discoveries (600 CP): An ever-changing ecosystem that brings all within it to the apex of their strength and warps to the will of the strongest among them, a Congregation of the Fearless. You can bring along a copy of the Guiding Lands to future jumps, imported into the world, or attached to your Warehouse (you choose each time).

Improvements to all forms of fighting, formal or wild, are hastened so that anyone determined enough to survive its trials will be brought to the apex of their species' physical potential within a month, and even further past that given more time.

By default, it will come with large portions covering each of the six New World ecosystems and countless barren ravines and geological formations. It is populated with all the species found in the New World initially, but both its ecology and "roster" can and will shift based on the environment it is placed in and/or the specimens introduced to it; with time, patience, and a lot of fighting, you'll be able to shape this island to be your own monument to nature's ruthlessness, adaptability, and power.

Companions

All companions can take drawbacks for up to +400 CP.

Palico Pass (Free for non-Monster origins): If you'd like, you can have your very own Palico partner, someone who's signed on to work together with you through thick and through thin! They're tough, diligent, and above all, kind. If you eventually ask them to join your chain as a companion, they'll agree in a heartbeat unless you were truly despicable to them.

Wherever The Star Shines (50 CP): You can always count on your partner. You can import 1 companion, who receives an 800 CP stipend with which to spend on their origin, perks, and items. They get all corresponding discounts and freebies.

This option can be purchased multiple times, once for each companion.

Why Didn't Any Of You Help Us? (200 CP): Bring the whole gang with you. You can import up to 8 companions, each with a 600 CP stipend with which to spend on their origin, perks, and items. They get all corresponding discounts and freebies.

Local Companion (50 CP): You can invite 1 character who appears in the story of *Monster Hunter: World* or *Monster Hunter World: Iceborne* on your journey across the many universes. This doesn't guarantee they'll accept, or even like you, but it will ensure you'll have the chance to meet them in friendly conditions a few times.

This option can be purchased multiple times.

Original Companion (50 CP): You can invite 1 original character appearing in your jump as a companion, receiving a 600 CP stipend with which to spend on their origin, perks, and items. This doesn't guarantee they'll accept, or even like you, but it will ensure you'll have the chance to meet them in friendly conditions a few times.

This option can be purchased multiple times.

Settings

You can change up your experience by toggling these settings; they have no bearing on CP.

Early Start: You can begin your journey not at the start of the Iceborne storyline, but instead at the start of *Monster Hunter: World*'s storyline; and if you like, you can change your Starting Location to Astera for free to represent being a fresh arrival of the Fifth Fleet. You'll remain in the jump for ten years starting from this point, and it is reasonable to assume the story of *Monster Hunter: World* takes place over the course of six to eighteen months, and the events that kick Iceborne off begin around the one to two-year mark.

Use your judgment to determine timing, but remember that while certain events and monsters might be butterflied in or out, nergigante will always chase the biggest bioenergy sources around!

Early End: If you wish, you may choose to move on from this jump once the Iceborne main story event is over - that is, when the Old Everwyrm is defeated - or you can choose to leave once the endgame story Fatalis is defeated. You can also choose to leave earlier than 10 years but after any of these events occur.

Sapphire Star: So, there's a basic assumption that can be made one way or the other in World and Iceborne, and hence in this jump. Are the efforts of the player representative of the efforts of the Fifth in general, a balanced squad of crack hunters a la the Ace Hunters, or the doings of a single skilled hunter?

In-game dialogue and the Handler's existence would suggest the last option, so the default assumption is that a particularly skilled hunter known as the Sapphire Star is responsible for many accomplishments seen in game, but you may answer this question however you find best.

Why are hunters so strong: Different folks justify some hunters' nigh-superhuman capabilities one way or another; by descending from ancient super soldiers, to monster blood, to being the hero of past games, to sheer grit and determination. The default assumption is the latter… the latter, and a light-hearted setting.

Self-Insert: The default assumption is that you're not the Sapphire Star during this jump, but with this you could be! You'll be imported as someone who already exists in the story. Want to be the Commander or think you could do the Handler's job better? Go ahead! You'll keep your purchases, of course, but the origin you choose should line up. You can also insert as a specific monster from the story, if it tickles your fancy.

Any imported companions can also take this option.

Collab Mode: By default, the *Final Fantasy* and *Witcher* collabs for the base game's Title Updates are not assumed to have occurred. With this, you can choose to have them canonized in this jump, occurring at some point over the gap between the Elder Crossing investigation and the Iceborne storyline.

This need not end there; there can be up to one other "cross-IP collaboration" per year, as long as they all respect two rules: (1) no reality-breaking, multi-continental+ stuff, and (2) it's gotta bring a cool monster of some kind into the New World. These will be self-contained events, not a massive crossover.

Drawbacks

Pick any number of drawbacks to gain up to a total of +800 CP.

Decoration Grind (+50 CP, only if you don't take Early End): You'll be staying here for five more years. You can choose this drawback any number of times.

The Chadmiral (+50 CP or +100 CP): The Myth. The Legend. The Man Who Was Straight-Up Gonna Fight Shara Ishvalda With Just His Fists. What a chad. Now, you perceive everyone, except for you, as having the Admiral's complexion, face, and manly voice. This is arguably a boon.

For an extra +50 CP, monsters can get in on this action too.

Cutscene Weakness (+100 CP): Sometimes (this happens about once a week), you will be ambushed by a monster or monsters of some kind. It could be new, could be old, and the scenarios can seem to be wildly different in setting or setup, but they all share one theme: you are, no matter how powerful or badass or skilled, utterly helpless and unable to actually fight back against the monster, even if it's something like a pack of jagras(es).

Your weapon arms will fail you, incantations and supernatural abilities will vanish from your mind, and you can only manage to move like a regular human to lurch and dodge in an attempt to not get flattened or eaten (your mobility and physical strength are reduced to barely above peak human levels as well, which is still slower and weaker than even a regular jagras). This state of helplessness lasts for about one minute each time it occurs, and only one in ten times will you be saved by someone or something before the full time is up.

If you're a monster, then you'll instead be reduced to low-level animal intelligence and somehow will be unable to really hurt your foe as long as the drawback remains active, and your ambusher will more likely than not have a method of pursuing you if you flee (i.e. if you have wings, then chances are that your ambusher(s) will as well, or you'll be in a place where you can't use them effectively if they don't).

He's gonna eat a trail mix! (+100 CP): WORDS. You're now prone to strange phrases or outbursts in the middle of some of your sentences and conversations that just… sort of don't make sense, followed by a half-minute of giggling over the silliness of what you just said. This won't ever be offensive or dangerous (it might even be endearing to some), but it will somewhat mess with your focus and not all moments in your jump might appreciate such levity.

If you're a monster, then you'll become more prone to giving into random whims and urges that end up interrupting your hunts and wasting time, and rarely causing you to draw bad attention to yourself.

Gajala-COME ON! (+100 CP): Gajalakas and Boaboas hate you now and will target you instead of any monster you or they happen to be nearby. They are really persistent, next-to-impossible to kill and have poison, paralysis, and sleep-inflicting knives that they throw with great accuracy. This won't kill you by itself, but it will be very annoying and you cannot ever become immune to the statuses inflicted by these guys, just resistant and quick to recover.

Too Prepared (+100 CP): Every day, you must first spend at least two hours sitting in your room/nest/Warehouse staring at your stuff and thinking in circles or arguing with your companions in loops that never go anywhere until the time is up and you get up for whatever you wanted to do that day.

Blighted (+200 CP): You are always afflicted with at least one of the five Elemental Blights. Whenever you manage to remove all blights from affecting you, you are immediately afflicted by another. Nullberries don't work on you, nor does Blight Resistance or any skill/perk/spell that grants immunity to status effects. Strangely, other people won't call this out or think it's unusual, and it won't spread or affect the environment in any way.

- Fireblight: You are on fire. This fire scales in intensity the tougher you are and prevents all natural healing while active. You can't ever become fully immune to the fire's pain or damage.
- Waterblight: You move more sluggishly and any amount of exertion will require you to spend twice as much time catching your breath to recover. You'll also be constantly damp and smelly.
- Thunderblight: You are now very susceptible to being knocked down and dizzy from even minor impacts. Being hit full-on by a charging tigrex? You'll pass out for a few seconds at the least.
- Iceblight: You are constantly freezing, and will lose energy very quickly when doing anything but walking; you can only manage to do two somersaults before collapsing out of exhaustion.
- Dragonblight: You can't use any energy-based, magical, or supernatural powers or items.

Never Prepared (+200 CP): Never skip the Pre-Hunt. What's the Pre-Hunt? All those things the most careful hunters do before even whistling for the wingdrakes to carry them to their Quests. This includes checking your Item Pouch and restoring your consumables, changing your Loadout to match the Quest you're engaging, and eating at the Canteen for those sweet, sweet bonuses and beautifully rendered food.

Whenever you leave your base of operations, your item pouch or equipment loadout (this applies to gear, prepared spells, stuff you have from outside this jump) seems to be randomly thrown together, as though you had five seconds to plan before heading out. This doesn't ever get better, and your friends will probably find it annoying.

If you take this drawback as a monster, then you will also find things naturally coinciding against you, as if the world itself is… 'prepared' to impede you. A sheer cliff just when you thought you were heading in the right way, or hunters always bringing the best equipment to use on you.

Very, Very Impressive (+200 CP): Once you decide you want to do something, be it to end humanity or to land a perfectly-timed True Charged Slash on that charging Tigrex damn it, heaven and earth could flip orientation and you won't be dissuaded from your goal, pursuing it to the absolute neglect of everything else… even if your friends are getting smashed into paste on the other end of the area.

Stop Running (+200 CP or +300 CP): Every creature or being you fight, no matter how weak or slow, will have a 30% chance of just up and leaving halfway through your encounter with it, with pursuit and finishing them off made extremely difficult no matter the difference in speed or strength. They will be fully recovered from the encounter when you next see them, even if you chopped off their horns or something like that, but at least they won't learn from previously cut-short encounters; it'll just be as if you canceled and restarted a quest.

This drawback is automatically disabled if the fight is stacked against you and your foe is shaping up to kill you. Expect everything to take more time.

For an extra +100 CP, your foes will remember every encounter with you and will act accordingly.

It Must Be Hiding Some Incredible Power (+300 CP): You lose all meta-knowledge of the jump setting, including the game's story, as well as monster weaknesses, tendencies, and attacks. You'll somehow know only the barest hints about household monsters like rathalos or diablos, and will be missing large portions of your memories with monsters if you are a hunter.

Any information that you try to gather in-jump and from fiat-based sources (companions, purchased computers, etc.) other than direct encounters will be astonishingly obtuse and over-general. If you're a monster, you'll know only information about your endemic/starting ecology, and nothing about any monsters or regions your species is not native to.

Three's a Crowd (+300 CP): Whenever you fight a single monster or hunter, there's a very high chance that one or even two large monsters will burst in through the underbrush and start a chaotic free-for-all that always ends up being unfavorable to you in particular. In order to isolate and take down your intended target, you will almost certainly have to defeat or drive off two others on par with or stronger than it before it starts to limp away. This has a far lower activation chance during encounters against single monsters who are more than a match for your level of power and equipment.

Legend of the Guild (+300 CP): You no longer benefit from the effects of the *Monster Hunter Physiology* perk for the duration of this jump. Every weapon swing and running step will cost you energy, if you fall off a twenty-foot ledge you'll be fully subject to the impact, and if you're clawed at the wrong angle by a kulu-ya-ku, you might lose an arm, to say nothing of what an elder dragon's stream of elemental force would do to you. Of course, such assumes you're a regular human, which you might not be by this time. Injuries are generally more realistic.

As a small mercy, you'll still be strong enough to lift hunter-sized weapons, and you could learn to use them fairly well (this is lessened for monster origins, who are merely as strong, flexible, and fast as their physicality would allow in real life barring the square cube law; for reference, a tzitzi with *Monster Hunter Physiology* would easily trade blows with an odogaron without it).

Alternatively: you can apply the effects of this drawback to the entire world instead of just to you to ground things a bit more all around. Hunting will still be much more dangerous (and now your allies won't be safe), though slaying monsters would be theoretically easier with the right weaponry.

Werepoogie (+300 CP): At some point on the very first day of each year, you will be transformed into a regular poogie without any of your powers or items/equipment that you were wearing or were affected by. You will somehow be transported to an arena, glade, canyon, or other secluded spot during this time with one large monster (randomly determined with a d68) awake and alone with you for at least an hour before any non-companions happen to spot you.

Suddenly Sliding (+300 CP): When it is inconvenient, you will find some force inexplicably driving you to slide on your back down the slope you are standing on (no matter who preposterously shallow), locked out of the ability to do anything but slide all the way until the surface you are on levels out. No attacks, no spells, no talking, no nothing. Just sliding, as if magnetized to the ground. This will interrupt you from the middle of an attack, charging up a spell, or finishing a conversation. If you fully enter a body of liquid, this effect drops.

Handler's Compass (+400 CP): Your environmental awareness is really bad. You could walk into some trees and not see, hear, or smell the enraged deviljho standing right there until it just about takes a bite out of you. You can never remember where you've been before, and every journey in the same patch of woods is an arduous effort.

This doesn't mean you're lost, though. You'll get to where you need to go after a lot more time than it would have otherwise taken, and will have a few high-octane monster encounters on the way.

Poll: Should Jumper be re-balanced? (+400 CP): Your out-of-jump powers, forms, items, and perks are disabled for the duration of this jump; only in-jump purchases are allowed. Your Warehouse space is still available as are any services within (i.e. workshop, medbay, etc.), as long as said services could already be provided by something in the setting (you could tend to a diseased person but can't revive the dead).

Darkside Mode (+400 CP if you took Poll: Should Jumper be re-balanced?, +200 CP otherwise): Armor? What's that? All monsters will hit hard enough to knock you unconscious in one or two direct strikes (if you're a monster, you'll instead be extremely 'brittle' to your competition's blows, falling over like straw to their strikes should they land), and a single glancing blow would do the deed for the more powerful opponents like safi'jiiva or Fatalis.

In addition, all harm you inflict on living things is severely cut down to the point where trying to take down an opponent previously equal to you would be a grueling endurance matter that would end in an average human being collapsing from exhaustion before significant harm is dealt to the target foe.

With enough practice and determination, and much failure, it *will* be possible to eventually get the act of hunting down to meet or even *exceed* your performance otherwise, though you'll still fall like wheat to their strikes should they touch you.

Escaton Jumper (+600 CP): Choose one: Fire, Water, Thunder, Ice, or two of them (alternating). You are now constantly generating an enormous amount of the corresponding elemental energy within your body that requires release roughly every six minutes (you cannot control the timing). This release is an enormous Shazam-esque dragon element bolt accompanied with a cataclysmic elemental shockwave that travels outward from your form, decimating everything in a 100-meter wide omnidirectional burst.

The explosion cuts through space and time, so trying to reduce collateral damage or "step out" of an engagement using pocket realities, dimensional barriers, or just teleporting will never go as intended, barging through all such spatio-temporal safeguards to devastate your previous surroundings.

In addition, the sheer buildup of energy causes constant discomfort to you, and also makes the air around you perpetually charged with the element. Any healing or regenerative powers that you possess will accelerate the rate of buildup.

The one positive side is that you can mitigate the power of this shockwave to a still-atrocious, but not-quite lethal degree, by getting injured with sufficient elemental energy of the opposing type during the six-minute window, resetting with every shockwave. The amount of energy required to mitigate your power must be enough to inflict great pain and to knock the wind out of you, so this scales with your personal power. You still build and release energy while you are sleeping or unconscious, but at a much slower rate; a shockwave occurs perhaps once an hour in this state.

If you're a monster, you're also now on the Commission's hit-list. Taking this as an Alatreon results in the explosion (with accompanying additional effects) occurring instead every minute and a half at most, and four explosions an hour while sleeping.

Might I suggest staying in a secluded spot for your time here?

(Proof of) THE HERO!! (+600 CP): Mother nature really has it out for humanity, now. Every elder dragon (no, this doesn't include you or your imports) encountered in the jump will be far, far more powerful and durable than they would otherwise be - to be considered a true living natural disaster, one can't just be standing around, cloaked in a light breeze, can one?

No, if you take this drawback, a single teostra could bring firestorms capable of turning half the Wildspire Waste to glass overnight and burning the whole Ancient Forest to the ground, while a kushala daora could conjure tornadoes twice as large as the Ancient Tree en masse. A kulve taroth could tap into the heat energy and minerals from the core of the planet to drape itself in a mantle made out of… mantle.

If left to absorb bioenergy for just a few months longer, the Old Everwyrm could personally wring out the whole New World like a wet towel with its earthen frequencies. And you can forget about a mere sixteen hunters taking down safi'jiiva, as its beam attacks could cleave mountain ranges in twain and then go on to split the sky halfway across the planet. With Fatalis, well… suffice it to say, 'moving the moon' is the *least* of what it could do with regards to its personal power.

You can say goodbye to your restful days, because elder dragons will be constantly approaching civilization and threatening human extinction (or at least, mass genocide) at least once per month. It seems as though the ecosystem itself hates the notion of humanity, and desires to wipe it from the face of the planet. If at any point no bastions of human civilization remain during the jump, you fail. Good luck.

Scenarios

You can take any of these scenarios for some extra CP or other benefits (granted upon completion).

To The Very Ends With You/The Queen And Her Knights (+0 CP plus bonus reward): For this scenario, you lose your meta-knowledge of the Iceborne story, with only instinct, compulsion, and intelligence to guide you. You have either been turned into the brutal nergigante or the icy velkhana (your pick; check the Notes section for specifics on what each species can do)! You keep your mind, but your purchased origins and perks are locked until scenario completion. As long as you are attempting this scenario, you are unable to access your Warehouse, companions, and out-of-jump abilities and items (you can forfeit the scenario and its rewards at any time, but you won't be able to attempt it again).

In order to complete the scenario, you must get to Origin Isle at the same time as or before the Research Commission does, beat down the ruiner nergigante prowling about there, and defeat the Old Everwyrm. No waiting until the Commission beats it up; you gotta have at least a majority stake in defeating it.

If you're a nergigante, then you'll have to hunt and devour enough bioenergy-rich (strong) monsters to reach the ruiner nergigante state in order to even stand a chance against the full-power Old Everwyrm. If you're velkhana, then you can't defeat it alone and you'll have to corral enough legianas into following you in an effort to wear down and eventually kill it before the Commission gets a chance to. Some will die via scraps with local wildlife or the target itself as you track and chase your prey around the New World, and your internal compass is much less accurate than a nergigante's.

If you succeed in this scenario by slaying the target, you recover your old powers and gain the ability to return to your in-jump purchased forms, and Alt-Forms if any, with a sweet new Alt-Form that has the benefits of the Variant perk. Imported companions will now appear, and if you picked velkhana you'll get to keep up to six loyal legiana specimens and one shrieking legiana as pets/followers; the rest of the flock returns to the wild after their great adventure.

The Quest To Document Every New World Edible! (+200 CP or +300 CP): You are now the Handler's trusty assistant in her quest to gather and sample every edible in the New World! With thousands of species of plant and fungus in the New World, it's no small feat and will require both strategizing, hunting, and a tolerance for the Handler. This will likely take a lot of dedicated time and will be the main focus of your efforts anywhere from five years to your whole jump duration, unless you're using large-scale time dilation or more advanced species identification technology than is native to this world. But no matter what, the Handler has to be there in order for your findings to be considered valid.

If you successfully document everything that can be eaten in the New World before your ten years are up, then you succeed in the scenario and gain +200 CP! In addition, you and the Handler will then get the opportunity to create a full-course meal featuring the very finest of New World cuisine for your Benefactor, who will appear as a special guest from some far-off branch of the Guild visiting the New World within the month. If your Benefactor deems the meal to be excellent, then you get an extra +100 CP! If you don't have a Benefactor, then you'll get the bonus if you personally plan a feast for the Commission that is considered at least as good as the Meowscular Chef's handiwork.

If the Handler dies or you run out of time, you fail the scenario. Don't worry too much about her, since she has some kind of super-luck that usually ensures her safety… even if others around her (like you) aren't as fortunate or would have to jump in the way of an attack aimed at her.

The Greatest Jagras (+300 CP): There exists one jagras specimen, born the moment you arrived, that is sickly and small. Yet, within it glimmers the potential to become the greatest of its kind, a true Great capable of sending even the likes of a deviljho packing. But it is cursed with terrible luck and a unique scent that large predators will find irresistible, so it is destined to die long before reaching its potential.

You must find and protect this jagras until it reaches adulthood (about one year), and further when it leaves its pack to hunt alone and reach Great status (another four years). Once it reaches Great status, it will run into a series of increasingly powerful monsters that it must defeat primarily by itself and then consume, culminating in a kulve taroth that dwells in a deep labyrinthine cave network beneath the Ancient Forest. Should it emerge victoriously over all its foes, its luck/scent affliction is gone and you win the scenario.

Over the course of the scenario, you'll find something strange about this individual: it is absolutely, fundamentally immune to magical, psionic, divine, or supernatural effects intended to harm it or affect it against its will. For the purposes of this scenario, anything native to the *Monster Hunter* world is not under these categories, but it also means that a direct hit from Ecliptic Meteor would do nothing.

Herald of Destruction (+300 CP): The elder dragons that made the Elder Crossing were by definition on the last gasp of their very long existence, so what would happen if one was in the prime of its life when it came to the New World?

Some time before the jump's end, a powerful elder dragon will visit the New World that isn't hampered by being on the edge of death nor by inexperience with humanity, like the local elder dragon populations. It will still be ancient, highly intelligent for a monster, and looking to settle in a nice spot… like a continent all to itself, with its only direct competition being elderly specimens unlikely to contest its dominance. And it'll have a lot of experience facing hunters and their armaments, being fully prepared to fight off any human opposition to its presence - including knowing to assault population centers from afar instead of landing where it could be Dragonated or barraged by cannonfire. Drive it out of the New World for good or slay it, and you succeed in the scenario.

Redeeming the Irredeemable (+300 CP plus bonus reward): It was a real shame, that zorah magdaros! Old, tired, chased down by a nergigante, and worst of all, given the most boring, slow quest in the game!

Time to fix things, jumper-style. Your goal in this scenario is to give our friend Zorah Magdaros something to live for; specifically, to make sure it is alive by the end of the jump, and furthermore to revitalize it to a state where it isn't on its very last legs, in some fashion. Given that it's at the end of its natural lifetime, this is going to be a little tricky, but nothing a sufficiently creative jumper couldn't handle!

If you successfully give the elder dragon a new lease in life, the zorah magdaros will be eternally grateful to you, as much as an animal could be. It might even be happy to serve as a mobile base, letting your Warehouse ride around in its shell (it'll be bigger on the inside, of course), and its stony crags might even begin flourishing with life and verdance, a walking ecosystem! Either way, it's an 800-foot-long kaiju.

You'll begin the jump at the start of the base game's story if you take this scenario, of course.

The Golden Fleece (+300 CP plus bonus reward): So… you remember kulve taroth whom the Commission hunted countless times in High Rank, only for her to run off every time? Well… now that the new commander has given the go-ahead to actually pursue and kill the Mother Goddess(es), the Commission seems to have struck a bit of a gold fever. All those years of pent-up frustration from being unable to put down the beast will be released in one calamitous, sweeping wave of hunters coming for the Golden Lady, whose species as a whole has been designated as a New World threat on the level of xeno'jiiva.

There will be a time during the jump, you're not entirely sure when and no amount of precog will do anything more than confirm that it will happen before you leave, when kulve taroths will begin to

appear outside of the Everstream caverns, in places like the Wildspire Waste or even the Hoarfrost Reach (how!?)! And in response, the Commision will pour its entire resource base and manpower into hunting as many kulve taroth specimens from the face of the New World as possible, to protect the 'balance of nature' and to claim their golden materials for research purposes, though it's not hard to notice that some of the Commission leaders seem to know more about the situation than any of the hunters. High-yield siege equipment will be produced and imported en masse, and the devastation wrought on the environment in search of putting these elusive treasure dragons down will be hard to watch at times.

The emergence of kulve taroth outside their home caverns happens just around the time that one or more Guild higher-ups were convinced that there is some kind of "super" kulve taroth in the New World that could revolutionize - or wipe out - the world as they know it, and want to find it at all costs in spite of the odds. In any case, word from the Guild is law, so all efforts will be poured into this, the Pubs and Hubs will be crammed to full at all hours of the day, and almost nobody will be able to hunt, study, craft, talk, or breathe anything else for the six months it will take to exterminate them all.

So where does the scenario come in? Well, you have one of three options:

(1) Join the "Golden Season" in coordinating and exterminating every kulve taroth until the species is driven to absolute extinction in the New World. You win when no specimens or eggs are left. As the Commission takes down more kulve taroths, locating the remaining ones will be easier and easier. Beware the final kulve taroth, which will be much larger than the others, and will spit beams of iridescent heat that can melt through solid stone and most hunter equipment instantly.
    (a) Bonus Reward: If you completed the scenario through this method, your soul will be forevermore impacted by genocide: if you could kill one member of a species, you instinctively know how to find the others, and your natural instincts for how to make them suffer and die will increase in accuracy for each member of their species you slew before.

(2) Go back to the Old World to find the rumor-mill intending to acquire the secret bounty of Golden Goddess (shady cult-like figures, real "old god" types) and put an end to their influence in the Guild - this will reveal a pretty high-up conspiracy involving multiple long-lived and influential political figures across multiple countries, and put into serious question the trustworthiness of the Guild's word across various nations of the world. Still, if you manage to convince the Guild's remaining higher management that these rumors are folly or not worth it, then you succeed in the scenario.
    (a) Bonus Reward: If you completed the scenario through this method, you'll gain an intuition for rooting out rumors and conspiracies, able to sort the misinformation from signs of true danger with a moment's observation and reflection. By spending a second to think, any plots afoot regarding you and the areas of your interest become clear as day to you.

(3) Set up a hidden kulve taroth sanctuary somewhere to shelter as many specimens as you can… younger is better since they're less likely to feel uncomfortable from the change in environment and some will genuinely be too old to survive in captivity unless it's like the size of a small country or something. Perhaps your Warehouse might have a sufficiently warm and earthen locale for them to thrive in and rebuild their numbers. You win when no kulve taroths exist in the New World (being in your Warehouse does not count as being "in the New World").
    (a) Bonus Reward: If you completed the scenario through this method, your Warehouse will be expanded by a factor of up to ten, and you'll get +20cp (for Cosmic Warehouse) or +200 WP (for Personal Reality). The expansion can manifest in any way you wish.

In any case, once the scenario is finished, the Commission goes back to business-as-usual, and people will only have a vague recollection of what happened in those months. If the golden dragons disappeared, people won't even think to question where the kulve taroths went afterward, especially since they have a big red playmate to occupy their time, anyways.

Finally, either by finding the last kulve taroth, breaking into the conspirators' private archives, or witnessing the first hatching of a kulve taroth in captivity, you'll also be enlightened as to the true nature of the "super" tulve taroth: it has no natural teeth, instead having forty crystalline fangs that are iridescent and translucent - bioenergy, crystallized to near purity and given form by the elder dragon's metalmancing.

When one such tooth is planted in the ground (they reform after a few days, you monster), after five days and five nights, a fully-grown elder dragon will spring up from the earth where the tooth was buried. This elder dragon will be of a randomly-determined species (though with practice one would find that the environmental conditions of planting have an effect on what kind it will be), but will be wild and with fully-developed instincts.

Coming Down Like Precipitation (+400 CP, canonizes the Final Fantasy XIV Collab): This Old Everwyrm is not the one you know. Starting a week before your arrival, it became active; causing earthquakes, collapsing mountains, and agitating species across the continent to a far greater degree than in-game. This is because its fleshy tendrils grasped a new source of energy - a huge Aetheryte Crystal, which has been broken down, embedded, and subsumed into its rocky carapace!

The Old Everwyrm will be constantly increasing in power, will be immune to magic, and will grow to be about four times its normal size over the first half year. Suffice to say, an active elder dragon of this power and scale affecting the Everstream is not good; the Commission, as it was in the story, will be unable to put down the Old Everwyrm by the time they find Origin Isle in-game (within the greater part of a year), and the fundamental stability of the continent will be nearly gone at that point as well. On the other hand, its continued presence and unique bodily properties will start to reform the Everstream into a magic-compatible energy network, causing monsters to exhibit explicitly magical properties too outlandish to possibly occur from bioenergy alone. Should the continent survive the ordeal, magic will have made its mark on this world.

To make things worse, the Old Everwyrm has gained the ability to disperse its body into aetheric mist which can travel through the Everstream at supersonic speeds to pass around and avoid danger, even utilizing this 'teleportation' outside the Everstream in combat. Its stone-covered form will be awash in cyan crystalline matter that resonates at such strange frequencies to muffle all sound (except the repetitive, throbbing droning that results from its powers) in a half-kilometer radius of itself.

To succeed in this scenario, you must chase and bring the fight to the Old Everwyrm to the point where it enters its mist-like form and escapes into the Everstream. Pursue, pin down, and continue to battle against the spectral shara ishvalda (which now, undeniably, exists in a higher state than physical, having a telekinetic soul) in the claustrophobic lava-streams and cavernous pits of the New World's veins, only now the monster can travel faster than sound and its vibration attacks can shake apart magical, spiritual, and other supernatural energies as easily as they tear apart matter - at the seams.

Only upon its bodily death will your scenario be complete.

J-Rank (+400 CP if you picked the Monster origin, +200 CP otherwise; plus bonus reward in all cases): The Everstream is the network of subterranean tunnels running through the New World that absorbs energy from each deceased monster in the Rotten Vale to circulate it in every direction around the continent. A particularly large span of tunnels runs into the Elder's Recess, creating an inhospitable, high-octane ecosystem, and the strands reach as far as the Hoarfrost Reach, the Guiding Lands, and

Origin Isle. The New World's very ecosystem is built around this circulatory system, and each time the game enters a new "rank" is due to the bioenergy networks of the Everstream being affected.

For this scenario, you must spend time manipulating the New World's environment, ecology, and species in similar fashion to the Old Everwyrm - luring new species of monsters, making new subspecies and variants, reshaping the landscape, etc. until the New World enters a new "rank": Jump Rank.

Short of mutation agents or genetic tech, the Everstream is the "local" option for biological manipulation. Having the Energy Shaper perk makes this easier (guaranteed to do it in at most five years), but it's possible to create such change without it, given enough planning and cleverness; creating new Everstream branch networks, increasing the energy input to the Everstream through various means, introducing nonnative species, and luring species into conflict with others are just a few possibilities.

To succeed in the scenario, by the end of the jump you must have effectively increased the New World's monster power and variety in similar fashion to Iceborne's Master Rank increasing monster diversity and difficulty from High Rank; i.e. the number of species should at least double including variations on existing ones, and on average monsters should be stronger and tougher than before.

Note the survival record of "rank herald/flagship" monsters when the Commission's around, and with how touchy the Guild is about any unauthorized wildlife tampering, you'd best be prepared to face their hunters at the end of it, unless you can prove that you're not a threat to their idea of an ecosystem.

If you manage to successfully master the New World and bring it to a new age all on your own, then you'll get the finest reward imaginable: a full, living, breathing copy of the entire New World, Origin Isle and Guiding Lands included, to call your own. You can choose to keep the camps and bases, or return it to a pre-fleet state, and it'll have its own slumbering shara ishvalda and xeno'jiiva populations. Note that, even now, some regions in the far east and north are unknown even to the Commission's maps.

Alternatively: Instead of accepting a copy of the entire New World, perhaps something a little smaller would satisfy you, no? As your reward, you will instead acquire a shining chunk of pure dracolite, imbued directly with the Emperor's true power. You can use it to imbue one existing implement, weapon, or weapon set (like a pair of dual blades), or create a wholly new one, with the ability to accrue bonuses from the experiences of its wielder. This does nothing in-jump other than raise the weapon to be as strong as a base-level safi'jiiva weapon, but it is after this jump where its true power is revealed.

At the start of each future jump for which you possess the pure dracolite-infused weapon, you gain +50 DP (Dracolite Points). Dracolite Points can be banked up to 1000 before capping. You can spend DP as CP in a 1-for-1 ratio at the start of any jump you wish for Perks only, but anything bought with DP must be bought entirely with DP and cannot grant more effective CP than the drawback limit would allow. As long as you have the infused weapon visibly on your person, you gain access to the perks purchased with DP as the Emperor draws power from its pride. If you are ever separated from your infused weapon or use another weapon, you don't have access to any perks purchased with DP. DP-purchased perks will only activate for you, recognizing no other user. Any jump you enter with an active condition or drawback that locks out setting-incompatible bonuses, items, and perks will fully disable access to DP-purchased perks, but you can still gain, bank, and spend DP at the start of such jumps.

Fade to Black (+500 CP): The legend of Fatalis has been passed down from generation to generation, as much a symbol of history as it is a real monster of flesh and blood. Some say the legend will return when the world is full of wyverns, fires blot out the skies, and intermittent quakes shake the foundations of civilization, and then the Black Dragon will descend upon the earth to bring desolation to all of humanity.

For your coming, no complex prophecy edicts need to be fulfilled. Just one. This scenario is simple: to succeed, end the human race. Kill each and every last one, or at least make their demise inevitable before the end of the jump. It doesn't matter how you do it. Make them extinct. Simple.

The Legend-Studded Black Dragon (+600 CP if you took 10+ jumps previously OR +300 CP if you took between 2 and 9 jumps previously; plus bonus reward*, but cannot be taken if this is your 1st jump): 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 bolts of energy "fracturing" the air around it and going into its wings and claws. When brought close to the edge of defeat, it will gain access to a new, empowered Sapphire of the Emperor (now better called "Diamond of the Emperor" for its twinkling iridescent hue) that begins half a kilometer wide, but expands in radius by half (multiplicatively) each time it is used, eventually getting to the point of straining the local dimension's meta-structure and spilling your Benefactor's coffee. Its presence causes light to diminish to night, 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 New World, even after the last veil closes.

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).

*If you stop the Exo'jiiva from being a threat to you and the world without killing it… then you can try to recruit it as a companion. The madness still comes should it call upon its otherworldly powers, so it will be inclined to "just" use its powers as a big laser-spewing dragon. It will not be able to call upon powers from future jumps in the same way it could here but could get them through standard import stipends; powers bought with CP won't trigger madness. You can spend CP in future jumps to "buy off" the affliction, and by the time you've spent a total sum of 600 CP per jump you took before this one, the madness will be entirely abated.

Notes

Energy Shaper: You can see the influences of and manipulate any vibe that makes the setting tick, essentially; Dragon Veins from Fire Emblem Fates, Demonic/Spirit Energy from MGE, Marker radiation from Dead Space, anything with Chi/Ki/Qi, etc.

Escaton Judgement: The "spacetime manipulation defense breaker" clause is essentially two-fold.

First Fold: When used for an attack, your powers nullify attempts to deflect/remove/reposition them via teleporting, space removal or stretching/compression, position-locking, time-shifting, dimensional or timeline shenanigans, etc. This is a property bestowed upon the involved weapon, body part, or power.

Second Fold: Your powers follow attempts to warp space/shift dimensions/alter time around or upon their intended target, for example allowing them to always move with people who try to hop to another dimension or slow time to avoid it. A teleporter would find the power teleporting to follow them, and a time freezer would find the power still moving as it had. This is a property bestowed upon the power, the target, and/or the surrounding spacetime fabric, and can manifest in multiple ways.

The Legend Descends: Before you enter a jump, you can choose whether to activate your "legendary status" for the setting. If you don't then you can't use the scaling civilization-ending strength, but it's still a booster to your personal power and nigh-immunity to being defeated by hax, being 'sniped', or some other inglorious demise. It also doesn't have to be fire, too; this perk boosts ALL forms of power.

The active power of this perk turns you into a conditional civilization-ender with the caveat that your legendary status is known to all societies and you will have to face the greatest champions that civilization has to offer before truly having the chance to wipe out civilization (your potential threat is guaranteed to be public knowledge in future settings, and omens will arise as you build up power before starting your civilization-ending flight). These exceptional individuals are guaranteed to challenge you in brutal, wholly pure combat, a literal fated encounter, and no victory hence shall be half-earned.

This perk instills no foreign compulsions into you at any point, though you might not know that.

To The Very Ends With You/The Queen And Her Knights: Some information on the elder dragons follows.

As nergigante, you'll be a durable and strong elder dragon with constantly regenerating spikes all over your body and two forearms strong enough to make a savage deviljho eat dirt. But this strength alone is not enough to face the threats ahead; nergigante's true strength is consumption. You have an internal compass for powerful sources of energy and magic, monster or otherwise, and when you devour the flesh of a powerful monster, you'll gain some measure of its strength for yourself, translated primarily into spike regeneration and hardness, as well as some growth in general strength and durability. After devouring enough to reach the Ruiner state, your spikes will become even harder and turn crystalline, inflicting huge gashes and heavy bleeding. You're highly resistant to all elements, except for thunder and dragon, but even those don't do that much damage to you, at least, on the levels that hunters exert. A well-timed kirin thunderbolt would still hurt like hell. A nergigante is around 61 feet long when fully grown.

As velkhana, you are an elegant elder dragon of ice who can freeze the air into gigantic hailstones or coalesce it into durable ice armor around your body. Your personal cultivation will be less sharp, but you'll still be quite strong: capable of freezing medium-sized monsters such as anjanath solid with your breath alone. The story velkhana survived being impaled at point-blank by a spinning, rocket-propelled drill half the length of its torso with little to no damage or reduced combat ability, so… there's that. Velkhanas

are on average 85 feet long, though much lighter and thinner than any nergigante. You will also be an entirely new variant called an “Imperial Velkhana”.

As an imperial velkhana, you also have a unique ability, even among velkhanas; the ability to corral and harass legiana specimens into following you around for a time. You’ll have to bite and bully them into just attacking your target at first, but as your powers and flock grow, you’ll find yourself better capable of commanding them by your monstrous will and they might even adopt some modicum of strategy. Shrieking Legianas are more strong-willed and will not begin to listen to you until you’re strong enough that your flock is at least twelve strong, and even then your will can only command a handful. Fire and overwhelming strength will always be your weakness, so keep your flock close and healthy. Please note that your flock must be well-fed to remain loyal, so mind that you don’t damage the environment too much where you roam. Because an army-toting Velkhana can very quickly become a target for removal by the Commission.

Legianas are graceful and swift bird-like flying wyverns with a piercing call and the ability to chill air around their bodies to slow down and discombobulate prey before piercing it with their talons. Rarely, a legiana that spends a lot of time in icy regions will become a shrieking legiana, with increased control over its icy powers such that it can create spikes of frost along the ground where it strikes. Legianas are around 56 feet long on average, and shrieking legianas are slightly larger at 60 feet.

Changelog

Version 1.0: Release
- Document created!

Version 1.1: The Palico Update
- Big Changes
    - Clarified that every origin can be taken as a Drop-In.
    - Added the Palico origin, with associated perk and item lines.
    - Added various items, most notably adding the whole line for the Monster origin.
    - Everyone (except monsters) gets a Palico!
    - Added a +200 CP item section stipend.
    - Companions can get up to +400 CP from drawbacks, up from +200.

- Smaller Changes
    - Adjusted pricing for Jyuratodus and Barroth to 50 CP.
    - Created mechanics for using Tied at the Hip to recruit monster companions in-jump.
    - Clarified and softly strengthened quite a few perks such as Variant and Follow the Trail.
    - Added a second 100 CP item for each origin. It's free if you have the linked origin.
    - Moved items around to accommodate for new lines, but kept most previous discounts.
    - Added the scenario "Coming Down Like Precipitation".

Version 2.0: The Creator/CP Vampire Update
- Big Changes
    - Reworked the Monster origin to work with the *Iceborne Monster Creator Supplement*.
        - Added images for the Monster origin.
    - Completely overhauled perks, adding **a second perk line for each origin**.
        - Almost every perk was changed in some way, even if it's just the wording.
        - Some perks were split and cleaned to make each effect more clear and concise.
    - Moved around many of the items and added a few new ones.
    - Removed the item CP stipend.
    - Added the drawbacks "Very, Very Impressive (+200)" and "(Proof of) THE HERO!! (+600)".
    - Added the scenarios "Herald of Destruction", "Redeeming the Irredeemable", and "Fade to Black".

By Sigilavox