

Monster Hunter: I Became a Dragon

By Sentry342

So, what would you do if you woke up in one of your favorite worlds? Well, our protagonist Asterion got to answer that question. In this world, a longtime Monster Hunter fan woke up in the body of one of his favorite monsters, the Glavenus. Only he's currently a bit small and realizing that literally everything can eat him. He, however, was given a special power, giving him the potential to rise above his place in the ecosystem, and even become a Forbidden Monster.

Outside of our protagonist, though, this world is still filled with countless monsters, lost civilizations, and numerous other wonders. Humanity continues to carve out a place in the world while trying to maintain the balance. This is the world in which you'll be arriving. Now, before you go, take these **1000 Choice Points**. They will allow you to gain a few skills to help this world. After all, it'd be a shame if you died before providing everyone with some decent entertainment. Now get ready, since you'll be spending the next **ten years** living here.

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Location

You can either choose one of the locations below or roll **D6** and receive **+100 CP** to let the whims of fate decide your path.

1.) Wildspire Waste
Welcome to Asterion's home. The Wildspire Waste is a vast desert filled with rocky spires, shifting sands, and the occasional oasis. While it may appear barren at first glance, life has found plenty of ways to thrive here. Burrowing creatures travel beneath the dunes, predators roam the open wastes, and territorial monsters constantly battle for control of the region. Some of the most notable inhabitants include the likes of Jyuratodus, Diablos, and the occasional Rathian that has been chased out of the Ancient Forest. Just remember: if the ground starts shaking, there's a decent chance something enormous is about to erupt from beneath your feet.

2.) Rotten Vale
The Rotten Vale is where the New World's dead go to rest. Countless monster carcasses accumulate here, forming a vast ecosystem sustained by decay. The air is thick with Effluvium, a dangerous miasma capable of weakening or even killing the unprepared. Despite its grim appearance, the Vale serves a vital ecological role by breaking down the remains of creatures from across the continent. Its more notable residents include Odogaron, Acidic Glavenus, and, if your luck is particularly poor, Vaal Hazak. On the bright side, very few places in the world offer easier access to monster materials. On the less bright side, there's usually a reason those materials are available.

3.) Astera
At the moment, Astera is little more than a growing frontier settlement established by the First Fleet. The grand city it will one day become still lies years in the future, but the foundations are already being laid. Hunters, researchers, craftsmen, traders, and explorers can all be found working tirelessly to establish a permanent foothold in the New World. By default, most Hunters and Researchers begin here. While the settlement offers safety, supplies, and a steady flow of work, stepping beyond the walls quickly reminds everyone why the Guild sent an expedition in the first place.

4.) Ancient Forest
The Ancient Forest is the largest and most densely populated region in the New World. Towering trees, tangled vines, hidden waterways, and layered canopies create a sprawling wilderness capable of supporting countless forms of life. Nearly every ecological niche imaginable exists somewhere within its borders. As a result, monsters ranging from harmless herbivores to apex predators can be found throughout the region. The forest's abundance of resources makes it one of the safest places to live and one of the easiest places to get eaten. After all, if everything wants to live here, something has to be at the top of the food chain.

5.) Elder's Recess +100 CP
This is the big leagues of the New World. The Elder's Recess is a land shaped by volcanic activity, massive crystal formations, and immense concentrations of bioenergy. Many Elder Dragons either reside here or pass through at some point during their lives, making it one of the most dangerous regions on the continent. For those willing to brave the risks, however, the rewards are immense. Rare minerals, powerful monsters, and vast quantities of bioenergy can all be found here. Of course, most of the creatures living in the Elder's Recess are fully aware of this fact and are generally unwilling to share. Whether you find immense fortune or a spectacularly violent death largely depends on your luck and decision-making.

6.) Free Choice
Lucky you. Rather than being limited to the locations listed above, you may begin your journey wherever you'd like. This may be another region of the New World, an isolated island, an unexplored wilderness, or even one of the continents beyond the sea. If there's a place in the Monster Hunter world you want to call home, you're free to start there instead. Just remember that some locations were left off the list for a reason. If you decide to spawn directly in front of an Elder Dragon, that's entirely on you.

Time

You will be starting out a few days before the main plot of the story begins. Asterion was born approximately a month ago, and the First Fleet has just arrived in the New World following the Elder Crossing.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

Origins

You may choose one origin below. Any of the origins may be taken as a Drop-In if you wish. Drop-In refers to you forgoing an In-Jump history and simply appearing within the world.

Evolver - 100 CP
So another one showed up. Like Asterion, you are a soul somehow cast into the New World from beyond its borders. Whether this was fate, divine intervention, cosmic bad luck, or someone making a terrible mistake is up for debate. Regardless, you've found yourself in a land filled with monsters, Elder Dragons, and opportunities for growth. Unlike most inhabitants of this world, you're not limited by what nature intended. Every challenge is another chance to evolve into something greater. The only question is whether you'll become something great or you'll end up as someone else's meal.

Monster - 100 CP
Guess who wants to be a kaiju? That's right, it's you. Granted, you might not necessarily be an actual kaiju, but you're certainly something. You are one of the countless monsters that roam this world, whether that means a humble Jagras, a mighty Elder Dragon, or something entirely your own creation. The ecosystem may not appreciate your presence, but that's hardly your problem. Out here, strength is what matters, and everything else usually ends up on the menu.

Tribal - Free
Long before the Guild arrived, the New World already had inhabitants of its own. You are one of them. Most Tribal origins belong to the Lynians, such as the Grimalkyne, Gajalaka, or BoaBoa, though a handful of isolated human communities exist as well. While you may lack the resources of the Guild, you know the land better than any outsider ever could. More importantly, this is your home.



Hunter - Free
Of course, you want to hunt monsters. That's practically the reason people come to the New World in the first place. Contrary to popular belief, Hunters aren't simply professional monster slayers. They serve as explorers, protectors, wardens, and problem solvers tasked with maintaining the balance between humanity and the ecosystem. Sometimes that means studying a monster. Sometimes it means relocating one. And sometimes it means hitting an Elder Dragon in the face with a sword the size of a wagon.

Researcher - Free
Not everyone can punch monsters in the face for a living. Fortunately, someone has to figure out why those monsters can breathe fire, summon hurricanes, or explode when angry. You are one of the researchers responsible for understanding the New World's countless mysteries. Whether you're dissecting monster anatomy, studying ecosystems, developing new equipment, or documenting Elder Dragons, your work helps make every expedition possible. Besides, someone has to explain why the Hunter's latest plan somehow worked.

Species

This section allows you to specify which species you belong to. There are a number of races to choose from in the jump.

Human - Free
Humans are one of the many species who've managed to claim a place in this chaotic world. While born weaker than virtually every species of Monster, humans are blessed with potential, allowing them to grow to surpass the majority of Monsters. Combined with their adaptability and tendency to work together, humanity has managed to thrive despite the countless dangers surrounding it. Humanity's weaknesses include politics and infighting, though you may optionally choose to be a human born in the New World if you wish to avoid that.

Lynian - Free
The Lynians are a collection of small but intelligent mammalian species found throughout the world. They are generally divided into three groups: Cats, Apes, and Mustelids. The most famous of these are undoubtedly the Felynes and Grimalkynes, whose helpful nature has made them trusted companions of Hunters across the world. Though physically smaller than most races, Lynians make up for it with agility, resourcefulness, and a surprising amount of courage. It takes a brave soul to stare down an Elder Dragon while standing barely waist-high to a human.

Wyverian - 100 CP
The Wyverians are a species that closely resembles humans, though many believe they are descended from monsters. They are easily recognized by their four-fingered hands, long pointed ears, and graceful features. Outside of these traits, they come in all sorts of shapes and sizes. Next, unlike humans, Wyverians possess extraordinarily long lifespans and can live for centuries. Additionally, they seem to possess an instinctive connection to nature. This gives them a unique perspective on the world around them. Many become scholars, craftsmen, and researchers, though exceptional Hunters are far from uncommon. Their greatest weakness is a low birth rate, making their population considerably smaller than humanity's.

Monster - 100 CP (Free for Evolvers or Monsters)
The true rulers of the natural world are not humanity, but the countless monsters that inhabit it. From humble Jagras to mighty Elder Dragons, these creatures dominate the ecosystem through strength, adaptation, and the relentless drive to survive. Choosing this option allows you to either design a new species or become one of the many remaining tyrants. You'll be given access to the **Monster Builder** section and receive **1000 MP** to construct your new body. Whether you become a flying wyvern, a fanged beast, an Elder Dragon, or something entirely unique is up to you. Although, as they always be yourself unless you can be a Dragon. Then always be a Dragon.

Monster Builder

This section allows you to specify which species you belong to. Alternatively, you may design a completely new monster if you wish. You will receive **1000 MP** to start off with. If you require more, you may convert **CP to MP** at a **1:2 ratio (50 CP = 100 MP).** Also should you create a new Monster it may optionally appear throughout the world. The rarity of your species will decrease as your power level goes up. For instance, an average Large Monster might be found in every region while you might be the only member of your species if you're a new Forbidden Dragon.

Physical Characteristics

This is the section in which you'll pick out most of the traits for your body, your general design, and a few other aspects related to your body.

Classification - Free
So you're a monster. Before anything else, you'll need to decide exactly what kind of monster you are. Are you a stalwart Brute Wyvern built for overwhelming strength? A Flying Wyvern soaring through the skies? A nimble Fanged Wyvern stalking prey through the wilderness? Or perhaps you'd rather embrace the ever-popular western dragon aesthetic. You may freely choose your classification and overall body plan, provided it remains reasonably compatible with your chosen traits and abilities. Feel free to mix and match features where appropriate. After all, nature has produced stranger things than anything you're likely to design. Should you be unable to decide, you will default to a dragon. This is, of course, the objectively correct choice regardless of any opinions to the contrary.

Strength - 100/200/400 MP
Few things command respect in the natural world quite like overwhelming physical strength. Sometimes elaborate abilities are unnecessary when hitting something harder solves the problem. For **100 MP**, your body develops impressive musculature and physical power. You can overpower most creatures of comparable size and perform feats of strength well beyond what would normally be expected. Monsters such as Rathian, Tetranadon, or Nerscylla would fit comfortably within this range.

For **200 MP**, your strength reaches the upper limits of what most monsters can achieve. Crushing stone, uprooting trees, and physically dominating other large monsters become routine displays of force. Species such as Deviljho, Magnamalo, and Bazelgeuse are good examples of this level. For **400 MP**, your strength stands amongst the greatest in existence. Whether comparable to Rajang tossing Elder Dragons around, Gaismagorm dragging entire structures apart, or another monstrous powerhouse. At this level, you can throw around beings in a full-size class above you without issue.

Durability - 100/200/400 MP
A monster's ability to kill is important, but its ability to survive being killed is equally valuable. Thick scales, reinforced shells, hardened hides, and natural plating allow many species to shrug off attacks that would instantly kill lesser creatures. For **100 MP**, your body develops a durable natural defense. Thick hide, scales, fur, shell plating, or similar protections provide meaningful resistance against attacks and environmental hazards. Monsters such as Barroth, Anjanath, or Royal Ludroth would fall within this range.

For **200 MP**, your defenses become one of your species' greatest strengths. Your armor can withstand punishment that would cripple most monsters, and weaker attacks may struggle to penetrate it entirely. Examples include the stone-like plating of Gravios, the black shell of Basarios, or the reinforced scales of Diablos. For **400 MP**, your defenses become legendary. Whether they take the form of Fatalis's black scales, Akantor's armor-like hide, or another legendary adaptation. Breaking through your defenses is an undertaking in its own right. Even powerful monsters may struggle to inflict meaningful damage without targeting specific weak points.

Endurance - 100/200/400 MP
A hunt is rarely decided by who strikes the hardest. More often, it is decided by who is still standing when the other collapses. Whether through efficient biology, immense stamina, or sheer stubbornness, some monsters can continue fighting long after others would have fallen. For **100 MP**, your body possesses excellent stamina. Running, flying, swimming, fighting, and other physically demanding activities can be sustained for far longer than normal before fatigue begins to set in. Monsters such as Rathalos, Barioth, and Legiana would fit comfortably within this tier.

For **200 MP**, exhaustion becomes a rare concern. You can remain active for days with minimal rest and continue fighting even after lengthy battles that would leave most creatures completely spent. Species such as Deviljho, Bazelgeuse, and Nergigante are good examples of this level of endurance. For **400 MP**, your stamina stands amongst the greatest in the world. Barring catastrophic injuries, fatigue is unlikely to decide a battle involving you. Like Zorah Magdaros crossing entire oceans, Dalamadur coiling across mountain ranges, or Safi'jiiva sustaining prolonged battles against multiple opponents, you can continue operating long after others have reached their limits.

Resistance - 100/200/400 MP
The natural world is still filled with toxins, parasites, diseases, elemental hazards, and stranger afflictions still. Surviving often requires more than thick armor alone. For **100 MP**, your body possesses strong natural resistance against harmful conditions. Common poisons, diseases, environmental hazards, and similar effects are significantly less effective against you. Monsters such as Rathian, Pukei-Pukei, and Congalala demonstrate this level of resilience.

For **200 MP**, your body becomes extraordinarily difficult to impair. Even potent toxins, debilitating effects, and dangerous biological hazards struggle to affect you for long. Species such as Deviljho, Rajang, and many Elder Dragons would fall within this range. For **400 MP**, your resistance reaches an exceptional level. Few natural afflictions can meaningfully hinder you, and even supernatural conditions often struggle to take hold. Whether facing powerful venoms, curses, plagues, or hostile environments, your body stubbornly refuses to fail. Only the most overwhelming effects are likely to inconvenience you for long.

Speed - 100/200/400 MP
The strongest attack in the world means little if it never lands. Speed is often the difference between becoming the predator or the prey. For **100 MP**, your body develops impressive quickness and agility. You can sprint, leap, climb, fly, swim, or otherwise move far faster than most creatures of comparable size. Monsters such as Tobi-Kadachi, Barioth, and Odogaron exemplify this tier. For **200 MP**, your speed becomes one of your defining traits. Rapid changes in direction, explosive bursts of movement, and lightning-fast attacks become second nature. Nargacuga, Astalos, and Zinogre are excellent examples of this level of mobility. For **400 MP**, your speed ranks amongst the greatest in existence. Whether rivaling Valstrax crossing vast distances at incredible velocity, Kirin moving like a

bolt of lightning, or other legendary speedsters, even powerful opponents may struggle to track your movements. To slower creatures, it may seem as though you appear and disappear at will.

Intelligence - 100/200/400 MP
While many monsters rely solely on instinct, others display remarkable intelligence. Complex strategies, long-term planning, tool usage, and even culture are not exclusive to humanity. For **100 MP**, your intellect reaches the level of a capable human. You are fully capable of abstract thought, long-term planning, learning complex skills, and understanding sophisticated concepts. Most Elder Dragons would fall within this range, possessing intelligence equal to or greater than that of many people.

For **200 MP**, your intellect rises well above the average person. Learning new subjects becomes easier, your memory improves significantly, and you can process information with remarkable efficiency. Individuals such as renowned scholars, master engineers, accomplished tacticians, and legendary researchers would fit comfortably within this level. For **400 MP**, you are a genuine genius. Your ability to learn, innovate, analyze, and solve problems is extraordinary. Most humans will be amazed by your intellect, while even experts may struggle to follow your reasoning. Given sufficient time and resources, there are very few fields of study or technical disciplines that you could not eventually master.

Tooth and Claw - 100/200/400 MP
A monster's greatest weapon is often the one it was born with. From the fangs of a Tigrex to the claws of a Nargacuga, countless battles have been decided by natural weapons alone. For **100 MP**, your body develops a respectable set of natural weapons. Whether they take the form of claws, fangs, tusks, talons, or something more exotic is up to you. They are durable, naturally sharp, and more than capable of tearing through flesh and weaker forms of armor. For **200 MP**, your armaments will become one of the defining traits of your species.

Their hardness, sharpness, and durability increase dramatically, allowing them to reliably damage heavily armored monsters. A clean strike from your claws or teeth is something even powerful monsters will have reason to fear. For **400 MP**, your natural weapons rival those possessed by Elder Dragons and apex predators such as Nergigante. Their cutting power reaches extraordinary levels, allowing them to carve through armor, scales, and other defenses that lesser creatures

would struggle to damage. Even powerful Elder Dragons will think twice before allowing themselves to be struck. Given sufficient strength behind the attack, there are few materials your claws or fangs cannot pierce.

Natural Weapon - 100/200/400 MP
Many monsters possess some form of natural weapons beyond their teeth and claws. These weapons often become their species' primary means of attack and some of their most notable features. For **100 MP**, you possess a natural weapon of your very own. This could be a durable horn, a bladed tail, crushing pincers, or something else entirely. It, however, isn't particularly remarkable, although it's fully integrated into your body and suitable for combat.

For **200 MP**, you may gain a more powerful weapon that is specialized, such as a Glavenus's tail. Your weapon can provide a significant boost in combat and injure monsters stronger than you. This is the level at which your natural weapon is likely the defining feature of your species. Lastly, for **400 MP**, you can acquire a truly exceptional natural weapon. An example would be the chain sword evolution Asterion developed, giving him specialized muscles allowing for high-frequency movement of the sword tail. All in all, you could devote your entire fighting style to this weapon and potentially develop a few skills for it.

Breath Attacks - 100/200/400 MP
Many monsters possess specialized organs capable of projecting destructive attacks over long distances. Fire, ice, dragon element, toxins, sound waves, compressed air, and stranger powers have all been weaponized by nature. For **100 MP**, your body develops the organs necessary to produce a ranged breath attack. While not particularly powerful, it is more than capable of injuring smaller monsters and supplementing your natural weapons. Examples include the fireballs of a Rathian, the poison breath of a Pukei-Pukei, or the water blasts of a Royal Ludroth.

For **200 MP**, your breath attack becomes one of the defining traits of your species. Its power, range, and reliability improve dramatically, allowing it to threaten even powerful monsters. Examples include the explosive fireballs of a Rathalos, the dragon breath of a Deviljho, or the freezing attacks of a Legiana. For **400 MP**, your breath weapon stands amongst the finest in the world. Whether it resembles Fatalis' city-melting flames, Safi'jiiva's energy beams, or Dalamadur's destructive breath, your attacks possess tremendous range and

destructive power. Entire sections of a battlefield can be reshaped by a single well-placed attack.

Regeneration - 100/200/400 MP
Monsters possess incredible vitality compared to most forms of life. Broken bones mend, torn flesh closes, and injuries that would cripple lesser creatures are often little more than temporary setbacks. For **100 MP**, your body heals at an impressive rate. Minor wounds may close within minutes, while more serious injuries recover far faster than normal. Examples include species such as Seregios, whose regenerative abilities allow it to recover from injuries with surprising speed.

For **200 MP**, your regenerative abilities become exceptional. Severe wounds, damaged organs, and broken bones can recover in remarkably short periods of time. Like Nergigante, your body constantly repairs itself, allowing you to recover from injuries that would permanently cripple most monsters. For **400 MP**, your regeneration ranks amongst the greatest in existence. Even catastrophic and normally fatal injuries can eventually be recovered, provided enough of your body remains intact. Like Fatalis, your vitality borders on the absurd, making permanent damage exceptionally difficult to inflict.

Toxins - 100/200/400 MP
Nature has developed countless methods of killing prey without relying solely upon claws and teeth. Venoms, poisons, paralytics, sleeping agents, corrosives, and stranger compounds all have their place within the ecosystem. For **100 MP**, your body develops the ability to naturally produce a potent toxin. Whether delivered through bites, claws, breath attacks, spines, or another method is up to you. Examples include the poisons produced by Rathian, Pukei-Pukei, and numerous other species.

For **200 MP**, your toxins become significantly more dangerous. They spread more rapidly, resist treatment, and can incapacitate even powerful monsters. Examples include the deadly poisons of Dreadqueen Rathian or the venomous attacks of Espinas. For **400 MP**, your toxins become one of your species' most feared weapons. Their effects can spread across entire battlefields and remain dangerous long after their release. Examples include Vaal Hazak's Effluvium or Inagami's corrosive sleeping gas. Even powerful monsters must treat exposure as a serious threat.

Flight - 100/200/400 MP
The skies are home to some of the most dangerous creatures in the world. Whether through wings, buoyancy organs, elemental manipulation, or sheer biological absurdity, countless monsters have developed methods of claiming the heavens as their domain. For **100 MP**, you gain a means of flight appropriate to your species. This may take the form of wings, buoyancy organs, specialized membranes, or another natural adaptation. In addition, your body develops the internal structures necessary to support flight, such as reinforced muscles, hollow bones, air sacs, or more exotic methods like those employed by Amatsu. While capable of sustained flight, larger or heavier bodies may still find the process physically demanding. Examples include Rathian, Legiana, and Paolumu.

For **200 MP**, flight becomes one of your species' defining strengths. Your speed, maneuverability, and endurance improve dramatically, allowing you to outperform the vast majority of flying monsters. Whether diving, hovering, climbing, or performing complex aerial maneuvers, your mastery of the skies rivals species such as Rathalos, Astalos, or Seregios. For **400 MP**, your flight ranks amongst the finest in the world. Your body develops specialized propulsion systems similar to Valstrax's dragon-energy engines or Asterion's biological exhaust organs. Weight becomes largely irrelevant, allowing even immense bodies to achieve flight with ease. Your speed, maneuverability, and acceleration reach extraordinary levels, placing you amongst the fastest creatures in existence. Starting out, your maximum speed will be approximately Mach 6, though continued growth and evolution may push this even further.

Senses - 100/200/400 MP
A monster that cannot perceive its surroundings rarely survives for long. Keen eyesight, sensitive hearing, powerful senses of smell, and stranger adaptations all play a role in the hunt. By default, all of your senses are significantly enhanced compared to a human. Depending upon your species, they may range from dozens to thousands of times more effective than their human equivalents. For **100 MP**, choose a single sense. That sense becomes extraordinarily developed, far surpassing what most monsters possess.

Hearing might allow you to distinguish conversations from miles away. Smell could allow you to track prey across entire regions. Sight may allow you to perceive details invisible to others. For **200 MP**, your chosen sense becomes one

of the finest examples found amongst monsters. Very little escapes your notice, and your chosen sense remains effective even under difficult conditions. Species such as Nargacuga, Odogaron, and Nergigante would fit comfortably within this tier depending on the sense involved. Lastly, for **400 MP**, your chosen sense becomes one of, if not the greatest, in the world. You could smell a target a continent away, develop your own natural X-ray vision, or listen to a thousand conversations at once without issue.

Roar - 100/200/400 MP
A monster's roar serves many purposes. It can warn rivals, rally allies, establish territory, or simply remind everything nearby exactly where it sits in the food chain. For **100 MP**, your roar is exceptionally powerful compared to most monsters. Those who hear it will instinctively recognize you as a threat, and weaker creatures may hesitate or flee outright. Examples include species such as Anjanath, Barioth, and Bazelgeuze. For **200 MP**, your roar becomes a weapon in its own right. The sheer force behind it can momentarily stun nearby creatures, interrupt attacks, and leave opponents vulnerable.

Even creatures of similar power will find themselves instinctively intimidated by your presence. Examples include powerful monsters such as Deviljho, Tigrex, and Akantor. For **400 MP**, your roar ranks amongst the most terrifying in the world. Those caught within range may be left disoriented, debilitated, or even physically injured by the shockwave. Eardrums can rupture, weaker creatures may be knocked from their feet, and nearby structures can be damaged by the force alone. Examples include Elder Dragons such as Fatalis, Safi'jiiva, and other legendary monsters whose voices alone can dominate a battlefield.

Forbidden Physiology - 600 MP (Requires Maxed Out Physical Characteristics)
There are Elder Dragons and then there are the monsters that make Elder Dragons reconsider their life choices. Creatures such as Fatalis, Dire Miralis, Safi'jiiva, Disufiroa, and other beings of similar stature exist in a category all their own. Their power cannot be explained solely through elemental abilities. Their bodies are simply absurd, and you belong among them, at least partially. This purchase may be applied as an upgrade to any maxed out physical characteristics and replaces the cost. For instance, you could apply this to Endurance granting it a Forbidden Tier 4 level for 600 CP rather than 400 CP. You may not be a match for a Forbidden Dragon, but when it comes to this trait, you can’t be matched. For

instance, taking this option with Durability would make you tacky enough that Alatreon might struggle to actually hurt you. You'd literally be the most durable thing on the planet.

Size - Free/200/400/600/800 MP
Monsters come in a wide variety of shapes and sizes. While size is hardly everything, greater mass often brings greater strength, durability, reach, and presence. For **Free**, you may be the size of a **Small Monster**. These creatures are roughly human-sized or slightly larger. Examples include Jagras, Velociprey, and many Lynian-sized creatures. For **200 MP**, you may be the size of a **Medium Monster**. These creatures are typically comparable to large vehicles and smaller Large Monsters. Examples include Great Jagras, Arzuros, and Tetranadon. For **400 MP**, you may be the size of a **Large Monster** or average **Elder Dragon**. These creatures are often comparable in size to houses and dominate their local ecosystems. Examples include Rathalos, Diablos, Glavenus, Teostra, and Kushala Daora.

For **600 MP**, you may become a **Gigantic Monster**. These creatures tower over most Large Monsters and can reshape battlefields through their sheer size alone. Examples include Gogmazios, Gaismagorm, Nakarkos, and similar giants. Many are comparable in size to a football field or larger. For **800 MP**, you become one of the largest creatures in existence. Monsters of this size are living natural disasters whose existence alone can alter entire regions. Examples include Dalamadur, Zorah Magdaros, Laviente, and other colossal leviathans. You are effectively a kaiju, measuring anywhere from a small mountain to a small island in size.

Elements

This section covers the various element affinities. You can purchase affinities, determine how strong they are, and get some examples of what each tier will give you.

Elemental Affinity - 100/200/400 MP
Many monsters possess an affinity for one or more elements. Whether through specialized organs, unique biological processes, or sheer evolutionary adaptation, these creatures are capable of wielding powers over nature itself. This option allows you to purchase an affinity for an element of your choice. This option may be purchased multiple times for different elements. Additionally, by purchasing multiple affinities, you can unlock special fusion elements. This, however, requires you to purchase the **400 MP** Elder Dragon tier for each base element. A list of elements and their abilities is listed below this perk.

- **Minor Affinity - 100 MP:** Your body possesses a natural connection to the chosen element. You gain resistance to your chosen element and can naturally generate or manipulate small amounts of it. This is sufficient to produce elemental attacks, enhance natural weapons, or develop minor biological traits associated with the element. A fire affinity might allow you to breathe flames. A thunder affinity could produce electrical discharges. An ice affinity might generate frost or lower surrounding temperatures. While useful, the element remains a supplement to your overall capabilities rather than your defining trait.
- **High Affinity - 200 MP:** Your chosen element becomes one of the defining aspects of your biology. Elemental attacks grow dramatically stronger and more efficient. Your body develops specialized organs, adaptations, or structures designed to support its use. You may freely shape and manipulate your element with considerable precision, allowing for techniques far beyond simple blasts or breath attacks. Your resistance increases accordingly, and prolonged use of your element becomes second nature. Most monsters known for elemental abilities would fall within this tier.
- **Elder Dragon Affinity - 400 MP:** Your element ceases to be a mere weapon and becomes a fundamental aspect of your existence. You possess extraordinary control over the chosen element, allowing you to wield it on a scale normally associated with Elder Dragons. Storms, blizzards, heat waves, toxic mists, and other large-scale manifestations become possible

depending on the nature of the element. The environment itself will be altered due to your presence. A powerful fire-affiliated creature might cause temperatures to rise simply by entering an area, while an ice-affiliated creature could blanket entire regions in frost. Your body will perfectly adapt to the element. This'll make you capable of producing and controlling immense quantities of it without harming yourself.

Standard Elements

Water
Water is an element focused on adaptability and overwhelming force. While often associated with simple streams or jets of water, skilled users can create crushing torrents, high-pressure projectiles, corrosive currents, and even manipulate moisture in the surrounding environment. Water excels at controlling the battlefield, limiting movement, and wearing down opponents through relentless pressure. Many water-affiliated monsters possess exceptional mobility both in and out of aquatic environments. At higher levels, entire rivers, storms, and tidal waves can be brought under your control.

- **100 MP Example:** Royal Ludroth
- **200 MP Example:** Mizutsune
- **400 MP Example:** Namielle

Ice
Ice is an element centered around control, precision, and environmental manipulation. Its users can lower temperatures, generate frost, and create durable structures from ice. While capable of inflicting tremendous damage, ice is often used to restrict movement, shape terrain, and gradually overwhelm opponents through superior positioning. Monsters with strong ice affinities commonly possess exceptional control over their powers, allowing them to create weapons, armor, fortifications, and other constructs from frozen matter. At Elder Dragon levels, entire regions may become locked in perpetual winter simply through your presence.

- **100 MP Example:** Giadrome
- **200 MP Example:** Barioth
- **400 MP Example:** Velkhana

Thunder
Thunder is an element defined by speed, violence, and explosive bursts of power. Users can generate and manipulate electricity, empowering their attacks with devastating force while often enhancing their own movement and reaction speed. Thunder excels at striking quickly and decisively, overwhelming opponents before they can react. Many thunder-affiliated monsters possess an affinity for storms and naturally attract electrical discharges from the environment. At the

highest levels, thunderstorms, lightning strikes, and electrical phenomena become extensions of your will.

- **100 MP Example:** Tobi-Kadachi
- **200 MP Example:** Zinogre
- **400 MP Example:** Narwa the Allmother

Fire

Fire is one of the most widespread elemental affinities amongst monsters. It specializes in overwhelming destructive power, allowing its users to unleash flames, explosions, superheated gases, and even magma-like attacks.
Fire-affiliated creatures are often adapted to extreme temperatures and can thrive in environments that would be lethal to most life. While straightforward compared to some elements, few can match its raw offensive potential. At higher levels, fire can grow hot enough to melt metal, vaporize stone, and dramatically alter the surrounding environment.

- **100 MP Example:** Yian Kut-Ku
- **200 MP Example:** Glavenus
- **400 MP Example:** Teostra

Dragon

Dragon is a mysterious element primarily associated with Elder Dragons and other exceptionally powerful monsters. Rather than simply destroying matter, it tends to disrupt, erode, and overpower other forms of energy. Dragon-affiliated creatures often possess abilities that interfere with supernatural powers, elemental attacks, or the special abilities of other monsters. The element itself commonly manifests as dark crimson, black, or violet energy. While difficult to master, it is among the most feared affinities in the setting due to its effectiveness against other powerful creatures.

- **100 MP Example:** Stygian Zinogre
- **200 MP Example:** Deviljho
- **400 MP Example:** Alatreon

Xeno Energy

Unlike the conventional elements, Xeno Energy is a unique sixth element wielded by the Safi'jiiva lineage and a handful of similarly powerful creatures. It manifests as a pale blue energy formed through the refinement of vast quantities of bioenergy. Xeno Energy excels at releasing enormous amounts of power at once, producing devastating beams, explosions, and energy waves capable of reshaping

entire battlefields. Its greatest strength is scalability; the more energy available, the more destructive it becomes. Many scholars believe that fully mastered Xeno Energy rivals the power of the most dangerous Elder Dragons and Forbidden Monsters.

- **100 MP Example:** No major example
- **200 MP Example:** Xeno'jiiva
- **400 MP Example:** Safi'jiiva or Asterion

Earth

Earth is an unofficial element covering stone, metal, crystal, and the land itself. Unlike the more destructive elements, earth focuses on durability, stability, and overwhelming physical force. It allows users to manipulate terrain, create defensive structures, shape minerals, and weaponize the environment around them. Earth-affiliated creatures are often exceptionally resilient and difficult to move. At higher levels, entire landscapes can be reshaped through your actions. For instance, you can raise walls of stone, open fissures, or control vast quantities of rock. It, however, is weak to the Ice element.

- **100 MP Example:** Basarios
- **200 MP Example:** Diablos
- **400 MP Example:** Nefu Garumudo

Effluvial

Effluvial energy is not a true element in the conventional sense. Instead its more of a manifestation of decay, decomposition, and the cycle of death. Those who wield it can produce toxic vapors, corrosive miasma, and energy-draining clouds capable of weakening both living creatures. Though sufficient quantities have been shown to weaken the environment as well. Unlike most affinities, Effluvial power often grows stronger in places saturated with death and organic matter. While feared for its destructive capabilities, it also possesses a strange connection to renewal. At the highest levels, entire regions can become shrouded in dense miasma that bends to your will.

- **100 MP Example:** No major organisms
- **200 MP Example:** Great Girros
- **400 MP Example:** Vaal Hazak

Fusion Elements

Blaze (Fire + Dragon)
Blaze combines the destructive power of fire with the disruptive properties of dragon energy. The result is an element capable of burning both physical matter and supernatural energies alike. Blaze attacks are notoriously difficult to resist and often continue inflicting damage long after the initial strike. Many consider it one of the most offensively focused fusion elements.

- **Example Monster:** Frontier Blaze Weapons

Light (Fire + Thunder)
Light fuses fire and thunder into a radiant element focused on speed and overwhelming power. Its attacks often manifest as brilliant beams, explosive flashes, and concentrated bursts of energy. Light excels at rapid offense and precision strikes capable of inflicting catastrophic damage in an instant.

- **Example Monster:** Zerureusu

Thunder Pole (Thunder + Dragon)
Thunder Pole combines the raw force of thunder with the disruptive nature of dragon energy. Its attacks possess both tremendous impact and the ability to overwhelm opposing energies. Users often specialize in high-speed assaults backed by devastating bursts of power.

- **Example Monster:** Rebidiora

Kanade (Water + Ice)
Kanade merges water's adaptability with ice's control. This element excels at battlefield manipulation, allowing its users to transition seamlessly between flowing water and solid ice. It is often regarded as one of the most versatile fusion elements due to the sheer number of techniques it can support.

- **Example Monster:** Poborubarumu

Wind (Thunder + Ice)
Wind combines the mobility of thunder with the control of ice. Users can generate powerful gusts, storms, and cutting currents of air while maintaining exceptional speed and maneuverability. This element emphasizes mobility and environmental control over direct destruction.

- **Example Monster:** Frontier-exclusive element

Sound (Water + Dragon)
Sound is an unusual fusion element that focuses on vibration, resonance, and pressure waves. Rather than relying solely on direct damage, it can affect large areas through powerful shockwaves and disruptive frequencies. It is among the most difficult fusion elements to defend against due to its unconventional nature.

- **Example Monster:** Frontier-exclusive element

Burning Zero (Fire + Ice)
Burning Zero represents the union of two normally opposing elements. It allows users to wield both unimaginable heat and absolute cold simultaneously, often within the same attack. The instability of these opposing forces creates devastating effects capable of overwhelming conventional defenses.

- **Example Monster:** Eruzerion

Darkness (Ice + Dragon)
Darkness combines the suppressive qualities of dragon energy with the control and lethality of ice. It often manifests as freezing darkness capable of draining energy, suppressing powers, and locking opponents in place. Many consider it one of the most sinister fusion elements. You may optionally manifest blackened scales or armor representing the power.

- **Example Monster:** Meraginasu

Tenshou (Fire + Water + Thunder)
Tenshou is an extremely rare tri-element fusion that combines the fury of storms, the force of water, and the destruction of fire. It is a highly versatile element capable of shifting between offense, defense, and battlefield control with ease. Few creatures possess the power necessary to wield it effectively.

- **Example Monster:** Shantien

Frozen Seraphim (Fire + Ice + Dragon)
Frozen Seraphim is among the rarest and most powerful fusion elements known. It combines dragon energy with both extreme heat and absolute cold. This creates a force that embodies destruction and contradiction in equal measure. Few beings can safely wield such power, but those who do rank among the most dangerous creatures in existence. Representing this, you may cover your body in burning flames and gleaming ice as you wish.

- **Example Monster:** Disufiroa

Black Flame (Fire + Dragon)
Black Flame is an element associated with destruction on a massive scale. While it shares similarities with both Fire and Dragon, it possesses properties distinct from either parent element. Its flames burn with unnatural intensity and are exceptionally difficult to extinguish once unleashed. Black Flame is particularly effective against both living creatures and man-made structures, making it one of the most feared elemental powers in existence. Unlocking this affinity grants control over Black Flame itself. At Elder Dragon Affinity, your mastery is comparable to Fatalis and allows you to unleash vast seas of black fire capable of engulfing entire battlefields.

- **Example Monster:** Fatalis

Crimson Demon (Fire + Dragon)
Crimson Demon is an extremely aggressive element that emphasizes overwhelming offensive power. Manifesting as crimson fire mixed with draconic energy, it excels at direct destruction and explosive force. Compared to Black Flame, Crimson Demon is less focused on lingering devastation and more focused on annihilating targets through sheer power. Unlocking this affinity grants control over Crimson Demon energy. At Elder Dragon Affinity, your mastery is comparable to Crimson Fatalis, allowing you to produce enormous eruptions of crimson fire and draconic power.

- **Example Monster:** Crimson Fatalis

Emperor's Roar (Thunder + Dragon)
Emperor's Roar is a rare element associated with storms, lightning, and immense draconic power. It manifests as brilliant crimson lightning capable of striking with tremendous force while carrying many of the disruptive properties associated with the Dragon element. Few creatures possess the ability to wield this element, and fewer still can master it. Unlocking this affinity grants control over the Emperor's Roar. At Elder Dragon Affinity, your mastery is comparable to White Fatalis. Your lightning naturally manifests in the form of similar crimson bolts. Additionally, your body may develop matching scales, fur, feathers, or other features. Finally, storms and electrical phenomena become far easier for you to create and control.

- **Example Monster:** White Fatalis

Unique Traits

This section covers most of the unique powers that you may be familiar with. This includes most iconic traits, special evolutionary abilities, and a few other unique powers.

Conflict Sense - 100 MP
The Bazelgeuse species is known for many things. One of their lesser-known traits is their uncanny ability to locate conflict. Somehow, they always seem to appear whenever powerful monsters begin trying to kill one another. Like the infamous kamikaze dragon, you possess an instinctive sense for violence. You can detect battles involving powerful creatures across enormous distances and instinctively judge their approximate scale. A disagreement between two Jagras might barely register, while a clash between Elder Dragons would stand out like a beacon. With experience, you can learn additional details such as the number of participants, their relative strength, and whether the conflict is escalating or nearing its conclusion. After all, why waste time wandering the wilderness when the fight can tell you where it is?

Air Sac Shell - 100 MP
The Air Sac Shell is a special mutation Asterion developed. It allows the user to develop a layer of specialized hollow armor filled with highly pressurized air. Whenever these armored sections are damaged, they rupture violently, launching fragments and shrapnel toward whatever struck them. Even successful attacks become dangerous, forcing enemies to think twice before trading blows. The armor itself is somewhat less durable than conventional scales or carapaces, and once detonated, the damaged sections must be regrown using your own energy reserves. Additionally, the explosive retaliation occurs automatically and can be triggered even by relatively minor impacts.

Enhanced Breathing - 100 MP
A surprising number of monsters owe their strength to specialized respiratory systems. After all, muscles, elemental organs, and biological weapons are only as effective as the body's ability to fuel them. Your respiratory system undergoes significant improvements. Your lungs, air sacs, gills, or other breathing organs become dramatically more efficient, allowing you to process far greater amounts of air than normal. This improves your stamina, recovery, and resistance to exhaustion while also increasing the effectiveness of abilities that rely upon

breathing, internal pressure, or air intake. Additionally, you can continue functioning in environments with thin air, poor oxygen levels, or other adverse atmospheric conditions with little difficulty. For monsters possessing breath attacks, elemental organs, or abilities fueled by airflow, this option can greatly increase their performance.

Steel Skin - 100 MP
A trait unique to Kushala Daora is its steel-like skin. As a majority of the Elder Dragon's body is metallic, it has a higher degree of durability compared to other Elders. Your hide, scales, shell, or other natural armor have been infused with this biological metal. This dramatically improves your durability while retaining enough flexibility to avoid hindering movement. Unlike ordinary metal, however, this material remains fully alive and connected to your body. As long as you possess sufficient energy, damaged sections can gradually regenerate and repair themselves. As a final bonus, you will not be affected by the rusting issue known to plague the senior Kushala Daora.

Hypnosis - 200 MP
The Nightshade Paolumu possesses one of the most irritating abilities in the New World. Rather than defeating its enemies directly, it simply puts them to sleep. You gain the ability to induce hypnotic and sleep-like states in other creatures. This effect may be delivered through specialized gases, bodily secretions, sounds, visual displays, pheromones, eye contact, or other methods appropriate to your biology.

Weaker targets can often be rendered unconscious almost immediately, while stronger opponents typically experience growing fatigue, slowed reactions, reduced awareness, and increasing difficulty concentrating before eventually succumbing. With practice, you can subtly influence thoughts and attention even without fully putting someone to sleep. While this isn't true mind control, convincing someone to look in the wrong direction, ignore a detail, or lose track of time becomes surprisingly easy.

Active Adaptations - 200 MP
The world of monsters runs on survival of the fittest. Reflecting this, if something doesn't kill you, then you'll grow stronger. This is most commonly demonstrated when monsters regrow damaged scales, carapaces, horns, membranes, and other biological structures after battle. The replacements are often tougher than what

was lost, allowing the monster to gradually adapt to recurring threats. You possess a greatly enhanced version of this trait. Whenever your body recovers from an injury, it will naturally attempt to improve itself to better withstand whatever caused the damage.

Scales become harder, muscles grow denser, organs become more efficient, and damaged tissues return stronger than before. These adaptations are generally focused on survival rather than raw power, though improvements in combat performance are a common side effect. The more severe the challenge, the greater the potential adaptation. Most importantly, this process works alongside any regenerative abilities you possess. A monster capable of recovering in days may adapt in days. A monster capable of recovering in minutes may evolve on the battlefield.

All Devouring - 200 MP
Most monsters have diets suited to their biology. Herbivores eat plants, carnivores eat meat, and scavengers make do with whatever they can find. You, however, seem to have discarded such limitations entirely. Your digestive system is capable of processing virtually anything you can physically consume. Meat, plants, minerals, metal, toxic waste, magical substances, monster materials, and countless other forms of matter can all be broken down and converted into useful nutrients or energy. Poisons, spoiled food, and similarly hazardous materials are harmlessly digested alongside everything else. Even better, your body somehow convinces itself that all of it tastes good. Whether you're eating a perfectly cooked steak, a pile of rocks, or a barrel of toxic sludge, your brain insists that you've just enjoyed a wonderful meal.

Mud Armor - 200 MP
The Jyuratodus survives by turning its environment into both armor and weapons. You possess a similar ability. Your body can rapidly gather, shape, and compact surrounding materials such as mud, clay, sand, ash, snow, dust, or other loose substances into an external layer of armor. This coating greatly increases your durability while also allowing you to blend into suitable environments. More importantly, this material remains under your control. You can launch it as projectiles, spit it at enemies, create temporary barriers, or rapidly rebuild damaged sections of your armor. Depending on the material used, the armor may also inherit useful properties such as heat resistance, insulation, camouflage, or

increased weight. Why rely solely on your scales when the entire landscape can become your armor?

Aquatic Monster - 200 MP
While many monsters can swim, relatively few are truly adapted to life beneath the waves. Your body is one such example. Whether through gills, specialized lungs, hydrodynamic muscles, or other adaptations, you are fully capable of living and fighting underwater. Water won't impede your movement, and you can breathe underwater indefinitely. Your senses are likewise adapted for aquatic environments, allowing you to navigate murky depths and track creatures beneath the surface. Furthermore, your natural weapons and abilities function just as effectively underwater as they do on land.

Burrower - 200 MP
Many monsters have adapted to life beneath the surface. Some use this ability to ambush prey, while others simply prefer avoiding danger altogether. Regardless of the reason, your body develops the adaptations necessary to tunnel through suitable terrain. This may take the form of powerful claws, reinforced scales, a hardened skull, or some other biological feature appropriate to your species. You can rapidly move through soil, sand, mud, and similar materials without issue. Additionally, you retain a good awareness of the surface while underground, allowing you to detect movement and avoid becoming disoriented. Burrowing is an excellent method of travel, escape, and launching surprise attacks against unsuspecting prey.

Flamesac - 200 MP
Many fire-element monsters possess organs capable of generating immense heat. The Flamesac takes this concept a step further. This specialized organ allows your body to rapidly melt and liquefy suitable materials, converting them into magma-like substances that can be stored internally. These molten materials may then be expelled as breath attacks, launched as explosive projectiles, or spread across your body as a burning protective coating. The exact appearance and composition of the molten material depend upon your biology. A volcanic monster might produce streams of lava, while a metallic species could create rivers of molten metal. Regardless of the source, your body remains perfectly adapted to handle the temperatures involved. After all, setting your enemies on fire is good. Hitting them with liquid rock is even better.

Burst Power - 200 MP
The Odogaron possesses muscles unlike those of most monsters. Rather than maintaining maximum output continuously, they are capable of releasing enormous amounts of power in sudden bursts. Your musculature develops a similar trait. At will, you may temporarily push your body far beyond its normal limits, dramatically increasing your speed, acceleration, striking power, and reaction time for brief periods. To outside observers, these movements often appear almost instantaneous. Unlike a simple adrenaline rush, this power can be activated repeatedly during combat with little loss of effectiveness. While sustained use still consumes considerable energy, the bursts themselves place surprisingly little strain on your body.

Elder Tracker - 200 CP
The greatest predators do not wander aimlessly in search of prey. They hunt with purpose. Nergigante in particular possesses an uncanny ability to locate Elder Dragons, allowing him to follow concentrations of bioenergy wherever they may gather. You possess a similar ability. By focusing on a particular creature, energy source, or unique power, you may attune yourself to its presence. Once attuned, you gain an instinctive sense of its direction and general distance.

The stronger and more distinctive the target's energy, the easier it becomes to follow. This ability is particularly effective against beings that naturally produce unusual forms of energy, such as Elder Dragons, elemental creatures, supernatural entities, and similar targets. Residual traces left behind by such beings can also be detected, allowing you to follow trails that others would never notice. With sufficient familiarity, you may maintain multiple attunements simultaneously, though tracking too many targets at once can become distracting.

Hawk Eyes - 200 MP
A creature traveling at supersonic speeds has little use for ordinary eyesight. Valstrax solved this problem by evolving senses capable of tracking the world while moving faster than most monsters can comprehend. Your vision has become equally sharp and specialized for motion. You can clearly observe distant objects and track fast-moving targets with ease. This allows you to accurately judge speed, distance, and trajectories even while traveling at extreme velocities. Rapid movement, sudden acceleration, and violent aerial maneuvers won’t interfere with your ability to perceive the world around you. Additionally, your eyes become naturally resistant to environmental interference. Wind pressure,

dust, rain, snow, smoke, and similar obstacles are far less capable of impairing your vision.

Blade Scales - 200/300 MP
Most monsters prefer to grow armor. Seregios decided ammunition was more useful. Like the antagonistic dragon, your body produces specialized scales designed to detach and be launched as projectiles. These scales possess razor-sharp edges capable of slicing through flesh, hide, and lighter forms of armor. They naturally regrow over time, allowing you to replenish your supply without permanent loss. This process, however, does drain a fair amount of bioenergy. You possess instinctive control over when these scales are shed, allowing them to be launched individually, in volleys, or across large areas. For an additional **100 MP**, your scales become significantly more dangerous. You may either cause them to explode after striking a target or imbue them with one of your elemental affinities, allowing them to inflict elemental damage alongside their cutting power.

Burning Brighter - 300 MP
Fire is not merely a matter of quantity. The greatest fire-breathing monsters continuously refine their flames, pushing them to temperatures that lesser creatures could never safely contain. Your body possesses an exceptional tolerance for the powers it produces. Whenever one of your biological abilities grows stronger, so too will the organs and structures supporting it naturally improve alongside it. An air sac might become more durable, your venom glands could produce deadlier toxins, and similar adaptations occur throughout your body.

This allows your natural abilities to be pushed far beyond their normal limits without risking catastrophic self-injury. As your powers continue to develop, your body continuously refines itself to support their growth. In the case of fire-based abilities, this often manifests as steadily increasing temperatures, cleaner combustion, and dramatically improved efficiency. Flames become hotter, fuel is utilized more effectively, and less energy is wasted during use.

Carpet Bomber - 300 MP
Some monsters fight with claws, while others prefer the sheer mass of their bodies. Bazelgeuse looked at both options and decided that exploding everything was easier. Your body now possesses a series of specialized blasting glands that

produce volatile explosive secretions. These secretions rapidly harden into scales, droplets, nodules, or similar biological structures that can be shed at will. Once detached, these explosive materials may detonate when exposed to sufficient force, heat, impact, or after a short delay.

You possess instinctive control over their production and placement, allowing you to scatter explosive traps across a battlefield, blanket large areas with munitions, or cover yourself in living explosives. Most importantly, your body is highly resistant to your own detonations. Whether crashing through a field of your scales or triggering dozens of explosions at point-blank range, you can safely fight amidst destruction that would obliterate most other creatures. As a final bonus, you may play the Bazelgeuze theme whenever you initiate combat.

Dragon Gem - 300 MP
A Dragon Gem is formed when a monster accumulates an immense surplus of bioenergy over the course of its life. For most creatures, the process requires decades of growth, favorable circumstances, and no small amount of luck. The resulting crystal acts as a living organ, storing and regulating vast quantities of energy. You possess such a Gem. Located somewhere within your body, the Gem serves as a massive reservoir of bioenergy far denser and more potent than that found throughout the rest of your body. You can consciously direct energy into the Gem for storage, draw upon its reserves when needed, or release large quantities of energy in a sudden burst. This greatly improves your endurance and allows your special abilities to be used more freely.

The formation of a Dragon Gem also encourages growth. Your body becomes larger, stronger, and more capable of supporting the immense energies flowing through it. Special abilities tied to your biology become noticeably more potent as the Gem continuously nourishes and reinforces them. Perhaps most importantly, your body naturally reorganizes itself around the Gem. Inefficient structures are reduced, useful organs are enhanced, and internal systems gradually optimize themselves to better support your continued growth. Over time, your entire physiology becomes more harmonious, allowing your body to function with greater efficiency than before. As a final bonus, this option may be purchased multiple times. Each additional Gem further increases your reserves of bioenergy while accelerating the improvements brought about by their presence.

Resonance Organ - 200/400 MP
Xeno'jiiva possesses three pairs of glowing sensory organs upon its head. These organs allow it to sense bioenergy across tremendous distances and emit signals capable of attracting Elder Dragons. While these organs eventually atrophied once a Xeno'jiiva matured into Safi'jiiva, they remained remarkable nonetheless. **For 200 MP**, you may acquire a set of Resonance Organs somewhere upon your body. These organs are highly sensitive to energy, allowing you to detect and distinguish sources of power that would be otherwise impossible to detect. Bioenergy, elemental energy, magical energy, and spiritual power are all examples of energies you can perceive. By focusing, you can identify individual energy signatures, estimate their strength, and track targets by following the traces they leave behind. Additionally, these organs also allow you to emit signals of your own. Such signals can attract attention and encourage nearby creatures to investigate your location. This is an excellent method to draw in unsuspecting prey.

For **400 MP**, your Resonance Organs will rival those possessed by Xeno'jiiva itself. Your sensory range is extended and now capable of covering entire regions. This allows you to detect distant energy sources and identify familiar signatures with ease. Even beings who can suppress their energy can be located using your detection capabilities. More importantly, you gain precise control over the signals your organs emit. By altering their characteristics, you can tailor them toward specific targets or groups. The signal may imitate a rival, a potential mate, a distress call, a concentration of energy, or whatever other signal you can think of that might draw attention. Creatures capable of perceiving the signal will often feel compelled to investigate its source. Granted, beings of sufficient power may be affected less, much like how Zorah Magdoras only became dedicated once it started to die from old age.

Fulgurbug Symbiosis - 200/400 MP
Few monsters possess a relationship as successful as that between Zinogre and the Fulgurbugs. Rather than generating all of its power itself, Zinogre relies upon a colony of symbiotic organisms that gather, store, and channel energy throughout its body. For 200 MP, you can acquire a similar colony of symbiotic organisms that will bond with your body. You may customize their exact nature if you wish. Though insects similar to Fulgurbugs are the most common example. These creatures will naturally gather and store energy, resources, or other useful

substances before transferring them to you as needed. By drawing upon their reserves, you may enter a Supercharged State.

During this state, your physical capabilities will increase, and abilities associated with your symbiotes become significantly more powerful. Once depleted, the colony will gradually replenish its reserves over time. If you're not satisfied, however, then you can upgrade the colony for 400 MP. Your bond with your symbiotes has now reached an extraordinary level. Your colony is larger, more efficient, and capable of storing vastly greater quantities of power compared to other groups. Your normal Supercharged State is now your standard state. You, however, will now gain access to a True Supercharged State comparable to that displayed by the Thunderlord Zinogre. The boost will depend on your colony, but will start out multiplying your physical abilities three times over.

Master of Frost - 200/400 MP
Few creatures wield ice as elegantly as Velkhana. While many monsters can generate frost, Velkhana surpasses them due to a unique, specialized organ. This organ is capable of rapidly cooling and condensing moisture from its surroundings. For **200 MP**, you may acquire a similar specialized cryokinetic organ capable of generating extreme cold and storing large quantities of liquid within your body. By drawing moisture from the surrounding environment, you can rapidly freeze it, creating ice. This ice may be used to form weapons, barriers, projectiles, platforms, and other simple constructs.

Areas rich in water or humidity make it significantly easier to produce ice without exhausting yourself. If you're not satisfied, however, then for **400 MP**, you may increase mastery of cryokinesis so that it's on par with Velkhana itself. You'll be able to shape with extraordinary precision, allowing you to form intricate structures in mere moments. Furthermore, your control extends beyond plain creation, enabling you to freely manipulate existing ice and reshape it as needed. Additionally, your cold aura will cause moisture to naturally gather around you.

- **The 400 MP Tier gives you Elder Dragon Affinity (Ice Element)**

Elemental Immunity - 400 MP
Most monsters possess strengths and weaknesses. You have strengths and slightly smaller strengths. Choose a single element. Fire, Water, Thunder, Ice, Dragon, Earth, or any other similar affinity. You are completely immune to that element. Beyond simple resistance, you suffer no meaningful harm from it

whatsoever. You may freely exist within environments composed of the element, absorb exposure without injury, and ignore attacks that would devastate lesser creatures. Should the chosen element normally provide beneficial effects, those effects are amplified. This may be purchased multiple times. Each purchase applies to a different element. A fire dragon swimming through lava is impressive. A dragon swimming through Fatalis's fire breath while wondering what everyone is so worried about is considerably more concerning.

Elemental Fusion - 400 MP
Most monsters possess a single elemental affinity, in rare cases some possess two. You looked at this arrangement and decided it was inefficient. You may combine compatible elemental affinities into entirely new forms. Fire and Thunder might become Plasma. Fire and Dragon could become Infernal Dragonfire. Ice and Water may become Absolute Zero. Wind and Dragon might become Tempest Energy. These fused elements inherit traits from their component parts while often developing entirely new properties of their own. More importantly, your body naturally adapts to safely contain and utilize these hybrid energies. The exact capabilities of any fusion are left largely to common sense and creativity. Just remember that creating entirely new forms of elemental destruction is generally how one ends up classified as an Elder Dragon. Or a natural disaster, I suppose both are common.

You're a Monstie, Jumper - 400 MP
The Monsties are monsters who were raised by Riders and bonded with them. Normally, a Rider has to bond with a Monstie using a Kinship Stone, but it seems you have the ability to form such a bond yourself. You are able to connect your soul with others forming an unbreakable bond. This connection boosts the power you can unleash with it growing as your bonds deepen. Additionally, this also allows you to unleash a Kinship Move. This technique draws out the power of your bond letting you deal devastating damage far beyond your normal limit. Purchasing this option also gives you the ability to unleash Kinship Moves with a Rider though, they will be a bit weaker than normal. They still are good for being an ultimate technique though.

Specialized Organ - 400 MP
Many of the world's most dangerous monsters possess biological structures found nowhere else in nature. Flame sacs, venom glands, electric organs, dragon reactors, and countless other adaptations allow them to perform feats impossible

for ordinary creatures. This option allows you to gain a specialized organ like the monsters you've encountered or are familiar with. This organ grants you access to a unique biological capability.

Perhaps, you've acquired a flame sac that generates immense heat like a Teostra, an electrical organ could produce devastating shocks, or a Dragon Reactor similar to Valstrax's, which converts Dragon Element energy into powerful propulsion blasts. Your body will naturally adapt to support your chosen organ. So you don't have to worry about accidentally harming yourself. Most importantly, the organ grows alongside you. As your body becomes stronger and accumulates more energy, so too does the organ's output and effectiveness.

Magnetic Mistress - 400 MP
The massive golden horns of Kulve Taroth are more than simple weapons. They are specialized organs capable of manipulating magnetic forces with extraordinary precision, allowing her to shape vast quantities of metal as easily as a sculptor shapes clay. You possess a similar ability, allowing you to generate and manipulate magnetic fields. This power allows you to attract, repel, suspend, and reshape metallic substances within your range. The stronger the magnetic properties of a material, the easier it is to control.

Though even non-magnetic metals can be influenced if they have impurities. This control is precise enough to perform delicate work. Metal can be drawn into threads, woven into complex shapes, sculpted into intricate artwork, or assembled into functioning structures. Given sufficient amounts of training, you could shape entire suits of armor, weapons, fortifications, or decorative creations with but a thought. Lastly, as your reserves of energy grow, so too will the quantity of metal you can manipulate at once.

Resonant Pressure Jets - 400 MP
Shara Ishvalda demonstrated that raw power is not always necessary. Sometimes all you need is enough pressure. You possess specialized organs capable of generating highly compressed streams of energy, air, water, bioenergy, or other substances depending upon your physiology. These jets may be released as focused beams capable of drilling through stone, carving apart mountainsides, and devastating anything unfortunate enough to stand in their path. Unlike many breath weapons, these attacks rely more on pressure than heat or elemental force. Their destructive power comes from immense kinetic energy concentrated into

an incredibly narrow area. Mountains, fortifications, and other large structures quickly discover that durability becomes somewhat irrelevant when enough pressure is applied. Shara Ishvalda used this ability to reshape entire landscapes. You may eventually do the same.

Crystallized Armament - 400 MP
Mirrorblade's mastery over bioenergy allowed his tail to evolve into something far beyond a simple blade. By manipulating bioenergy crystals, he transformed his natural weapon into the center of an entire combat system. Your natural weapon gains the ability to generate, shape, and manipulate bioenergy crystals. These crystals may be attached to your weapon to alter its size, shape, and function, or detached entirely to serve as independent constructs. Weapons, barriers, projectiles, traps, and similar creations can all be formed through their use.

More impressively, these crystals can be manipulated after creation. You may freely shatter, reshape, disperse, and reconstruct them within your effective range. Large concentrations can distort vision through reflected light, create fields of mirrored surfaces, or otherwise alter the battlefield to your advantage. Destroyed crystals gradually break down into bioenergy that may be reclaimed and reused, allowing your creations to persist through extended engagements.

Disintegration Field - 600 MP
Oltura was feared for many reasons. Chief among them was its ability to generate a field of energy capable of reducing living creatures to nothingness. It seems you share this trait with the ruinous Elder Dragon. By releasing your energy, you may generate a destructive aura around your body. Any sufficiently weak creature entering this field will rapidly break apart and disintegrate. Stronger foes may be capable of resisting the effect, but will still suffer considerable damage. The field may be expanded or contracted at will. This allows you to either create a localized defensive aura or a much larger zone of destruction. Particularly durable opponents can survive exposure, but few enjoy the experience. After all, there are only so many ways to react when reality itself begins deleting pieces of you.

Falling Stars - 600 MP
The colossal Dalamadur possessed many terrifying abilities. The fact that it could call down meteors was among the worst of them. Through a combination of bioenergy manipulation and extraordinary power, you may summon celestial

objects from the heavens. Smaller uses might resemble artillery strikes or localized bombardments. Larger applications can call down genuine meteors capable of devastating large portions of the battlefield. The exact appearance of these projectiles may vary depending on your abilities. Some may resemble burning meteors. Others may be formed from crystal, dragon energy, magma, ice, or stranger substances. The greater your power, the larger and more numerous these celestial attacks become. Most creatures view the sky as protection from danger. You have successfully removed that assumption.

Bioenergy Absorption - 600 MP
Few creatures accumulate power as efficiently as the Safi'jiiva lineage. From the moment they hatch, they possess the ability to draw bioenergy from their surroundings, feeding upon the world itself to fuel their growth. You possess a similar adaptation. Your body can actively absorb ambient energy from the environment and convert it into usable power. Bioenergy, magical energy, spiritual energy, elemental energy, and similar sources can all be consumed. Though particularly potent or concentrated sources will provide a more noticeable boost.

This energy may be used to replenish your reserves, sustain your body, accelerate recovery, or support abilities that would normally consume large amounts of power. Areas rich in energy are especially effective, as your body will instinctively draw in the excess and store it for later use. Most importantly, your body is naturally suited to containing vast quantities of energy. While there are still limits to what you can safely absorb, your tolerance is far beyond what other dragons can even comprehend. The stored excess energy will gradually be integrated into your body or safely bled off to avoid harming yourself. The stronger you become, the greater the quantity of energy you can absorb and safely contain.

Escaton Judgment - 600 MP
Alatreon is known as the Blazing Black Dragon for good reason. It possesses complete mastery over multiple elements and can unleash them in a devastating attack known as Escaton Judgement. This cataclysmic release of power engulfs an enormous area and inflicts tremendous damage upon everything caught within it. You possess a similar ability, perhaps you’re related to the ancient Forbidden Dragon. By gathering your elemental power and releasing it all at once, you may unleash a massive wave of destruction capable of affecting entire battlefields. The exact appearance of this attack depends on your elemental

affinities. Fire may manifest as an all-consuming inferno, Ice as a continent-spanning blizzard, Dragon as a tide of violet energy, and so on. This attack is powerful enough to threaten even Elder Dragons and large groups of powerful opponents. However, it requires a considerable amount of energy and cannot be used repeatedly without rest. As your power grows, so too does the scale and lethality of this attack.

- **This Perk discounts all Elemental Affinities**

Incarnation of Wind - 400/800 MP
Few monsters command the wind as completely as Kushala Daora. Entire ecosystems have been devastated by the storms that follow in its wake. It is capable of this feat due to two factors. The first is a special organ that generates immense quantities of wind, which may be circulated around your body, expelled as devastating attacks, or used to manipulate the surrounding environment. The second factor is its horns, granting them incredible control. With their horns, they can alter their direction, pressure, density, and force with little effort. You can make gentle breezes, cutting wind blades, defensive barriers, or massive hurricanes.

For an additional **400 MP,** your mastery evolves beyond that of Kushala Daora and approaches the domain of Amatsu itself. At this level, your control extends beyond simple wind and into the atmosphere as a whole. You may manipulate air currents across vast distances, create and disperse storm systems, alter atmospheric pressure, shape weather patterns, and generate devastating natural disasters. Hurricanes, typhoons, tornadoes, and continent-spanning storm fronts become possible with sufficient power. Your precision also improves just as dramatically. Wind may be used to carry allies through the air, redirect incoming attacks, create crushing pressure fields, form nearly impenetrable barriers, or strike distant targets with incredible accuracy. Entire regions may find their climate altered merely by your presence. Eventually, the distinction between a storm and your arrival becomes difficult to determine.

- **This first tier is Free and second tier is Discounted with Elder Dragon Affinity (Wind Element)**

Nuclear Furnace - 800 MP
Most monsters derive their power from bioenergy. You however, have chosen a considerably more aggressive solution. Within your body exists a biological reactor capable of generating extraordinary amounts of energy through processes

resembling nuclear fusion. This reactor continuously produces immense reserves of power that may be used to fuel your abilities, reinforce your body, and unleash devastating attacks. As a passive effect, your physical capabilities increase substantially due to the constant energy output. Your body becomes more resilient, your regeneration improves, and your stamina becomes almost inexhaustible. More importantly, your attacks become infused with immense quantities of thermal and radiological energy. Heat waves, radiation, plasma-like attacks, and devastating explosive releases all become possible depending upon how you choose to express this power. Naturally, your body is completely immune to any harmful effects generated by your reactor. It would be somewhat unfortunate otherwise. While you won't quite be equal to the infamous King of Monsters, you possess all the necessary tools to eventually reach that level.

Shiten Resurrection - 800 MP
Normally, monsters die when they are killed. You apparently chose to ignore that memo. Like the legendary Shiten Disufiroa, you possess the ability to return from the brink of death. The first time you receive a lethal injury, your body will instead enters a brief dormant state before reawakening. Upon doing so, you undergo a dramatic transformation. Your appearance changes, your elemental power intensifies, and your physical capabilities increase significantly. This enhancement affects every aspect of your body, allowing you to fight far beyond your previous limits. The transformation lasts indefinitely and is a permanent evolution rather than a temporary state. This resurrection however, may only occur once per Jump or every ten years before it must recharge. Thankfully, once is usually enough. Most opponents struggle to defeat a Forbidden Dragon. Very few are prepared to do it twice.

Perpetual Energy Engine - 1000 MP
The Safi'jiiva lineage possesses one of the most extraordinary biological adaptations ever observed. Hidden within their chest lies a specialized organ capable of circulating, refining, and generating an effectively infinite supply of bioenergy. Once fully matured, this organ transforms its owner into a self-sustaining powerhouse no longer dependent upon external sources of energy for survival.

You possess a fully developed Perpetual Energy Engine. Your body will continuously generate bioenergy, replenishing any reserves you possess and providing all the energy necessary to sustain your existence. You will never need

to feed, hunt, absorb ambient energy, or seek out energy-rich environments again in order to survive. So long as your body remains intact, your internal energy reserves will steadily replenish themselves. However, while the generation is unlimited, your body still limits your output. Though the output you possess can be increased over time with training. Lastly, should you be capable of producing or have access to any other energies, the engine will generate them as well.

Species Modifiers

This section covers most of the Variants that can appear in different Monster species. You may purchase as many as you can afford. The options will be merged seamlessly, giving you all of the advantages each Variant option provides. For instance, choosing Guardian and Zenith would likely make you a cyborg monster.

Subspecies - 200 MP
Not every monster evolves to thrive in the same environment. Over countless generations, some species adapt to entirely different habitats, developing new traits and abilities suited to their surroundings. For example, the Acidic Glavenus is a subspecies born within the Rotten Vale. This subspecies absorbed sulfur and toxins from the area, merging it with their tail blade. As a result, the Acidic Glavenus gained the ability to generate acid and form a more slender blade. This option allows you to choose a new environment or ecological niche. Your body will adapt accordingly to the change. A desert dweller may develop resistance to heat and sand, while a monster adapted to frozen tundra could gain powerful ice-based abilities. While you remain recognizable as the same species, you will be a distinct branch, as demonstrated by any children you have.

Guardian - 200 MP
While most monsters are born naturally, some were created. The Guardians are artificial creatures created by the ancient civilization of Wyveria to serve as soldiers, laborers, sentries, and weapons. Rather than relying upon traditional biological processes, their bodies are sustained by specialized energies and designed for a specific purpose. As a Guardian monster, you don't require food, water, or any other conventional biological necessities to survive. Instead, your body draws upon internal energy reserves to sustain itself. Additionally, your body is also significantly more resilient than normal. Fatigue won't be as much of an issue, environmental hazards affect you less severely, and you can continue functioning under conditions that would cripple most creatures.

Aside from this, your wounds can be healed utilizing your energy, allowing you to bypass issues that would prevent you from healing. Most importantly, you were built for a purpose. You may choose a role when purchasing this modifier. Perhaps you were a living weapon designed for combat, a guardian beast created to protect a territory, a scout specialized in tracking intruders, or a labor creature intended to carry tremendous burdens. Whatever role you choose, your body will

be optimized for it, granting noticeable improvements in all related tasks. A Guardian created for war may possess greater strength and durability. One created as a scout may gain heightened senses and mobility. A laborer might display immense endurance and carrying capacity.

Origin Species - 400 MP
The Origin Species are ancient monsters that have remained remarkably close to their ancestors. This genetic purity allowed them to preserve traits that have disappeared from their modern descendants. While many species have specialized over the ages, this process sacrificed much of their ancient potential. You, however, are an exception to this process. As a result, your body is larger, stronger, and more adaptable than would normally be expected of your species. Traits that may have become vestigial or diminished in modern descendants are restored to their full potential.

For instance, a Rathalos Origin Species might possess far greater physical strength than a normal Rathalos and be significantly larger. A Teostra Origin Species could exhibit greater control over multiple forms of flame and heat. You might even rediscover some traits lost to time from your bloodline. Most importantly, your species possesses tremendous evolutionary potential. Future adaptations will come more easily to you, and your body seems remarkably willing to incorporate new traits without compromising existing strengths.

Deviant - 400 MP
Most monsters die when faced with overwhelming adversity. The Deviants are the rare few who managed to survive. Whether through battles with Hunters, territorial conflicts, grievous injuries, or simple bad luck, Deviant Monsters have endured hardships that would have killed any normal member of their species. In doing so, they have become something unique. This perk allows you to choose a single defining hardship. Perhaps you survived the loss of an eye, a shattered limb, repeated hunts, or an environment completely unsuited to your species. Whatever the challenge, your body has adapted around it and emerged stronger.

Your Injuries healed in ways that improved rather than diminished you, your weaknesses became strengths, and adversity drove your growth further. In addition, you have developed a unique fighting style and biological adaptations distinct from those of your kind. These adaptations often manifest as new attacks, altered anatomy, or specialized abilities born directly from your experiences. For

instance, the Hellblade Glavenus managed to survive overheating its body and gained the ability to produce explosive powder. As a result, it can make all of its attacks explosive and maintain a much higher temperature than standard Glavenus.

Zenith - 600 MP
Zenith Monsters represent the absolute peak of their species. Through years of growth and adaptation, they've somehow evolved one aspect of their bodies far beyond what should normally be possible. You may choose a single natural weapon, appendage, or biological feature to evolve. You could choose a horn that might become large enough to skewer creatures many times your size. Your wings may develop into weapons capable of generating devastating hurricanes.

Your claws could become sharp enough to tear through materials that would normally be impervious to them and naturally coat themselves in Dragon Energy. This specialization is not just a cosmetic alteration. The chosen feature can serve as one of your trump cards, allowing you to slay opponents outside of your weight class. As you grow stronger, it will continue to improve alongside you. The only weakness you possess is that, given the amount of power focused on this limb, you will receive a massive amount of damage should it be broken. Lastly, if applicable, this will synergize with any other boosts you possess.

Apex - 600 MP
Most monsters simply fight for survival; however, the Apex Monsters rule. These entities are forged through countless battles and the unique energy belonging to the Elder Dragon Ibushi. They emerged stronger for it and stand at the top of their environments as living disasters equivalent to Elder Dragons in power. You are one such Apex Monster. Your body is significantly larger than others of your species, carrying with it an appropriate increase in physical power.

Your coloration may also change to reflect your status, though this is entirely optional. More importantly, you develop attacks and techniques normally impossible for members of your species. This can manifest as enhanced elemental attacks, new forms of aggression, or entirely unique abilities is up to you. Your final unique trait is that you can dominate other monsters. Lesser monsters instinctively recognize your authority and are far more willing to follow your lead. This ability, however, cannot affect beings stronger than you.

Extreme - 800 MP
How fascinating, I didn't think any of you existed outside of the Frontier Zone. You are one of the Extreme or Shiten monsters. To be blunt, you're well beyond any standard example of your species. It wouldn't even be an exaggeration to say you're likely over a hundred times more dangerous than any other member of your species. All Extreme variant monsters are automatically considered powerful enough to destroy a kingdom on their own. The most bizarre, but terrifying ability you possess is that you can activate a power-up state when damaged to make yourself an even bigger threat. Given time to grow, you can even unlock a third enhanced form. A normal monster variant with this ability would be on par with Elder Dragons, and should you be on their level, you likely are a peer to the Forbidden Dragons.

Elder Dragon - 800/1200 MP
Elder Dragons stand apart from all other monsters. They are not apex predators, nor are they simply powerful animals. They are forces of nature whose immense stores of bioenergy allow them to perform feats that would be impossible for lesser creatures. It is for this reason that even the most accomplished Hunters rarely seek to slay an Elder Dragon, instead settling for driving them away. You possess the qualities that define an Elder Dragon. Your body contains vast reserves of bioenergy, far exceeding those of ordinary monsters. This energy naturally reinforces your body, increasing your strength, durability, and stamina to levels few creatures can hope to match. Even among powerful monsters, direct confrontation with you is rarely a wise decision.

More importantly, this bioenergy allows you to influence the world around you. You gain control over a large-scale phenomenon tied to your nature. A fire-aligned Elder Dragon may create heat waves and fields of living flame. A storm-aligned dragon might summon powerful winds and thunderstorms. The exact manifestation depends upon your abilities, but it should be capable of affecting entire regions rather than a single battlefield. Finally, your immense stores of bioenergy greatly slow the effects of aging and allow you to endure hardships that would kill lesser creatures. Starvation, injury, hostile environments, and the passage of time may harm you, but they won't bring you low.

- **King of the Elder Dragons - 1200 MP**: Having grown deep within the Confluence of Fates, there existed a unique Xeno'jiiva. This being absorbed energy directly from the World's leylines and the life force of countless

Elder Dragons. This process granted it unmatched potential even beyond other Black Dragons. Purchasing this option grants you the same overwhelming potential. You will need to develop this potential, but as long as you survive, you might become the strongest Dragon this world has ever seen. Finally, aside from the potential, choosing this will increase your body's power and size significantly. Even as a baby, you'll be at least forty-five meters long and larger than most Elder Dragons.

- **Elder Dragon gives you one Elder Dragon-Tier Element for Free**
- **King of the Elder Dragons gives you Elder Dragon-Tier Fire and Dragon Elements for Free. This stacks with Elder Dragon (total 3 affinities Free)**

Forbidden - 1200 MP

Few creatures earn the title of Forbidden Monster. These beings are not viewed as animals, predators, or even Elder Dragons. They are disasters given form, creatures whose existence alone can alter the fate of entire regions. So grand is their power that ancient humans worshiped them as gods. As a Forbidden species, your body has undergone a dramatic increase in power. Physical strength, durability, energy reserves, and natural abilities all grow to levels that place you among the most dangerous creatures in the world. Even Elder Dragons will acknowledge you as a superior entity.

More importantly, your existence becomes a force upon the environment itself. Much like a Black Dragon, your presence naturally influences the world around you. The exact nature of this influence reflects your powers and biology. A creature associated with fire may leave scorched earth and seas of molten rock in its wake. A storm-affiliated monster could shroud entire regions beneath perpetual tempests. Whatever form it takes, your territory gradually begins to reflect your nature. The stronger you become, the more pronounced these effects grow. Settlements, ecosystems, and even nations may come to regard your presence as a natural disaster, for better or worse. Congratulations, you're the closest thing this world has to a god now.

Hardships

Hardships are options that offer some form of inconvenience while also offering a benefit as a result. These options aren't purely negative, but will cause issues for you in some way.

Age - +200/Free/-200 MP
Every creature begins somewhere. Some hatch only moments before their journey begins, while others have already spent decades growing into their power. By taking +200 MP, you begin life somewhere between hatching and adolescence. While your species' full potential still lies ahead of you, your current power, size, and physical development will be noticeably reduced. On the bright side, you'll have plenty of room to grow.

For Free, you begin as a young adult. Your body has finished most of its natural development and is fully capable of surviving on its own, though considerable growth may still remain ahead of you. Alternatively, you may pay 200 MP to begin in the prime of your life. Your body has already reached or nearly reached the limits of what it could achieve through natural growth alone. Any further improvements will require unusual circumstances, dedicated training, or additional sources of power.

Endless Hunger +200 MP
Not every monster is blessed with an efficient metabolism. Like Deviljho, your body constantly demands more energy than it should. You are perpetually hungry. While you can survive for extended periods without food, the sensation of hunger never truly disappears. The more power you possess, the greater your appetite becomes. Long periods without feeding may leave you irritable, distracted, or increasingly willing to solve problems with your teeth. On the bright side, your body is exceptionally efficient at storing energy. Any excess food you consume can be converted into massive internal reserves for later use.

Shedding Coat +200 MP
Kulve Taroth's magnificent golden mantle is one of the most recognizable features amongst monster-kind. What many fail to realize is that the mantle serves as both armor and restraint. This coat is something the Mother of Gold only wears as a decoration. While this coating provides some degree of protection, it also suppresses part of her full power. It does so by restricting

movement, limiting heat dissipation, containing elemental energy, or otherwise acting as a seal.

That is why Kulve Taroth must shed the outer layer during intense combat. Doing so immediately releases the restrictions placed upon her body. This significantly enhances the Elder Dragon's speed, power, elemental abilities, and overall combat performance. The discarded material will remain behind and may potentially be recovered. Though typically, the coating will regenerate naturally, allowing you to once again choose between greater protection or greater power.

Energy Leak +200 MP
Most monsters do their best to contain their power. You, unfortunately, seem incapable of doing so. Whether due to unstable elemental organs or an incomplete evolution, your body is stuck constantly releasing excess energy into the environment. Perhaps, Dragon Energy may seep from your scales while excess bioenergy might leak into the surrounding ecosystem. This energy is harmless to you, but it makes remaining hidden extremely difficult.

Additionally, creatures capable of sensing energy will find you much easier to detect and track. Researchers may also notice unusual environmental changes around your territory. Similarly, Elder Dragons and other powerful monsters may become curious about the source of the disturbance. The effect becomes more noticeable as you become stronger. A normal monster might leave behind a faint trail, but an Elder Dragon could lose control of their natural power. This might lead to you unintentionally altering entire regions simply by living there for long enough.

Blinded Predator +300 MP
The Gore Magala is often described as blind, though that isn't entirely accurate. Rather than relying on conventional sight, it perceives the world through specialized scales that detect the presence and movement of nearby life. You suffer from a similar condition. Your eyes are severely impaired or completely nonfunctional, preventing you from perceiving the world through normal vision. To compensate, your body has developed an alternative sensory system. This may take the form of specialized scales, vibration detection, or another method appropriate to your species. While there may be some advantages to this unique sense, you will also face a number of challenges depending on how it works. For

example, using vibrations would make you extremely vulnerable to any Flying Wyverns.

Elder Dragon Beacon +300 MP
Some creatures spend their entire lives trying to avoid the attention of Elder Dragons. You seem to have accomplished the exact opposite. For one reason or another, your existence stands out to powerful beings. Perhaps your bioenergy is unusually concentrated. Perhaps your species emits a unique signal. Whatever the cause, Elder Dragons and other exceptionally powerful entities are far more likely to notice your presence.

This attention is not inherently hostile. Some may simply be curious. Others might view you as a potential rival, ally, or source of entertainment. Unfortunately, Elder Dragons rarely agree on which category you belong in. The stronger you become, the more noticeable this effect grows. An immature monster might occasionally attract attention from a wandering Elder Dragon. A powerful Elder Dragon could find itself drawing visitors from across entire continents, similar to Xeno'jiiva. On the bright side, if you're the type who enjoys challenging powerful opponents, finding them will rarely be a problem. Though more often than not, they'll find you first.

Evolving Stages +600 MP
Most monsters spend their entire lives growing stronger versions of themselves. A rare few are different. Rather than simply growing larger or stronger, they undergo dramatic transformations that fundamentally alter their biology. Xeno'jiiva becoming Safi'jiiva is perhaps the most famous example, though it is far from the only one. By taking this Hardship, your species develops one or more evolutionary stages beyond your starting form. While these future forms possess abilities, organs, and power far beyond your current state, you do not begin with access to them. Instead, you must satisfy the conditions necessary for evolution. This may require age, energy accumulation, environmental factors, unique materials, significant achievements, or other requirements appropriate to your species. Until then, portions of your potential will remain dormant. Fortunately, the rewards justify the effort. Each successful evolution grants substantial improvements to your body and may unlock entirely new abilities unavailable to your previous form. While your journey will begin from a position of relative weakness, your ultimate potential greatly exceeds what would normally be possible.

Pre-Built Options

Should you not wish to go through the trouble of making a Monster, then you may use one of the following pre-built bundles instead. Any options they qualify for will be included automatically.

Build a Monster - Variable
While the Monster Builder section offers a wide variety of choices, you might prefer something that's already been proven to work. This option covers all of the other Pre-Built Monsters that can't be listed. For the sake of it you may use the following options and the other listed monsters as a guideline:

- **General Monster – 0 to 700 MP:** Standard fauna of the New World and surrounding regions. These creatures range from small predators to dangerous large monsters capable of threatening unprepared Hunters. Most ecosystems are defined by these beings.
- **Regional Apex – 800 to 1500 MP:** Dominant territorial species that shape entire ecosystems around themselves. These monsters are often the peak predator of their region, capable of rivaling multiple Hunters or lesser Elder Dragons in direct combat. Their presence alone can alter migration patterns and environmental stability.
- **Elder Dragon – 1600 to 2700 MP:** Beings that defy conventional ecological classification. Elder Dragons are not merely monsters, but living natural disasters whose presence reshapes weather, terrain, and entire biomes. Many are believed to exist outside normal evolutionary chains.
- **Forbidden Dragon – 2800 to 4000 MP:** Entities that should not exist under any known biological framework. These creatures often display reality-altering properties, impossible regeneration, or catastrophic environmental influence. Even the Guild's highest classification systems treat these beings as theoretical endpoints rather than natural lifeforms.

Aptonoth - 200 MP
Aptonoth are among the most common herbivores found throughout the world. They possess little in the way of natural weapons and prefer fleeing from danger whenever possible. Despite this, their size and durability make them surprisingly difficult prey for smaller predators. More importantly, they are one of the primary food sources supporting countless ecosystems.

- **Classification (Herbivore), Size - Small Monster**

Barroth - 800 MP
The Barroth is a Brute Wyvern perfectly adapted for life within the swamps and mudflats of the Wildspire Waste. It possesses a heavily armored skull capable of battering through obstacles and frequently coats itself in thick layers of mud for additional protection. While not the fastest or strongest monster, few creatures enjoy being on the receiving end of a charging Barroth.

- **Classification (Brute Wyvern), Strength - Tier 1, Durability - Tier 2, Size - Large Monster, Element (Earth) - High Affinity**

Rathalos - 1000 MP
Known as the King of the Skies, Rathalos is one of the most iconic Flying Wyverns in existence. Combining aerial superiority, poisonous talons, and powerful fire attacks, Rathalos has earned its place as one of the apex predators of the Old and New Worlds. While many monsters excel in a single area, Rathalos is dangerous in almost any situation.

- **Classification (Flying Wyvern), Flight - Tier 2, Flamesac, Toxins - Tier 1, Speed - Tier 1, Tooth and Claw - Tier 1, Size - Large Monster**

Diablos - 1000 MP
The Diablos is a Flying Wyvern known to inhabit the Wildspire Waste. Their most famous trait is their large bull-like horns and tusked fangs. Alongside that, they have a large clubbed tail. The Diablos is capable of flying and burrowing into the ground. Despite its appearance, the Diablos is actually a herbivore preferring to eat cactus.

- **Classification (Flying Wyvern), Strength - Tier 2, Durability - Tier 2, Flying - Tier 1, Size - Large Monster, Element (Earth) - High Affinity, Burrower**

Tigrex - 1200 MP
The Tigrex is an ancient predator that has survived largely unchanged for countless generations. Tigrex embodies brute force taken to its logical extreme. It possesses tremendous strength, startling speed for its size, and a roar powerful enough to stun prey before tearing them apart.

- **Classification (Flying Wyvern), Strength - Tier 2, Speed - Tier 2, Roar - Tier 2, Durability - Tier 1, Tooth and Claw - Tier 2, Size - Large Monster**

Glavenus - 1200 MP
Excellent choice, it appears you want to become a member of the same species as our protagonist. The Glavenus is a massive Brute Wyvern known for its trademark sword-like tail. Through a combination of powerful neck muscles and constant sharpening, it is capable of wielding this tail with enough force to cleave through large monsters. Despite its size, the species is surprisingly agile and can rapidly reposition itself during combat. Glavenus also possesses a specialized Flamesac that allows them to melt minerals and metals into molten slag. This material can be expelled as a breath attack or used to superheat their tail. However, repeatedly sharpening the tail gradually wears it down, forcing the monster to periodically restore the blade through feeding and natural regeneration.

- **Classification (Brute Wyvern), Strength - Tier 2, Durability - Tier 2, Speed - Tier 1, Tooth and Claw - Tier 2, Natural Weapon - Tier 2, Size - Large Monster, Element (Fire) - High Affinity, Flamesac**

Zinogre - 1400 MP
The Zinogre is a Fanged Wyvern that has formed a symbiotic relationship with Thunderbugs. By storing and directing immense quantities of electricity throughout its body, it can dramatically increase its physical performance before unleashing devastating lightning attacks.

- **Classification (Fanged Wyvern), Strength - Tier 2, Speed - Tier 2, Tooth and Claw - Tier 2, Element (Thunder) - High Affinity, Size - Large Monster, Fulgurbug Symbiosis - Tier 1**

Deviljho - 1600 MP
The infamous World Eater. Deviljho possesses an appetite so immense that entire ecosystems can be devastated by its presence. It wanders endlessly in search of food, attacking virtually anything unfortunate enough to cross its path. While lacking the specialized powers of many Elder Dragons, its raw strength is sufficient to challenge them regardless. The term "ecological disaster" was practically invented for creatures like this.

- **Classification (Brute Wyvern), Strength - Tier 3, Durability - Tier 2, Tooth and Claw - Tier 3, Size - Large Monster, Element (Dragon) - High Affinity, Endless Hunger**

Nergigante - 2000 MP
A predator feared even among Elder Dragons. Nergigante relies upon overwhelming physical strength, incredible regeneration, and continuously growing spikes to hunt creatures that most monsters would never dare challenge.

- **Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Regeneration - Tier 3, Active Adaptations, Flight - Tier 1, Tooth and Claw - Tier 3, Size - Large Monster, Elder Dragon**

Zorah Magdoras - 3000 MP
The largest Elder Dragon most people will ever encounter, and one of the greatest natural disasters in recorded history. Zorah Magdaros is less a monster and more a walking mountain. Entire ecosystems can exist upon its shell while rivers of magma flow freely throughout its body. Despite its size, Zorah is not an especially aggressive creature. In fact, most of the devastation it causes is entirely accidental. The Elder Dragon's body contains such immense quantities of bioenergy that its death alone can reshape entire regions. Combined with its colossal size and volcanic nature, Zorah is capable of causing catastrophic destruction simply by existing in the wrong place.

- **Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Endurance - Tier 3, Size - Colossal Monster, Element (Fire) - Elder Dragon Affinity, Enhanced Breathing, Flamesac**

Safi’jiiva - 3200 MP
The adult form of Xeno'jiiva and one of the most powerful Elder Dragons ever discovered. Unlike many Elder Dragons that manipulate a specific element, Safi'jiiva specializes in the direct manipulation of pure bioenergy. Entire ecosystems can be drained to fuel its growth, regeneration, and attacks. Its body represents a nearly perfect lifeform by Monster Hunter standards. Incredible strength, immense durability, rapid healing, tremendous intelligence, and devastating energy projection are all combined within a single creature. Many researchers believe Safi'jiiva was never meant to exist naturally.

- **Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Regeneration - Tier 3, Intelligence - Tier 2, Flight - Tier 2, Size - Large Monster, Element (Dragon) - Elder Dragon Affinity, Enhanced Breathing, Perpetual Energy Engine, Elder Dragon, Forbidden**

Fatalis - 3400 MP

The Black Dragon. The Destroyer of Schrade. The monster against which all others are measured. Fatalis possesses terrifying physical abilities, immense intelligence, overwhelming flames, and a level of raw power capable of reducing entire kingdoms to ash. Unlike many Elder Dragons, which function as natural disasters, Fatalis often feels disturbingly deliberate in its actions. Whether this is true intelligence or simply humanity projecting meaning onto a monster remains hotly debated. The distinction rarely matters to those standing in front of it.

- **Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Intelligence - Tier 3, Regeneration - Tier 3, Roar - Tier 3, Tooth and Claw - Tier 3, Flight - Tier 2, Size - Large Monster, Element (Fire) - Elder Dragon Affinity, Flamesac, Elder Dragon, Forbidden**

Skills and Perks

All perks are discounted to their origins, and the 100 CP perks are free to their origin.

General Perks

Hunting Music - Free
A good hunt deserves good music. Fortunately, the world of Monster Hunter has plenty of it. This perk grants you access to the entire soundtrack of the setting, allowing it to serve as your own personal background music. By default, only you can hear it, though you may allow others to hear it as well whenever you wish. The music will naturally adapt to your circumstances. Peaceful exploration might be accompanied by a village theme, while a desperate battle against an overwhelming foe could trigger the appropriate monster theme.

In addition, you receive your own personalized theme song. This track will evolve over time to reflect your accomplishments, personality, and reputation. A humble hunter's theme may eventually grow into something worthy of an Elder Dragon or even a living legend. After all, every great hunter deserves an unforgettable soundtrack. And if a choir suddenly begins chanting while you're walking toward a dragon, that's probably a sign that something interesting is about to happen.

Combat Instincts - Free
The New World is a violent place where only the strong survive. Thankfully, most Hunters receive at least some combat training rather than being thrown directly into the deep end, just as most monsters make an effort to keep their young alive. You are one such individual, possessing above-average combat talent and a respectable amount of practical experience. You possess solid fundamentals in combat, a good understanding of how to fight, and the instincts necessary to survive dangerous encounters. While you are far from a master, you can keep a cool head in battle, react appropriately to sudden threats, and quickly recognize obvious weaknesses during combat. You are not going to be challenging Elder Dragons anytime soon, but you are unlikely to be killed by the first real monster you encounter either.

New World Ready - Free
Ok, so before we throw you into the New World, we do want to make sure you're not going to die within the first few minutes. To ensure that doesn't happen, you've been put through a training course from Hell. Your body has been conditioned to a level comparable to most novice Hunters or young Monsters, providing a solid foundation for future growth. In addition, you've acquired practical knowledge covering outdoor survival, navigation, tracking, monster identification, basic ecology, camp maintenance, and other useful skills. Nothing approaching mastery, but more than enough to keep yourself alive. You're hardly a legend yet, but you've got all the tools needed to become one.

Weapon Master - Free/100 CP
Hunters are defined by their weapons as much as their strength. Some rely on speed, others on precision, and some simply refuse to stop swinging until something breaks. You have mastered one weapon of your choice. This includes practical combat skills, maintenance, and an intuitive understanding of how to push it beyond standard limits. You know its matchups, its openings, and exactly how to make it perform under pressure. You may choose a single weapon for Free. Though should you desire to expand your arsenal, you may acquire mastery over another weapon for 100 CP. You may purchase this perk repeatedly.

A Child's Devotion - 100 CP
In the wild, survival often depends on trust. For many creatures, that trust ends the moment their children turn a year old. Then they're tossed out and treated as a rival. You, however, have decided not to go that route. Instead, you are one of the few to truly care for your offspring, and it is reflected in your relationships. Any being who you can be considered the parent or creator of, be it through blood, adoption, or mentorship, will form unbreakable bonds with you. Your children will develop a deep-rooted loyalty and emotional connection to you that persists even through any conflict. This doesn't mean they'll lose their personality or free will. They may question you, or potentially even walk their own path, but betrayal is not something that naturally forms from these bonds. Finally, as a bonus, it does so happen that you actually are an amazing parent. You're capable of caring for any child, ensuring they develop healthily and without issue. This way, you actually feel like you deserve the love they'll give you.

There's Always a Bigger Claw - 100 CP
The world of monsters is one of constant vigilance. Unless one reaches the realm of the Elder Dragons, there is always the risk of being hunted. You've internalized this lesson, developing a few useful traits. First, you'll never become arrogant. Confidence in your abilities remains tempered by awareness, preventing delusion or overestimation. Second, you can instinctively sense your place in the food chain. You are fully aware of where you lie within any ecosystem and whether there are slumbering titans nearby. This awareness allows you to make decisions that minimize risk, such as avoiding confrontations with creatures far above your level or recognizing opportunities to assert dominance over weaker threats.

The Hunt Begins Before the Battle - 100 CP
Many novice Hunters believe the hunt starts when weapons are drawn. Veterans know the real mission starts hours or even days beforehand. Thankfully, you happen to excel at preparation. Given advance notice of a target, you instinctively know exactly what supplies, tools, equipment, and strategies are most likely to be useful on your mission. The more information you possess, the more effective your preparations become. For instance, if you were informed about cliffside terrain, then you may bring grabbing hooks that you ended up needing to traverse a hidden path.

Blue-fication - 100 CP
After Asterion consumed Xeno'jiiva, he hibernated within the Ancient Forest leylines. This allowed the energy he emitted to spread within the leylines and eventually throughout the Ancient Forest. This led to a process known as Blue-fication. Any individual who absorbed sufficient amounts of Xeno or Azure energy became significantly stronger, more durable, and developed some unique abilities. Some examples included Energy Vision and the ability to generate defensive dragon-like spikes that could explode. You have somehow been exposed to the Xeno energy, allowing you to undergo this evolutionary process. In simple terms, your evolution has been accelerated by tens of thousands of years.

Charge!! - 100 CP
Sometimes it pays to come up with a complex plan; other times it pays to just hit someone really hard. This is embodied by the ever-simple Charge technique, a skill you happen to be exceptionally good at. You excel at building momentum and converting it into raw force. Whether charging on foot, diving from the air, or

launching yourself across a battlefield, you can rapidly build up speed and direct it into devastating impacts. Best of all, your body is capable of handling these collisions with ease. The force of your own charge is naturally dispersed throughout your body, ensuring your opponent suffers the consequences rather than you. The faster you move, the harder you hit.

Slice'm Up Boys - 100 CP
Dual Blade users excel at dealing damage whenever an opening presents itself. Like these maniacs, you know exactly how to turn a minor mistake into a devastating injury. You possess an exceptional eye for weaknesses, openings, and existing injuries. Whenever an opponent exposes a vulnerable point, you instinctively recognize how to exploit it for maximum effect. Wounds can be torn wider, damaged limbs crippled further, and weak points struck with uncanny precision. Even enemies far outside your weight class can be brought down if they give you an opportunity. All it takes is one mistake.

Pain is Power - 100 CP
Normally, inflicting severe injuries on someone is a good way to win a fight. That's still true, but it comes with a caveat when dealing with monsters. The greater the damage they receive, the more power they can sometimes unleash. You share this trait. The more severe your injuries become, the more power you are capable of drawing out. A few cuts might not make much difference, but serious injuries can dramatically increase your strength, speed, and the power behind your attacks. A nearly lethal wound could allow you to unleash attacks three times beyond your normal limits. Many Hunters have learned the hard way that a wounded monster is often the most dangerous one.

Run Away! - 100 CP
Contrary to popular belief, bravery and common sense are not mutually exclusive. Sometimes, the smartest thing a Hunter can do is realize the monster is much stronger than they are and leave immediately. You happen to be exceptionally talented at this strategy. Whenever you're attempting to escape a pursuer, your speed increases dramatically. The more dangerous the situation, the more pronounced this boost becomes. In addition, fortune seems to bend in your favor during your retreat. Attacks narrowly miss, obstacles appear in just the right places, and opportunities to escape seem to present themselves at exactly the moment you need them. There's no shame in retreating from an Elder

Dragon. There is, however, a great deal of shame in becoming lunch because you refused to do so.

That's a Big Chicken - 200 CP
Brother Kulu-Ya-Ku was an impressive specimen, having been able to absorb Asterion's excess energy throughout his life. The process resulted in him becoming a behemoth well over three times the size of his peers and durable enough to handle a head-on attack from a Savage Deviljho. It seems you've experienced something similar. You are significantly larger than a normal member of your species. Whether you're a Felyne, Human, Wyvern, or Elder Dragon, you stand head and shoulders above your peers both literally and figuratively. This increase in size is accompanied by a corresponding increase in strength, durability, and overall physical presence. Additionally, it seems the natural limits on your size have been removed. As long as you grow older and more powerful, you will get bigger and bigger. Survive for long enough, and you might even force the researchers to add a new class to the size records.

The Iron Wall - 200 CP
They say Lance users are unbreakable walls. Well, they're goddamn right. Like the finest Lance Hunters, you are a true defensive powerhouse. When you plant your feet, you become extraordinarily difficult to move. Compared to your peers, you possess far greater strength, endurance, and staying power, allowing you to weather punishment that would overwhelm most others. Most importantly, you know how to turn an enemy's force against them. The harder someone attempts to move, stagger, or overpower you, the greater the force returned in response. A shove may send them stumbling backward. A powerful charge might leave them sprawled across the battlefield. An attack strong enough to break your arm could be met with a counter powerful enough to shatter theirs. You'll die before anyone gets past you, and even then, you'll probably make them regret trying.

Leave it to Us - 200 CP
When the First Fleet arrived in the New World, they encountered two unexpected difficulties. They lacked proper materials to build anything, and their manpower was extremely limited. Those situations, however, are exactly the sort of problems you excel at solving. First, you possess an instinctive sixth sense for material substitutions. Whenever you're missing a required component, you'll naturally identify an alternative capable of fulfilling the same purpose without any loss in function. No metal gears? Just shove a vaguely gear-shaped rock in

there, it'll work just as well. Missing lumber? Monster bones are practically nature's building materials.

Second, you are capable of performing a frankly absurd amount of work. Whether constructing buildings, gathering resources, maintaining infrastructure, or crafting equipment, you can somehow accomplish the work of hundreds of ordinary people simultaneously. Fatigue, coordination, and workload never seem to weigh you down. As long as you possess sufficient materials, there is very little you cannot build through sheer effort. Given enough supplies, you could probably keep Astera running entirely on your own.

Spirit Gauge - 200 CP
The Spirit Gauge is a power used by Long Sword users. It allows them to infuse their blades with life energy, improving their cutting power. You are capable of performing this skill as well by channeling bioenergy into your weapons, whether they be biological weapons or items you wield. Every strike you land allows you to build a greater charge within the weapon. How much energy has been accumulated is represented by the color of the aura surrounding it.

Initially, it will be white, then orange, and finally red once the weapon has reached its maximum capacity. As the charge increases, so too does the weapon's cutting power, allowing it to carve through tougher materials and inflict greater damage. Outside of simply dealing more damage, these empowered strikes excel at piercing armor and shattering defenses. The more heavily protected a target is, the more noticeable this effect becomes. Using a move that employs the energy will deplete it, but skilled warriors can maintain their Spirit Gauge over prolonged battles with training.

Migration Route - 200 CP
Monsters will sometimes travel enormous distances across the world to migrate. The Elder Crossing is the most famous example of this. Yet, somehow, they always arrive exactly where they intend to go. Despite migrating between continents and the chaos caused by Elder Dragons, they rarely seem to lose their way. Like the other monsters, you have an exceptional sense of direction and environmental awareness. You always seem to know the general direction of places you've previously visited and can naturally orient yourself regardless of weather, terrain, or unfamiliar surroundings. More importantly, you instinctively identify the most efficient route possible. Dangerous terrain, hostile territory,

natural obstacles, and other complications seem to stand out to you long before they become problems. While not guaranteeing complete safety, this ensures that you'll always be able to find the safest path or travel network.

Imparting Swordsmanship - 200 CP
The Sword Master may not have been the strongest Hunter, but he was arguably the most skilled. As a result of reaching the pinnacle of technique, he sought to teach others without reservation. Like the Sword Master, you can impart your skills to others with ease. You are able to adjust techniques to suit each student, regardless of their size or form. A human sword technique can become a claw strike for a Glavenus, a tail sweep for a Rathian, or a pincer motion for an insectile creature. Furthermore, by teaching these skills, you also reinforce your own understanding, allowing you to learn or refine similar techniques from others more efficiently. Over time, this skill enables you to master other combat styles or techniques with relative ease, so long as you can observe them carefully. You can also identify subtle nuances in a student's abilities and adjust instruction in real-time, helping them develop techniques that fit their physiology and temperament.

Live and Let Live - 200 CP
Humanity did not survive by fighting every monster it encountered. More often than not, the wisest course of action was simply to leave well enough alone. Countless lives were lost before this lesson was learned. Unless you initiate hostilities or present an immediate threat, others find it remarkably difficult to justify attacking you first. Predators will be uncertain, hunters will hesitate to draw weapons, and even long-standing enemies often feel compelled to observe rather than attack you. Even those with overwhelming hatred would only engage in response to your own actions. More importantly, this effect is mutual. So long as neither side escalates the situation, the situation will remain a tense standoff at worst. Of course, the moment you choose to attack, this protection ends. Lastly, should you break any rules or trespass, this will similarly violate the effect.

Tempered - 200/300 CP
Most monsters spend their lives fighting for survival. A select few survive long enough to become something greater. Tempered Monsters are battle-hardened veterans who have endured countless hunts, territorial disputes, and life-or-death struggles. Just as importantly, they have absorbed massive amounts of Life Energy, supercharging their bodies. You are one such Tempered monster. Your

scales are thicker and more durable, your attack power is higher, and even your special abilities are more potent than those of your species. Years of battle have refined your body into a weapon, pushing every aspect of your physical capabilities beyond what would normally be expected. Just as importantly, the countless battles you've survived have honed your instincts to an extreme degree. Even without formal training, you can be considered a highly skilled combatant. You instinctively recognize openings, react quickly to danger, and make efficient use of your strengths in battle.

- **Arch-Tempered - 300 CP**: Most Tempered monsters survive through experience. Arch-Tempered monsters are something else entirely. They represent individuals who have pushed themselves to the very limits of their species. Your abilities are no longer merely powerful; they are refined. Whether it is physical strength, elemental powers, unique biological traits, or learned techniques, you can draw out their full potential. Attacks become more precise, abilities become easier to control, and weaknesses that once hindered you become less pronounced. Years of experience have taught you how to make use of every advantage available to you. You waste little effort, expose few openings, and consistently perform near the limits of your capabilities.

Elderseal - 300 CP

Elderseal is a special power accessible to monsters and weapons imbued with the Dragon Element. When it afflicts other beings, it not only causes immense amounts of damage, but it also seals away access to any special abilities they possess. For example, after the Admiral struck Nergigante with his axe, Nergigante was temporarily unable to heal. You may imbue any of your attacks with Elderseal. Physical strikes, breath attacks, elemental abilities, toxins, and other offensive techniques can all carry this effect. The stronger the attack, the more powerful the resulting seal. While Elderseal cannot permanently remove an ability, it can temporarily suppress your opponent’s powers.

- **Free with Elder Dragon Affinity (Dragon Element)**

Capture Mission! - 300 CP

Sometimes the Guild will attempt to capture a dragon. This can be done to better research them or, in rare cases, relocate them. The problem is obviously capturing a pissed-off dragon. Fortunately, you've become a true master of the craft. You possess extensive knowledge of traps, restraints, tranquilizers, containment methods, and non-lethal hunting techniques. Whether dealing with

a Jagras, a Rathalos, or an Elder Dragon-sized problem, you instinctively understand which methods are most likely to succeed and how they should be employed.

Your traps are particularly effective. They seem unusually reliable, difficult to escape, and remarkably good at subduing targets without causing permanent injury. Even creatures that should be far too large, strong, or aggressive to restrain can often be contained with enough preparation. Most importantly, you have an excellent understanding of how to calm, contain, and transport dangerous creatures once they've actually been captured. After all, catching the monster is only half the job. The other half is making sure it doesn't wake up halfway home and eat the research team.

The Rider - 200/400 CP
While the Guild doesn't like to talk about them, there exists a faction of humanity known as the Riders. They are a group of individuals who choose to bond with the Monsters or Monstie, as they call them. However, it turns out you're a Rider as well. You must have wandered off from your home if you're here. So it's a good thing the Riders taught you everything they could before you ended up here. You understand monster behavior, know how to raise and care for them, and possess a natural talent for earning their trust. Befriending, training, and working alongside monsters comes surprisingly easily to you. Most creatures are far more willing to tolerate your presence, and many may eventually grow to trust you if treated properly.

Though the stronger or more aggressive ones might be out of your reach. Though if you're not satisfied with that, then you can fix that for an additional **200 CP**. With this, you can upgrade your talent, putting you on par with the greatest talents the Riders have ever seen. No monster is inherently beyond your ability to befriend, train, or form a bond with. The process may still require patience, effort, and occasionally a complete disregard for your own safety. However, given time, you could tame the Elder Dragons. You might even have a chance with the Forbidden Dragons, assuming you're suicidal enough to try.

Evolver

Efficient Efforts - 100 CP
Large Dragons often weigh whether a fight is worth the effort. After all, a high-level battle can consume a massive amount of energy. To solve this issue, your body has evolved to become hyper-efficient. Whether fighting, traveling, healing, or simply surviving, your body wastes very little energy. For instance, if a normal Large Monster burns a hundred points of energy per minute, you would only burn ten. This significantly increases your endurance and allows you to remain active long after others would be forced to rest. Hunger, exhaustion, and other limitations tied to energy expenditure are likewise reduced.

Power Attracts - 100 CP
The ultimate goal for most monsters is to grow stronger and have successful offspring. So it shouldn't be surprising that more powerful monsters are considered more desirable mates. Reflecting this, the stronger and more skilled you are, the more attractive prospective mates will consider you. This perk is more effective on individuals who are powerful themselves or martially inclined. The effect is especially pronounced in potential mates if you personally defeat them. So yes, you can literally fight for love.

Rage Baiting - 200 CP
Psychological warfare is a tool rarely used by Dragons. This is due partly to their intelligence and partly to the fact that most of them would rather solve problems by breathing fire. Like Asterion, however, you may have decided that pride is overrated. You are remarkably skilled at pissing others off. A few words from you can enrage even the calmest individuals. It does not matter how disciplined, patient, or emotionally controlled someone may be. Given a few moments, you can reliably find exactly the right thing to say to get under their skin. Better yet, you instinctively know how far you can push someone before they snap, allowing you to walk right up to the line without accidentally crossing it. Just remember, many monsters become far more dangerous when they're angry. Starting a fight is easy. Surviving the consequences is the tricky part.

Safe Evolution - 200 CP
The period following the consumption of massive amounts of bioenergy is often the most dangerous point in a monster's life. Their body is overwhelmed by power, their instincts become sluggish, and in some cases, they may be forced into a lengthy evolution. Naturally, this is the moment their enemies are most eager to strike. Oddly, though, you seem to be exempt from this strategy. Whenever you are indisposed or unable to defend yourself, no one will ever attack you.

Perhaps your enemies cannot locate you. Alternatively, circumstances might be keeping them occupied elsewhere. Maybe they simply decide attacking you would be dishonorable. Whatever the reason, no one will take advantage of your vulnerable state. Likewise, should you be rendered unconscious, comatose, or otherwise completely helpless by one of your own abilities, you will somehow remain safe until you're capable of acting once again. Besides, you're supposed to be the one who jumps others when they’re not ready.

Bigger or Smaller - 400 CP
For the most part, Asterion only got bigger as he evolved. There, however, were some points where he admitted he missed being a bit smaller. That, however, is something you’re capable of doing. By channeling the bioenergy within your body, you may freely alter your size by up to a factor of three in either direction. A creature that normally stands thirty feet tall could shrink to ten feet or expand to ninety. This is not merely a visual change. Your mass, strength, durability, and other physical characteristics scale alongside your new size. So you will be giving up some power as you get smaller, but in exchange, your speed will increase. Vice versa, growing larger will boost your durability and strength, though you’ll likely get a bit slower. However, as you train this ability, you can increase this limit. Sometimes being a giant dragon is useful. Sometimes you just want to fit inside the building without knocking down a wall.

Ceremony of Blood - 400 CP
To forge a pact with his brothers, Asterion offered them meat from his prey and his own blood. This Ceremony of Blood formed their oath and allowed Asterion to impart some of his power. You possess the ability to perform a similar ceremony. By sharing your blood with willing participants, you may forge an unbreakable familial bond between all those involved. Those bound by this oath will always recognize one another as brothers, and no amount of distance, time, or

circumstance can erode that bond. Furthermore, the ceremony allows you to share your own power. You may grant participants access to your perks, abilities, skills, or other powers. You may choose exactly what is shared and how much of it they receive. These gifts will remain under your control, allowing you to limit or revoke them as you see fit.

Genetic Inheritance - 600 CP
There is no way of proving it, but Guild researchers have long speculated that Elder Dragons are capable of passing down knowledge and skills through their bloodline. In your case, that theory happens to be correct. You and your descendants will naturally inherit any relevant knowledge accumulated by your bloodline. This includes skills, techniques, history, languages, survival instincts, and other useful information. Rather than starting from nothing, each generation begins where the previous one left off. A descendant of a master smith may instinctively understand how to work a forge. The child of a veteran Hunter may already know how to track prey through the wilderness. The knowledge will naturally unlock as the individual ages and is able to handle it. There will be no negative effect on personality or development. Lastly, this will retroactively take effect upon your bloodline, giving you the perks and benefits when you are born in a Jump.

Power Through Predation - 600 CP
When Asterion awoke in his new world, he was blessed with a remarkable ability. By devouring other creatures, he could claim their strengths for himself. You have somehow acquired a similar power. By consuming other lifeforms, you may acquire their traits, abilities, biological features, and evolutionary adaptations. For example, consuming a flying wyvern might let you develop wings. Eating a creature with exceptional senses could improve your own perception. More exotic prey will provide you access to any unique abilities they hold. This ability primarily operates following your subconscious desires; you can direct it manually if needed.

Adaptations develop according to your preferences and will naturally avoid combinations you find undesirable. Likewise, the power tends to favor traits that improve your survivability, combat effectiveness, or overall functionality. As you continue feeding and accumulating power, your body will periodically undergo larger evolutionary leaps. These evolutions strengthen your entire body while integrating your collected adaptations into a more refined form. Most

importantly, nothing is ever truly lost. Every trait you acquire becomes part of an internal library of evolutionary designs that can be drawn upon and incorporated into future evolutions. After all, evolution is much easier when someone else has already done the hard work for you.

Monster

Endless Patience - 100 CP
Time flows on a different scale for most monsters, particularly the more powerful dragons. As one of these behemoths, your perception of time is different as well. While you can choose to perceive things normally, you'll never grow bored or weary with the passing of years. You could be fully entertained and content simply watching the environment around you change. Long journeys, extended projects, centuries of study, and even periods of isolation become far easier to endure. No matter how much time passes, your ability to remain focused and engaged never diminishes.

Nest Builder - 100 CP
Every monster has a place it calls home. Some prefer hidden dens deep beneath the earth, while others claim entire mountains as their territory. Regardless of the location, a proper nest can make all the difference. To remedy this, you've developed an intuitive understanding of shelter construction, territory management, and environmental modification. Regardless of whether you require a hidden den, mountain fortress, jungle nest, volcanic lair, or something even stranger, you instinctively know how to shape the surrounding environment to suit your needs. Additionally, you can highlight particular qualities in certain sections. For example, you can make the outer walls harder while ensuring your bedding area is far more comfortable.

Endless Growth - 200 CP
Unlike humanity, many of the world's most powerful monsters never truly stop growing. Given enough time, enough bioenergy, and a suitable environment, they can continue accumulating power for centuries. Elder Dragons are particularly notorious for this, often slumbering within regions rich in bioenergy while their bodies steadily absorb the surrounding energy. You possess a similar trait. This allows your body to constantly grow stronger, even when you are doing nothing but sleeping.

This growth is normally slow, barely noticeable over the course of days or weeks, but it never truly stops. Months become years, years become decades, and your gains will steadily accumulate. This process becomes significantly more effective

when you inhabit environments rich in energy, resources, or whatever substance sustains your species. Volcanoes rich in bioenergy, ancient forests overflowing with life, powerful ley lines, magical nexuses, and similar locations can dramatically accelerate your growth. Long periods of rest are especially effective, allowing your body to devote itself entirely to accumulating power and refining itself.

Berserk State - 200 CP
An Odogaron is already a dangerous predator. Unfortunately, for everything around it, eating only makes the problem worse. The Berserk State is a special ability possessed by the Odogaron. Whenever it consumes a sufficient amount of food, it enters a heightened state where its physical abilities dramatically increase. You possess this ability as well. By consuming food, biomass, life energy, or any other suitable source of nourishment, you may temporarily enter a Berserk State. While active, your strength, speed, aggression, and overall combat ability increase significantly. The more energy available to fuel the transformation, the longer and more intense the enhancement becomes. While this state is active, you will be more aggressive, but it can be controlled with sufficient willpower.

Turf War - 400 CP
Every monster understands one simple rule: if something enters your territory, it's your problem. Your connection to territory is exceptionally strong. Whenever you claim an area as your own, you become instinctively aware when significant intruders enter it. You'll immediately know that something has crossed into your domain and possess a rough idea of their location.

More importantly, you are considerably more dangerous while defending your territory. Your senses become sharper, your reactions faster, and your attacks more effective against those who challenge your claim. The size boost will depend on the amount of territory you hold and how long you've held the claim. Additionally, creatures attempting to invade or contest your territory will find it significantly harder to hide from you or catch you off guard while in the area.

Frenzy Virus - 400 CP
The Gore Magala's greatest weapon was never its claws, scales, or wings. It was the virus carried within its scales. A plague capable of spreading across entire ecosystems and driving monsters into a violent frenzy. Somehow, you have

become the carrier of a unique strain of the Frenzy Virus. This grants complete immunity to the Frenzy Virus and absolute control over your own strain. You may spread it through physical contact, bodily fluids, attacks, environmental contamination, or any other reasonable vector. Likewise, you can suppress the virus just as easily.

Most importantly, you decide what your strain actually does. It may function similarly to the traditional Frenzy Virus, granting increased aggression, speed, and strength. Alternatively, you may alter its effects entirely, creating new symptoms, adaptations, or benefits for those infected. These changes can be beneficial, harmful, or somewhere in between, depending on your intentions. Lastly, you instinctively know the condition of those infected by your strain and may freely determine whether you are affected by its effects. After all, if Gore Magala can spread a plague across an ecosystem, why should you settle for someone else's version?

The Apex Predator - 600 CP
Most creatures within the New World survive due to their raw power. To compensate for this, many of the weaker monsters stay in herds or packs to combat more powerful opponents. There, however, are some monsters in which this strategy is meaningless. You are one such horrifying predator. You are exceptionally difficult to overwhelm in combat, and numbers are worthless against you. As long as you are stronger than any single opponent in a group encounter, you cannot be overwhelmed by mere numbers. Swarms, flanking attempts, and group pressure are worthless against you as your instincts prioritize eliminating the highest threat first and maintaining control of the fight. Like Nergigante, you will remind the world that combat prowess is just as valuable as any special power.

Eden’s Breath - 600 CP
Due to the overwhelming amount of bioenergy Elder Dragons possess, each of them is capable of revitalizing an entire ecosystem when they die. You, however, have taken this a step further. Somehow, you are capable of generating immense amounts of bioenergy yourself. This means that wherever you inhabit, the area will naturally become revitalized and see accelerated growth. Plants grow faster and healthier in your presence, wildlife flourishes, and damaged environments gradually recover.

Regions that struggle to support life may slowly become fertile while already thriving ecosystems become even more abundant. This bioenergy naturally disperses into your surroundings, enriching the land without any conscious effort on your part. The longer you remain in an area, the more pronounced these effects become. Settlements prosper, ecosystems stabilize, and life finds it easier to take root. While not as dramatic as the death of an Elder Dragon, your presence can gradually transform entire regions into places overflowing with vitality.

Tribal

I Live Here Now - 100 CP
After spending enough time in a location, it's inevitable for the inhabitants to adapt. As an example, the Grimalkyne were able to handle the Wildspire Waste without issue. However, shifting from such an arid environment to the wet woods of the Ancient Forest caused some difficulties. Your body, however, is seemingly able to rapidly adapt to any environment without issue. Want to take a bath in lava? Sure. Want to dive into the depths of the ocean? Why not?

Extreme temperatures, crushing pressures, toxic atmospheres, corrosive environments, and similar hazards quickly become little more than inconveniences. Given a short period of exposure, your body will naturally adjust itself to survive. The only exception is that these adaptations won't protect you from attacks made by other entities. Just because you can swim in lava doesn't mean you can shrug off a Teostra's flames.

Dragonic Tongue - 100 CP
While rare, there are a select few individuals amongst the Felyne who possess the ability to speak to monsters. Granted, only a small portion of monsters are intelligent enough to hold a conversation, let alone patient enough to do so. Regardless, you are one of these rare individuals, having somehow learned to speak Dragonic. In addition, you possess a special talent for learning languages, particularly those used by monsters and other non-human creatures. If you encounter a completely unknown species, you can usually piece together the foundations of their language within minutes and carry on a simple conversation shortly thereafter. More complex concepts may take longer, but the process remains remarkably intuitive. Of course, being able to speak to a monster does not mean it won't try to eat you.

He's The Boss - 200 CP
Objectively speaking, Asterion may have helped the Grimalkyne. In practice, he was a lazy tyrant who disappeared for nearly a decade. Despite this, the Grimalkyne remained fiercely loyal to him and eagerly welcomed his return. For one reason or another, your followers display a similar level of devotion. Those who willingly choose to follow you will remain remarkably loyal regardless of

distance, time, hardship, or changing circumstances. They may still disagree with your decisions, criticize your actions, or argue with you when they believe you are wrong. However, the thought of betrayal will never occur to them. Perhaps most importantly, should you remain inactive or leave them to their own devices, they will do their best to fulfill your goals. For instance, a king might leave for a year on an expedition only to return, finding that your city has been expanded, and extensive mining infrastructure has been set up.

Grilled to Purrfection - 200 CP
The Felynes are not only wonderful assistants, but also master cooks. You were fortunate enough to be trained in their culinary arts. You know how to grill meat to perfection, add just the right amount of seasoning, and make even the most toxic of foods into a delicacy. Whether working with common ingredients or parts harvested from dangerous monsters, you instinctively understand how to bring out the best qualities of a meal while avoiding undesirable side effects. Even creatures with unusual diets may find themselves impressed by your cooking. Lastly, should you possess any unusual appendages, you can effortlessly incorporate them into your work. Tentacles can serve as extra hands, tails can be used as cooking implements, and other anatomical oddities never seem to get in the way. Whether you are a Felyne, Hunter, Elder Dragon, or something stranger, your kitchen remains just as efficient as ever.

Pure Hearted - 400 CP
While some would consider them naive, the Lynians are a rare pure-hearted species. No matter what strife they face, they always maintain a happy demeanor. Most importantly, they hold sincerity above all else. If you show them kindness, then it will be returned to you. This attitude is reflected in your interactions with others. Whenever you show someone genuine goodwill or make an effort to help them, it will be returned. Perhaps a quest giver will increase a reward, a guard may let you go for a minor offense, or you might be welcomed to a festival that outsiders are excluded from. The reward you receive will scale with the effort and impact. For instance, saving a being's life will have a greater impact than showing them basic kindness. It may not be immediate, but your efforts will always grant you a useful return.

Grind the Scales - 400 CP
When Asterion gifted his scales to the Grimalkyne, some of them decided that trying to eat them was a good idea. They surprisingly were right, and the effects

proved far greater than anyone expected. Exposure to Asterion's changed them, strengthening both body and spirit. These Grimalkyne were twice the size of their compatriots and capable of fighting Large Monsters. You command a similar ability, allowing you to empower those under your protection.

By default, this power is spread through your shed scales, but you may choose another method if you prefer. Recipients will become stronger, tougher, and healthier than they should be. More importantly, the boon scales to the recipient rather than yourself, ensuring the benefits remain meaningful even when empowering weaker allies. An old veteran Hunter might feel their youth return, while a simple Grimalkyne may develop strength far beyond what its species should normally possess. After all, a good leader grows stronger. A great leader ensures everyone else does too.

Oh, Great Glavenus - 600 CP
When the Grimalkyne first encountered Asterion, they believed it would be the end of them all. However, in a twist of fate, he ended up becoming their protector. Over time, that single relationship transformed an isolated tribe into something far greater than they dared to dream of. Like the Grimalkyne, something about you tends to attract the eyes of the powerful, granting you a favorable view. This effect is particularly notable on any being in the upper echelon of power in the world, or those who are well beyond you in strength. For example, here the Forbidden Dragons might take a positive interest in you in this world, while you might earn the favor of a god in another realm. The greater their level of power, the kinder they will look upon you. The special thing is that by standing under the banner of these beings, you will find your faction growing ever stronger. You may start out as a minor point of interest, but with time, you could grow into an instrumental ally they couldn't live without.

Dragon Chosen - 600 CP
The Dragon Chosen were the finest members of the Glavenus Tribe. Through prolonged exposure to the immense bioenergy radiating from Asterion, they became larger, stronger, and far more capable than ordinary Grimalkyne. Individuals such as Pot and Heiguo were capable of feats that would have been considered impossible for their species. You represent a similar phenomenon. Whatever species you belong to, you may now be considered one of its absolute finest examples. Your physique, instincts, and natural abilities have all developed far beyond what would normally be possible. If you are a Felyne or Grimalkyne,

you could easily stand eye-to-eye with most Hunters and match them physically. If you are human, you would surpass even the most gifted members of your kind. If you are a monster, your species would likely consider you a Deviant Variant.

Hunter

Now, That's A Hunter - 100 CP
If you're going to be a good Hunter, then you've got to be a bit of a badass. Some individuals, however, take things a step further. The Commander and Admiral are perfect examples. They can walk into a room full of terrified Hunters and somehow convince everyone that charging a dragon is a perfectly reasonable idea. First things first, you've got the body of a true Hunter. Broad shoulders, powerful muscles, and enough physical presence to make people think twice before arguing with you.

You look like someone who wrestles monsters for a living, whether that's actually true or not. More importantly, there's something about you that naturally draws others in. You know how to inspire confidence, rally morale, and keep people moving when circumstances look bleak. Others instinctively feel more comfortable with you leading the charge, and your words seem to carry far more weight than they otherwise should. After all, when a giant dragon is bearing down on the group, someone has to be the person who says, "I've got a plan."

Hunter's Constitution - 100 CP
Any sane person would assume Hunters are built differently from normal humans. After all, they routinely survive impacts that should be fatal, carry equipment weighing hundreds of pounds, and continue fighting despite injuries that would leave most people bedridden. Your body possesses the resilience expected of a veteran Hunter. Falls, impacts, exhaustion, harsh environments, and minor injuries affect you far less than they should. You recover from physical strain quickly and can continue functioning long after most people would have collapsed. You're not invulnerable; you are capable of enduring extended battles and surviving dangerous situations that would kill others. You might even be able to take a few hits from an Elder Dragon without immediately being turned into paste. Most Hunters would consider that a valuable life skill.

Hunter Pack - 200 CP
Humanity lacks the claws of a monster and the overwhelming power of the Elder Dragons. What they do possess is the ability to work together. While a monster fights alone, a hunting party fights as a single unit. Reflecting this, you possess

exceptional skill at coordinating with allies in combat. Instinctively understanding their strengths, weaknesses, and intentions, you can quickly organize any group into effective fighting formations.

Even individuals with little experience working together find it easier to synchronize their actions under your guidance. More importantly, you excel at creating opportunities for others. You know exactly when to apply pressure, when to retreat, and when to distract an opponent so an ally can exploit an opening. The larger and more dangerous the target, the more apparent this talent shines. A properly coordinated group under your leadership is capable of overcoming foes far stronger than any individual member could handle alone.

Dragon in Human Form - 200 CP
The Commander, or as he would be known, the Admiral, is an absolute unit of a Hunter. This is a man who can single-handedly pin down Elder Dragons with raw physical strength. Most would assume such stories are exaggerations. They would be wrong. You possess similarly abnormal strength, just like the Admiral himself. Your body is capable of wrestling with monsters that would send ordinary Hunters fleeing and matching creatures many would consider physically unstoppable. So long as raw power is concerned, few Hunters can claim to be your equal.

Sharpshooter - 400 CP
Most Hunters use ranged weapons to deal damage. A select few use them to control the battlefield. You are an exceptional marksman capable of striking small and vulnerable targets even in the midst of chaotic combat. Eyes, joints, exposed wounds, sensory organs, and similar weak points seem to draw your attention instinctively. While outright killing a target with such shots is not always possible, a well-placed attack can interrupt movements, spoil attacks, and create openings for your allies.

You possess an uncanny sense for timing, allowing you to identify the exact moment a shot will have the greatest impact. A monster preparing to bite, charge, or unleash a powerful attack may suddenly find itself flinching from a perfectly placed projectile. Even creatures vastly larger and stronger than yourself can have their momentum disrupted by your intervention. Finally, while this skill can certainly be used offensively, it's also effective when it comes to protecting your

allies. After all, few things are more frustrating than discovering every killing blow has been interrupted by a bullet appearing at exactly the wrong moment.

Dragon Slayer - 400 CP
Hunters fight against many monsters, but some among their ranks dedicate themselves to pursuing specific foes. Through countless hunts, they learn every habit, weakness, and trick their prey possesses. You are one such Hunter, having chosen a particular type of monster or target to pursue. Choose a target, and you'll become more effective against it. Something like Elder Dragons would provide a noticeable boost, but choosing a specific species would make you their natural predator. Your instincts will sharpen whenever confronting your chosen quarry; you'll deal more damage and take less damage from their blows. Additionally, you can better anticipate their behavior and exploit weaknesses others might overlook. You may optionally change this boost once per Jump or every 10 years.

The Huntsman - 600 CP
The Huntsman is a veteran Hunter of the First Expedition and is considered to be the most skilled Hunter overall. His decades of combat have allowed him to master every weapon used by the Hunters and reach the pinnacle of skill with a Long Sword. He, however, seems to have taken you on as a student, and it shows. You are a genuine peer to the Huntsman and one of the very few who can match him in combat.

Whether wielding a Great Sword, Bow, Lance, or any other weapon used by Hunters, you can bring out its full potential. Years of experience seem to guide your movements, allowing you to smoothly adapt between weapons and fighting styles as the situation demands. More importantly, you possess the judgment that only comes from countless battles. You can quickly identify openings, adapt to unfamiliar opponents, and maintain your composure even against monsters capable of wiping out entire hunting parties. While your greatest skill lies with a single weapon, your mastery extends across every weapon class, allowing you to stand among the finest Hunters the Guild has ever produced.

The Sapphire Star - 600 CP
When the Fifth Fleet arrived in the New World, it carried some of the finest Hunters the Guild had to offer. Amongst them was a young Hunter who would eventually become known as the Sapphire Star. He accomplished what should

have been impossible. Elder Dragons fell before him. Calamities that threatened entire regions were defeated. Eventually, even Fatalis, the Black Dragon who destroyed the Kingdom of Schrade a thousand years ago, was slain by his hand. He was supposed to be a once-in-a-generation Hunter.

Now he isn't. You possess the same extraordinary talent, potential, and aptitude for growth. Every weapon comes naturally to you. You'll master combat techniques with remarkable speed. Skills that take others decades to perfect can be learned in a fraction of the time. At present, you are merely comparable to veteran Hunters. However, your growth will never truly stagnate. Given a few years of dedicated training, you could stand amongst the greatest Hunters in history. Given enough time, even a Forbidden Dragon could be faced as an equal. After all, somebody has to be the next legend.

Researcher

Ecological Scholar - 100 CP
Every monster leaves traces behind; the problem is understanding them. Broken trees, damaged terrain, unusual migration patterns, disturbed wildlife, and countless other details all tell a story to those capable of reading them. As a Guild Researcher, you possess a remarkable talent for understanding ecosystems and the creatures inhabiting them. Given sufficient evidence, you can reconstruct recent events, identify territorial boundaries, locate nests, determine feeding habits, and understand how different species interact with one another. In addition, your skill also shines when looking for the abnormal. You are capable of identifying abnormalities and foreign influences before they take root. Perhaps most importantly, you can also predict how the local inhabitants will react.

Carving Expert - 100 CP
Hunters often joke that the real hunt begins after the monster is dead. After all, harvesting useful materials from a creature the size of a house is a skill unto itself. You possess an instinctive understanding of anatomy, harvesting, and resource collection. Whenever you gather materials from a creature, you naturally know where the most valuable components are located and how to remove them without causing damage. This significantly improves both the quality and usefulness of anything harvested. Most importantly, you are exceptionally efficient. No matter how large a creature may be, you can quickly identify and recover everything of value before issues such as scavengers or decomposition become a problem. You can do in minutes what might take others hours to properly harvest.

Elder Dragon Research Commission - 200 CP
Many Hunters swing swords; however, few understand what they're fighting. Thankfully, you've bothered to study your targets rather than just swinging a hammer around. You possess an unusual talent for understanding creatures that should be impossible to understand. Strange biological traits, supernatural powers, and unique ecological roles become easier to study and document. Even creatures considered mysteries by experts can eventually be understood through careful observation. For example, you won't just see an Anjanath breathe fire. You'll notice the sparks in the back of its throat, its unusual fat reserves, and the

biological processes that allow it to produce flames. While others are left bashing their heads against the nearest wall, you've already filled out half the research report. Most importantly, you possess an instinctive understanding of how seemingly impossible abilities fit into a creature's biology. The stranger something is, the more determined you become to figure out how it works.

Never Give Up - 200 CP
The leaders of the Research Commission looked adversity in the eye and kept moving forward. Lost expeditions, failed investigations, and devastating injuries failed to break their spirit. While others might despair in the face of such setbacks, humanity's will endures because its people refuse to accept defeat. You possess that same indomitable mindset. No matter what frustration you encounter, you will never be left broken by despair or robbed of your will to continue.

No matter how many times you are knocked down, you can always find the determination to stand back up and try again. Long-term goals remain just as important after a setback as they were before it. More importantly, you have a remarkable talent for turning failures into second chances. Lost opportunities have a way of reappearing in new forms, abandoned paths reveal alternative routes forward, and mistakes rarely become permanent dead ends. A failed negotiation may lead to another opportunity months later. A defeated enemy might leave behind information that points toward a new solution. A ruined project could provide the knowledge needed to succeed on a second attempt.

Quality or Quantity - 400 CP
Every Hunter eventually faces the same dilemma. Do you use that rare monster part to forge one exceptional piece of equipment, or spread it across an entire set and hope for the best? Fortunately, this is a decision you rarely have to make. Whenever you craft, forge, or create something, you can instinctively stretch materials beyond what should be possible or concentrate their value into a superior result.

A monster bone suitable for two weapons might become an entire set of serviceable equipment, while the same materials could instead be condensed into a single masterpiece far exceeding normal quality. This effect applies to any form of crafting you attempt, provided you're the one doing it. Regardless of whether you're working with monster materials, mundane resources, magical ingredients,

or advanced technology, you'll be able to choose between maximizing quantity or maximizing quality. Somehow, you always seem to get more out of your materials than anyone else.

It Shouldn't Work - 400 CP
Every engineer occasionally has an idea so ridiculous that everyone around them immediately dismisses it. Most of the time, they're right. The rest of the time, people like the Second Fleet Master prove them wrong. You possess an extraordinary talent for combining technologies, materials, systems, and designs that should be fundamentally incompatible. However, as long as each individual component is functional, you can integrate them into a working whole regardless of how absurd the final result may seem. Mount a Dragonator on an airship, make a fortress mobile by putting some wheels on it, or just let your inner mad scientist out.

The important part is that your creations work. Problems that would normally arise from weight, power requirements, structural instability, incompatible components, or similar engineering limitations somehow just so happen to get resolved. The finished result may be ugly, but you'll be damned if it doesn't accomplish the task it was designed to do. Still, the larger and more ambitious the project, the more time and resources will be required. However, you will never find yourself stopped simply because an idea is considered impossible by conventional engineering standards.

Dragon Forged - 600 CP
Normal weapons are incapable of keeping up with dragons. This is exactly why Hunters utilize materials taken from the dragons themselves to forge proper equipment. Working with these materials requires a special touch. You are one of the experts trained in forging Hunter weapons. You know how to work with dragon scales, monster parts of all kinds, and even trophies harvested from Elder Dragons. More importantly, you understand how to bring out the strengths hidden within such materials. A Rathalos scale might produce a blade capable of withstanding incredible heat, while the shell of a Diablos could become armor of exceptional durability. You instinctively know how different materials interact and how to combine them into effective equipment. Even veteran Hunters would be eager to wield one of your creations.

Beneath Notice - 600 CP
While Hunters are known for fighting monsters, their true duty is maintaining the ecosystem. Thus comes the importance of their Handlers and researchers, whose work often involves monitoring monster activity and studying them. Doing so without disrupting their normal behavior, however, can be difficult. You happen to be remarkably skilled at this. As long as you are not actively hunting, threatening, or interfering with a target, you are capable of blending seamlessly into your surroundings.

Creatures that would normally be wary of intruders either fail to notice your presence or simply dismiss you as unimportant. For instance, an adult Glavenus might walk directly past you without concern or continue its normal activities despite knowing you are nearby. This allows you to observe natural behavior, approach dangerous creatures, and study ecosystems without constantly drawing attention to yourself. The effect extends to intelligent beings as well, provided you are not acting in a threatening manner.

Items

All items are discounted to their origins, and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Monster Hunter: I Became a Dragon - Free/100
This is a copy of the Monster Hunter: I Became a Dragon fanfic. It contains the events that occurred throughout the story and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP, it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Soulflame Mega Barrel Bomb - 100 CP
The researchers of the Frontline Research Base have never been known for their restraint. However, after experimenting with Blue lifeforms, they created the Soulflame Mega Barrel Bomb. This is one of their most dangerous creations. The bomb is made using Abyssal Nitromushrooms, producing an eruption of pale blue Soulflame upon detonation.

The resulting explosion possesses considerably more power than a conventional Mega Barrel Bomb, often leaving even large monsters reeling from the blast. Purchasing this gives you a stockpile of Soulflame Mega Barrel Bombs for hunts and expeditions. Expended bombs are replenished weekly. Just remember, while reasonably stable during normal transport, intentionally storing large quantities of them beside your bed is generally considered a poor life decision.

Wingdrakes - 100 CP
Wingdrakes are among the most useful creatures ever discovered by the Guild. While individually unimpressive, their natural ability to carry riders and navigate

dangerous terrain has made them invaluable to countless expeditions. You have managed to get your hands on a flock of twelve Wingdrakes along with a healthy breeding pair capable of maintaining the population. You may freely choose the specific species of Wingdrake upon purchase. The creatures are well-trained, friendly toward you and your companions, and capable of serving as mounts. Should any be killed, replacements will eventually hatch from the breeding population.

Kinship Stone - 100 CP
The Kinship Stone is one of the most important tools used by the Riders. Through it, a Rider and Monstie can form a spiritual bond that deepens over time, allowing both parties to better understand and trust one another. Purchasing this gives you a personalized Kinship Stone attuned specifically to you. While carrying it, forming bonds with creatures becomes noticeably easier, particularly when dealing with young monsters, hatchlings, or beings that already possess some degree of affection toward you. The best part however, is that anytime you are in combat, it will begin building up a unique energy. Upon reaching a sufficient amount, you and your partner Monstie will be able to unleash what is known as a Kinship Move. This is effectively an all-out limit breaking attack that can deal massive amounts of damage. Coincidentally, most of them also cause lots of collateral damage. So, try to be careful when unleashing this technique. Finally, you will receive a dozen spare Kinship Stones that may be given to others. A fresh supply of twelve replacement stones will arrive once per week. This way, you can eventually build up a community of Riders if you go down that route.

- **Free with Rider**

Bounty Board - 200 CP
No Hunter can be everywhere at once. Fortunately, that's what quest boards are for. This is a special Bounty Board capable of generating quests, requests, investigations, contracts, and opportunities from the surrounding region. These may range from simple gathering requests to dangerous monster hunts. Additionally, matters such as escort missions, research expeditions, and other unusual assignments are all possible quests. Occasionally, the board may generate quests located far beyond your current location. Accepting such a quest allows you and any companions you designate to be transported directly to the relevant area. Upon completion, you will be teleported back to the board. Every completed quest rewards you with an appropriate prize. These rewards may take the form of money, materials, equipment, information, favors, or other useful

resources, depending on the nature of the assignment. Additional Bounty Boards may be placed throughout territories you own, all linked together as part of the same network.

Base Camp - 200 CP
Every successful expedition begins with a proper camp. This one simply skipped a few stages and went straight to becoming a frontier city. You have established a massive expeditionary settlement comparable to Astera itself. The camp includes living quarters, workshops, smithies, kitchens, laboratories, warehouses, training grounds, docks, defensive fortifications, command facilities, and all other infrastructure necessary to support a large-scale operation.

The settlement is highly modular. Any compatible properties, facilities, workshops, laboratories, farms, armories, canteens, or other structures you own may be seamlessly incorporated into the camp. The settlement will automatically expand to accommodate these additions while maintaining a coherent layout. Built for life on the frontier, the camp is remarkably self-sufficient. Supply chains remain stable, essential services continue functioning, and the settlement can endure hardships that would cripple ordinary towns. Whether established in a monster-infested wilderness, a frozen wasteland, or some equally unpleasant corner of the world, it will continue operating without issue.

Admiral - 300 CP
Congratulations on your promotion, Admiral. Though more than likely, the previous Admiral simply found a convenient excuse to hand you the paperwork so he could go punch another Elder Dragon. As Admiral, you are one of the most experienced Hunters within the Guild and one of its most respected members. This comes with all the rights, privileges, and influence that you might expect of such a position. This authority will be recognized by the Guild, their Hunters, researchers, and any allied organizations.

Your authority allows you to organize expeditions, assign missions, allocate resources, establish outposts, negotiate with local powers, and direct large-scale operations. You will also receive an experienced administrative staff capable of handling reports, logistics, scheduling, requisitions, and the countless other tasks that somehow consume more time than fighting Elder Dragons. Next, as Astera likely may not exist at this point in time, you may set up an outpost of similar scale. Alternatively, you could be the leader of the First Fleet, currently trying to

set everything up in the New World. Lastly, post-Jump, when you are inserted into new settings, you may optionally claim a similar position. For instance, in a fantasy setting, you could be the head of a Magic Guild or the Knight Commander of an empire.

- If purchased alongside **Guild Fleet**, they will be assigned as part of your forces.
- If purchased alongside **Base Camp**, you are recognized as the settlement's leader as well.

Evolver

Clothes Even a Monster Would Love - 100 CP
The alliance between the Research Commission and the Glavenus Tribe led to many unusual exchanges. One of the most memorable was a specially tailored wardrobe designed for Asterion's adopted Kulu-Ya-Ku father. Surprisingly, it turned out that even monsters appreciate looking good. Somehow, you've managed to get the Research division to make you an extensive collection of clothing capable as well.

This wardrobe can fit virtually any creature regardless of size, shape, or species. Suits, uniforms, armor accessories, formal wear, casual clothing, festival outfits, and even questionable fashion choices such as brightly colored tie-dye Hawaiian shirts are all included. The clothing automatically adjusts to fit its wearer comfortably without restricting movement. Most importantly, no matter how bizarre the creature wearing them may be, the outfits somehow manage to look good. By default, this can be accessed through a door in your warehouse. Though you may attach the door somewhere if needed.

XL Canteen - 200 CP
A hungry Hunter is a dead Hunter. A hungry Elder Dragon is everyone else's problem. The XL Canteen is a massive culinary facility designed to serve creatures of every shape and size. The kitchen contains every tool, appliance, workstation, and processing area required to prepare any dish imaginable. Best of all, this includes dishes for both human and monster portions. This includes ovens large enough to roast Elder Dragon cuts, industrial preparation stations, preservation facilities, storage areas, and dining halls.

The canteen comes fully staffed by two dozen Grimalkyne and Guild-trained chefs. These culinary experts are capable of preparing everything from simple trail rations to elaborate feasts worthy of a royal banquet. They're capable of replicating every known recipe from both the Old and New World. Perhaps most importantly, though, the facility automatically scales to accommodate its clientele. Whether you're feeding a hunting party, a village, or a dragon the size of a fortress, the canteen always seems capable of handling the workload. The food

is excellent, the portions are enormous, and somehow the Felynes still find room to ask if you'd like seconds.

Jumper Tribe - 400 CP
Most Lynian tribes are small, isolated groups that prefer to avoid the attention of larger creatures. Somehow, you've managed to convince one of them that following you is a fantastic idea. As a result, you gained the loyalty of the Jumper Tribe, a massive Grimalkyne settlement numbering over thirty thousand members. Much like the Glavenus Tribe, these Grimalkyne are noticeably larger, tougher, and more capable than their ordinary counterparts. While still cheerful and mischievous by nature, they are surprisingly competent when given a task.

The tribe includes hunters, scouts, gatherers, craftsmen, medics, laborers, merchants, cooks, and the elite Jumper Guard. They can gather resources, maintain settlements, provide medical assistance, prepare meals, craft equipment, and generally handle the countless logistical problems that come with running a community. In times of crisis, the Jumper Guard can be called upon to fight in your defense. While they aren't Elder Dragon slayers, these elite Felynes can fight Large Monsters one-on-one without issue. The tribe also comes with a fully developed settlement complete with housing, workshops, farms, kitchens, storage facilities, defensive structures, and everything else required to support a population of its size. Some leaders want to command armies; in your case, you get to command thirty thousand weaponized cat people.

Confluence of Fates - 600 CP
The Confluence of Fates is one of the most unique locations in the New World. It serves as the final destination for countless Elder Dragons, a graveyard where the energy accumulated over entire lifetimes seeps back into the world. Over the ages, this process has saturated the land with immense quantities of bioenergy, transforming it into a place unlike any other. It was within this environment that Xeno'jiiva gestated, feeding upon the gathered power of generations of Elder Dragons. You have somehow managed to find a copy of the Confluence of Fates. This vast territory overflows with bioenergy and is rich in rare resources. The ambient energy is so dense that monsters, plants, and even the landscape itself gradually become stronger simply through prolonged exposure. While here, your wounds will heal more quickly, growth is faster, and evolutionary processes you undergo will be able to occur much more easily.

For monsters and other creatures that rely on consuming energy to grow stronger, this location is nothing short of paradise. There is always enough energy available to sustain development, recover from strenuous battles, or support unusual biological processes. Hibernation, metamorphosis, regeneration, and similar abilities also become significantly easier to maintain while within its borders. The Confluence will replenish itself over time if you somehow drain it and will never permanently run dry. In future worlds, it will adapt to local power systems, accumulating and producing whatever form of ambient energy is most relevant to the setting. Whether it be mana, spiritual energy, chakra, magical essence, life force, or something stranger still, your Confluence will remain one of the richest concentrations of power in the world. Many creatures would gladly wage war for ownership of such a place. Thankfully, this one belongs to you. Though you may want to keep this a secret.

Monster

Territory Markers - 100 CP
Every powerful monster eventually claims a territory. Once they do, they will typically start forming some sort of marking. This could be scent trails, shattered trees, molten rock, frozen landscapes, or simply the remains of previous challengers. They are meant to tell other creatures exactly who owns the area. You happen to have already chosen one such marking and scattered it around your territory, provided you have one. Once placed, these markers remain active for years with little maintenance.

The markers also carry a portion of your presence. Lesser creatures will instinctively recognize the territory as belonging to a dangerous predator and will generally avoid provoking you. More intelligent beings may not be frightened away, but they will immediately understand that the territory already belongs to someone. As your power grows, so too does the effectiveness of your markers. Entire mountain ranges, forests, oceans, or other vast domains may eventually be claimed as your territory. Should you wish it, your markers can even be adjusted to attract specific creatures rather than repel them. After all, some monsters prefer to keep intruders away. Others prefer to know exactly where their next meal is coming from.

Monster Graveyard - 200 CP
Death is a natural part of the ecosystem. Every monster, no matter how powerful, will eventually fall. However, the remains of these creatures do not simply disappear. Their bones, shells, scales, and organs become resources for whatever comes next. Reflecting this, you've a secluded Monster Graveyard, a hidden location where the remains of countless creatures have accumulated over time. The area is filled with bones, discarded shells, and other useful materials left behind by previous inhabitants. It appears that powerful creatures are naturally drawn here when seeking a place to recover or leave behind their final remains.

The graveyard is an excellent source of resources. Materials gathered here can be used for crafting, strengthening your body, feeding unusual diets, or supporting the growth of your offspring. Creatures that consume minerals and bones will

find the location especially beneficial. The remains within the graveyard slowly replenish over time, as new remains will accumulate. Post-Jump, this area will gain access to new remains from various beings. You can either consume them or put them to use in some other way.

Nesting Ground - 400 CP
Every monster needs a place to rest. Whether it be a hidden cave, volcanic chamber, ancient ruin, or secluded valley. Even the mightiest Elder Dragons eventually return to their nest. You have managed to stumble upon a perfect nest tailored to your species. The environment has ideal conditions for your comfort and development. For instance, a fire-affiliated creature might receive a magma-filled cavern, while an aquatic monster could find a hidden underwater sanctuary. The nest remains concealed from unwanted visitors and naturally discourages intrusion by lesser creatures.

More importantly, the nest is exceptionally well-suited for raising offspring. Eggs, young, and developing creatures placed within it grow under ideal conditions and suffer far fewer complications during development. The nest automatically adjusts temperature, humidity, energy levels, and other environmental factors to maximize the health of its inhabitants. The nest is also capable of expanding over time. As you grow larger, acquire companions, establish a family, or simply decide you want more room, new chambers and living spaces will gradually form. There will always be enough space for you, your mates, and your offspring to live comfortably. After all, if you're going to build a dynasty of giant dragons, you're going to need more than a single cave.

Hunting Grounds - 600 CP
Every successful monster requires a territory. The smart ones find a good hunting ground. The truly successful ones find a hunting ground that they will grow into. You have managed to claim ownership of a secluded valley perfectly suited to supporting your needs. The region contains a stable ecosystem with sufficient prey, resources, and environmental features to sustain you regardless of your species. Carnivores will find plentiful game, herbivores will discover abundant vegetation, and more unusual creatures will somehow find access to whatever bizarre resources they require.

Should your diet include minerals, bioenergy, elemental materials, toxic substances, or other unusual resources, suitable sources will naturally exist

within the valley. As your power grows, so too does the territory. Prey populations increase, stronger creatures appear, resources become richer, and the ecosystem expands to support your continued development. Most importantly, the valley is extraordinarily difficult for others to locate. Unless guided by you, even determined explorers seem unable to find it. Conversely, you always know exactly how to return, no matter how far from home you may wander.

Tribal

Shiny Baubles - 100 CP
When first interacting with the Glavenus Tribe, the Guild traded with them using various small items they held. While most of these treasures were relatively worthless, the Grimalkyne were enamoured by them. To be fair, this strategy works on humans surprisingly often as well. This is a seemingly endless collection of small treasures, curiosities, decorations, jewelry, carvings, toys, and other assorted knick-knacks. While few of these items are individually valuable, they are almost always interesting enough to serve as conversation starters. However, whenever you encounter a new culture, the collection will gain new baubles perfect for gifts or trading. Whether you're dealing with merchants, nobles, tribal warriors, dragons, or curious Grimalkyne, you'll always have something appropriate to offer. After all, first impressions matter. A shiny rock just happens to make them easier.

Recipes of the New World - 200 CP
To some, cooking is a nice hobby, but to others, it is a career in which they can devote their entire life. However, becoming a truly excellent chief requires a massive amount of knowledge. That, however, is exactly what this item was made for. This is a cookbook, field guide, hunting manual, and culinary encyclopedia all rolled into one. This massive collection contains detailed instructions for preparing nearly every known dish from both the Old World and the New World.

Monster meat, seafood, endemic life, rare ingredients, gathering materials, regional specialties, and traditional recipes are all carefully documented within its pages. The book also includes preparation techniques, preservation methods, seasoning recommendations, and advice on safely processing ingredients that would normally be considered poisonous, dangerous, or inedible. Perhaps most impressively, every recipe has been tested by Felyne chefs. In other words, failure is entirely your fault.

Statue of Boss Glavenus - 400 CP
The Grimalkyne of the Ancient Forest held their Boss in extremely high regard. Naturally, this led to them creating countless carvings, statues, and monuments celebrating his greatness. Some of these works, however, became a bit more than

decorative. This is a set of a dozen intricately crafted statues infused with a small amount of your own power. When placed in an area, each statue projects a subtle territorial presence that discourages hostile wildlife and monsters from approaching. Most creatures will instinctively decide that being somewhere else sounds like a better idea. The effect extends for several miles around the statue, though particularly powerful monsters may choose to ignore the warning. Additionally, you'll receive detailed instructions for creating additional statues along with a renewable supply of materials infused with your energy. Any expended materials are replenished daily.

Felyne Carts - 600 CP

Every Hunter knows the old saying: if you can still hear the Felynes arguing, you're probably going to live. You have been assigned a dedicated team of rescue Felynes and their trusty cart. Somehow they always seem to be nearby, regardless of where your adventures take you. Whether you're deep underground, stranded atop a mountain, or currently being used as a chew toy by an Elder Dragon, they'll do their absolute best to retrieve you. Once per month, if you would otherwise be killed, captured, or left in a situation with no reasonable chance of escape, the Felynes will intervene and drag you to safety. This rescue is not guaranteed to be dignified. You may wake up in a cart, a hospital bed, a tent, or buried beneath a pile of very concerned cats. The Felynes, however, are remarkably good at their jobs, ensuring that you remain in perfect condition. Oh, you remember a dragon eating your arm? Don't worry, we managed to fix it.

Hunter

Abyssal Crystal Mantle - 100 CP
The Abyssal Crystal Mantle is an experimental piece of equipment developed by the Second Fleet through their research into Xeno Energy and Abyssal Crystals. While still considered highly dangerous by most sane researchers, the results are difficult to argue with. The mantle absorbs a portion of any damage inflicted upon its wearer, converting the force into pure energy, which is stored within the Abyssal Crystals woven throughout the garment. The more punishment the mantle endures, the greater the amount of energy it accumulates.

Once sufficiently charged, the stored power may be released as a single devastating attack composed of concentrated Xeno Energy. Even Elder Dragons will be badly injured from a direct hit. Its most dangerous feature is that the energy does not simply explode on contact. Like the energy of Xeno'jiiva itself, it will invade the target's body, spreading through them until removed or exhausted. You have been given one such mantle. Should it ever be destroyed or lost, a replacement will appear after a day or so. Included are the complete blueprints and research notes necessary to manufacture additional mantles should you possess the required materials.

Arena - 200 CP
The Arena is one of the Guild's most valuable facilities. After all, studying monsters is much easier when they can't run away. This massive facility is capable of safely containing creatures ranging from small monsters to Elder Dragons. Holding cells, observation areas, maintenance facilities, and reinforced barriers are all included. More importantly, the Arena possesses a unique property. Any creature or opponent you have previously fought may be summoned as a perfect copy within the Arena.

These duplicates possess the same abilities, memories, and combat capabilities they demonstrated during your encounter. If the target is deceased, they will also possess any hidden abilities that you may not have been aware of. Best of all, defeating these copies allows you to harvest materials exactly as though they were the original creature. Any resources acquired in this manner are completely real and retain all normal properties. This means you'll never need to hunt the same

rare Elder Dragon fifty times just because you need one more gem. The Guild would have saved an incredible amount of time if they'd had access to reality-warping rooms like this.

Guild Fleet - 400 CP
When the Guild established itself in the New World, it did so by dispatching specialized fleets. The First Fleet contained explorers, the Second was composed of smiths and engineers, the Third housed researchers, the Fourth managed logistics and shipping, while the Fifth primarily served as combat forces supporting Astera's operations. You have been given command of a complete Guild Fleet consisting of roughly twelve hundred personnel. Alongside them, you'll receive the ships, equipment, supplies, and supporting infrastructure required to keep them operational. Hunters, researchers, engineers, smiths, merchants, laborers, sailors, support staff, and countless specialists can all be found among their ranks.

You may decide what specialty your fleet focuses on. Perhaps it is an exploration fleet charting unknown territory, a research fleet investigating strange phenomena, a military expedition specializing in dangerous hunts, or a logistics fleet responsible for keeping entire regions supplied. Regardless of specialization, the fleet remains highly competent and capable of operating independently in hostile environments. Most importantly, these people are yours. The fleet is loyal, professional, and willing to follow you into Fatalis's lair. Should casualties occur, replacements, recruits, and support personnel will gradually arrive to restore the fleet's numbers within a few weeks.

The Armory - 600 CP
Few organizations in history have hunted as many monsters as the Hunter's Guild. Fewer still have turned those monsters into hats. This is a vast armory containing every weapon, armor set, shield, tool, and piece of equipment ever produced by the Guild. From humble Jagras equipment used by novice Hunters to legendary gear forged from Elder Dragons, all of it can be found here. Each item is maintained in pristine condition and fully functional. Should a piece become damaged or destroyed, it will eventually be replaced within a few days. In addition to the equipment itself, the armory contains extensive records detailing the materials, techniques, and methods required to recreate every item within its halls. Of course, you'll still have to source the materials yourself. The Guild calls this a historical archive, but the Hunters simply call it shopping heaven.

Researcher

Hazmat Armor - 100 CP
The Hazmat Armor is an otherwise unnamed armor made for Master Hara. The armor was designed by the Commission's Chief Engineer for explorers venturing into the most dangerous regions of the New World; this specialized protective suit prioritizes survival above all else. The Hazmat Armor completely protects the wearer from environmental hazards such as toxic fumes, airborne contaminants, hazardous spores, Effluvium, corrosive substances, extreme temperatures, and similar dangers. The suit possesses an independent air supply, environmental seals, and a variety of protective filters, allowing safe operation in locations that would normally be lethal. Despite its bulky appearance, the armor is surprisingly comfortable and does not significantly restrict movement. While it won't stop a Deviljho from eating you, at least you'll survive the swamp on the way there.

Toads and More - 200 CP
While exploring, the Hunters discovered that some of the most useful tools in the New World weren’t forged in a workshop. Instead, they were caught in the wild. Understanding this, you’ve created a fully stocked vivarium containing breeding populations of many useful endemic lifeforms and small creatures. Sleep Toads, Paratoads, Blastoads, Flashflies, Wiggly Litchi, Gajau, Giganha, and countless other useful species can all be found within. Best of all, when you arrive in future settings, the Vivarium will expand as applicable with similarly useful endemic creatures. The vivarium is self-sustaining and comes with a small team of experienced caretakers capable of maintaining the population. They will also safely harvest any useful materials they produce. Lost specimens will naturally replenish over time, in the worst-case scenarios. Lastly, just remember, a clever hunter can solve an alarming number of problems with enough angry wildlife.

Dragonator - 400 CP
When a castle-sized dragon decides it would like to destroy civilization, the Guild has traditionally responded with an equally oversized spear. You have managed to secure an original Dragonator built according to the designs of the ancient kingdoms. Supplementing it are three modern Dragonators developed by the Guild and Wycademy. These massive siege weapons are specifically designed to combat Elder Dragons and remain among the most effective anti-monster

weapons ever created. Even the strongest Elder Dragons will feel the pain after a direct hit. While no single strike is guaranteed to slay such creatures, few can simply shrug one off. Included are the complete blueprints, engineering notes, and construction techniques required to manufacture additional Dragonators in the future. Sometimes the solution really is just a bigger spear.

Monster Archive - 600 CP
The Guild has spent centuries gathering information on monsters, ecosystems, Elder Dragons, and every strange phenomenon they could find. This archive contains the results of those efforts. Within its halls can be found every report, field note, ecological survey, anatomical study, hunting record, migration chart, and research document ever compiled by the Guild. Information ranging from common Jagras behavior to obscure Elder Dragon biology is meticulously cataloged and organized.

More importantly, the archive will automatically be updated whenever you arrive in a new setting. Whenever you encounter a new creature, species, civilization, or noteworthy phenomenon, new records gradually appear within the collection. These documents are written as though produced by experienced researchers, handlers, and scientists who spent years studying the subject. The information is accurate and organized in a way that makes finding useful details surprisingly easy. Lastly, to ensure that everything remains tidy, the archive will come with a dozen Wyverian librarians. They will keep everything in order and can help you with research as needed.

Companions

If it is not otherwise specified, then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly, companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay, you can import a number of companions into this jump. For 50 CP, you can do this with 2. For 100 CP, you can create or import 4. For 200 CP, you can create/import 8 companions, and lastly, for 400 CP, you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse, you may recruit them as companions. After all, if you're going to put that much effort in, you shouldn't have to pay for it. If you pay 100 CP, you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Small Father - 100 CP (Free Evolver)
Every monster has to start somewhere. Unfortunately, "somewhere" often involves being small, vulnerable, and surrounded by things that would happily eat you. Thankfully, fate appears to have intervened. For whatever reason, a Small Monster has decided that your continued survival is now its responsibility. Perhaps they adopted you, or maybe they've simply taken pity on the strange hatchling that kept getting into trouble.

Whatever the reason, they've become a constant presence in your life. Like Kulu-Ya-Ku's relationship with Asterion, this companion will act as a loyal friend, caretaker, and occasional voice of reason. They'll do their best to keep you fed, safe, and pointed in the correct direction whenever possible. This companion may be any Small Monster of your choice. While they won't start particularly powerful, they'll steadily grow alongside you throughout your adventures. After all, someone has to make sure you don't accidentally wander into a Deviljho's territory. Again.

Battle Brother - 100 CP (Free Monster)
There are many ways to make friends. Most people don't recommend attempting to kill each other first. Nevertheless, it seems to have worked. At some point during your adventures, you encountered an individual who should have become an enemy. Perhaps they were a rival Hunter, a wandering warrior, a powerful monster, or simply someone standing on the opposite side of a conflict. Instead of ending with one of you dead, the encounter somehow evolved into mutual respect. Then friendship.

Now they happily accompany you on your adventures. This companion is fiercely loyal, highly capable, and more than willing to charge headfirst into danger alongside you. They may be customized however you wish, including their appearance, personality, background, and species. Should they be a Monster, they receive access to the Monster Builder and receive an extra **1000 MP (2000 MP** total with stipend) to design their own body. Some friendships are forged over years. Others are forged when both parties survive being hit in the face by the same Elder Dragon.

Sage - 100 CP (Free Tribal)
Among the tribes of the New World, there occasionally arise individuals known as Sages. These rare Lynians possess an unusual gift, one so valuable that it has earned them immense respect amongst both their people and the Guild. They are capable of speaking with Monsters. This companion is one such Sage. They possess a remarkable understanding of monster behavior, ecology, and culture, often noticing details that entire research teams would overlook. Whether acting as a translator, advisor, diplomat, or simply an extra set of eyes, they are an invaluable source of information. Regardless, this Sage has declared themselves your personal assistant and will help you in any way it can. If you wish, you may design their personality, appearance, and exact species.

Handler - 100 CP (Free Hunter)
Congratulations, Hunter, the Guild has assigned you a Handler. Their job is to process quests, gather information, coordinate supplies, perform research, manage paperwork, prepare reports, organize expeditions, and generally make sure your life doesn't collapse into complete chaos. For reasons nobody fully understands, they're also unusually talented at finding danger. The good news is they're exceptionally competent. Despite the trouble they cause, they’re one of the

single most intelligent individuals within the Guild. The bad news is they somehow keep convincing you to investigate things that are obviously terrible ideas. Granted, most of those opportunities work out for the better. Finally, if you wish, you may freely customize the appearance and personality of your Handler.

Guardian - 100 CP (Free Researcher)
Given the reckless nature most Researchers have, the Guild has decided that allowing researchers to wander into monster territory unattended is a bad idea. Sadly, experience suggests they are correct. As such, you've been assigned a Hunter responsible for your safety. Whether they view this as an honorable duty or simply another job is up to them. Regardless, they're more than capable of protecting you from the dangers of the New World. If you wish, you may freely customize the appearance and personality of your guardian. Combat-wise, they are on par with a Veteran Hunter. Most importantly, though, they've developed enough patience to tolerate researchers. Which might be their most impressive achievement.

Clingy Mate - 100 CP
Monster relationships are often surprisingly simple. Meet, fight, possibly mate, and then leave. The process usually doesn't become more complicated than that. Your situation, however, appears to be an exception. Rather than going their separate way, your mate has decided they'd much rather remain by your side. Whether this stems from affection, loyalty, curiosity, or simply enjoying your company is ultimately up to them. What matters is that they're here to stay.

This companion may be any suitable individual or monster of your choice and may be freely customized to fit your preferences. They genuinely care for you, enjoy spending time with you, and fully intend to remain part of your life long after the breeding season has ended. A rather unusual attitude by monster standards. Not that either of you seems particularly bothered by that. As with the other options, they may use the Monster Builder section with an extra **1000 MP**.

Emotional Support Dodogama - 100 CP
Congratulations, you now possess a Dodogama. No, that's it. That's the companion. This lovable Fanged Wyvern is every bit as friendly, harmless, and adorable as the stories claim. It enjoys following you around, eating rocks, receiving attention, and generally existing in a state of perpetual contentment. Remarkably, it also possesses an uncanny ability to improve the mood of those

around it. Hunters, Researchers, Felynes, and even certain monsters often find themselves becoming calmer and more relaxed in their presence. Nobody is entirely sure why. Several researchers have attempted to study this phenomenon. The Dodogama responded by eating their notes. Thus, the studies remain inconclusive. Regardless, the little fellow is completely devoted to you and will happily accompany you wherever your adventures take you. Just make sure nobody mistakes it for a hunt target. That tends to upset people.

Artemis - 100 CP
Artemis is an elite Army Ranger who survived being thrown into a world filled with giant monsters and somehow adapted well enough to fight alongside Hunters. While she lacks the superhuman feats often displayed by veteran Hunters, she is highly skilled, resourceful, and remarkably good at surviving situations that should be fatal. More importantly, she has developed the same willingness shared by most Hunters to stare directly at a gigantic monster and decide that fighting it is somehow a reasonable plan. You may optionally decide what your exact relationship with her is.

Ancient Wyvernian - 100 CP
The Wyverians are among the oldest races in the world. While most spend their lives quietly observing history unfold, a rare few dedicate themselves to understanding it. This companion is one such individual. She is an Ancient Wyverian scholar of immense renown, possessing centuries of accumulated knowledge concerning monsters, ecosystems, civilizations, ancient ruins, Elder Dragons, and countless other subjects. More than one Guild expedition has succeeded solely because they happened to remember a piece of information everyone else forgot centuries ago. Her expertise extends well beyond simple academics. They are an accomplished researcher, explorer, linguist, historian, and advisor capable of contributing to nearly any undertaking. If a mystery exists, they likely know something about it. Or at the very least know where to start looking.

Despite their age, they remain remarkably youthful in appearance. Whether due to the peculiar nature of Wyverians, sheer stubbornness, or some long-forgotten secret, they are often considered exceptionally attractive by the standards of numerous species. Many younger researchers find themselves seeking their guidance. Some seek it a bit more enthusiastically than others. The Wyverian in question usually finds this amusing. More importantly, their experience grants

them an uncanny ability to recognize opportunities, identify hidden dangers, and connect seemingly unrelated pieces of information. Entire research departments would gladly fight over the chance to recruit someone of their caliber. Thankfully, they've already chosen to accompany you.

Taming Hall - 200 CP (Free with Rider)
Taming monsters is exciting. Sadly, housing them afterward is significantly less exciting. Fortunately, someone had the foresight to solve this problem before your collection of monsters grew completely out of control. The Taming Hall is a massive facility specifically designed to house any creatures, monsters, beasts, or other entities you've successfully tamed. It contains living quarters, feeding facilities, training grounds, medical stations, storage areas, and whatever specialized environments your companions might require. The structure will automatically expand as your collection grows, ensuring there is always enough room regardless of how many creatures you acquire.
The most important part, though, is that every tamed entity stored here will automatically become a follower. After the Jump ends, any creature residing within the Taming Hall may be imported as a full Companion if desired.

Mirrorblade - 200 CP
Mirrorblade is Asterion's eldest child and the result of his rather eventful relationship with an Acidic Glavenus. To no one’s surprise, he inherited many of his father's most unusual traits. At first glance, he resembles a particularly impressive Glavenus. Upon closer inspection, one notices the oversized frame, the abnormal intelligence in his eyes, and most importantly, the massive chainsaw-like tail capable of tearing through armor, stone, and most things unfortunate enough to stand in front of it.

Unlike many monsters, Mirrorblade is willing to work alongside the Guild and has become one of the few large monsters considered a reliable ally. While some Hunters remain understandably nervous around him, his actions have earned him a considerable amount of respect. Though he has yet to surpass his father, Mirrorblade is still powerful enough to contend with most Elder Dragons and emerge victorious. Purchasing this option allows you to acquire him as a Companion and ensures that he is born depending on the point at which you arrive.

- **Monster Builder: Classification (Brute Wyvern), Strength - Tier 3, Durability - Tier 3, Endurance - Tier 2, Speed - Tier 1, Tooth**

and Claw - Tier 2, Natural Weapon - Tier 3, Size - Large Monster, Element (Fire) - High Affinity, Element (Xeno) - Elder Dragon Affinity, Active Adaptation, All Devouring, Flamesac, Dragon Gem, Crystallized Armament, Deviant

Aerodrake - 200 CP

Aerodrake is the daughter of Asterion and Kulve Taroth. No, the logistics behind that are not important. Please stop asking the researchers. Aerodrake is regarded as one of the most beautiful and powerful monsters ever encountered. Her scales shimmer like precious metals, she inherited her father's engine-like wings, and her command over elemental power rivals some of the stronger Elder Dragons. Like her mother, she isn't decorative, but a veritable powerhouse. Aerodrake possesses immense power and is considered one of the most dangerous dragons of her generation. More than one Hunter has mistaken her for a harmless spectacle before learning otherwise. Painfully. While she inherited much of her mother's beauty and majesty, she also inherited a considerable amount of Asterion's stubbornness. The combination can be terrifying.

- **Monster Builder: Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Flight - Tier 3, Tooth and Claw - Tier 3, Size - Large Monster, Element (Fire) - Elder Dragon Affinity, Element (Xeno) - Elder Dragon Affinity, Enhanced Breathing, Active Adaptation, All Devouring, Hawk Eyes, Dragon Gem, Magnetic Mistress, Elder Dragon**

Asterion - 300 CP

Welp, you found him. Asterion is the monster whose story this world followed. Once a hatchling abandoned in the Wildspire Waste, he survived countless challenges before rising to become one of the most powerful creatures in the world. Throughout his life, he battled Elder Dragons, challenged living catastrophes, founded alliances between species that should have been impossible, protected entire civilizations, raised a family, and somehow accumulated a small army of followers along the way. Purchasing this option allows you to recruit him in his prime or ensure he reaches that point if you're getting here a bit early.

- **Monster Builder: Classification (Elder Dragon), Strength - Tier 3, Durability - Tier 3, Regeneration - Tier 3, Intelligence - Tier 3, Flight - Tier 3, Tooth and Claw - Tier 3, Natural Weapon - Tier 3, Size - Large Monster, Element (Fire) - Elder Dragon Affinity,**

Element (Xeno) - Elder Dragon Affinity, Enhanced Breathing, Active Adaptation, All Devouring, Hawk Eyes, Blade Scales, Dragon Gem, Resonance Organ - Tier 2, Bioenergy Absorption, Perpetual Energy Engine, Elder Dragon, Forbidden, Evolving Stages

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember, you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters, huh? Well, if you take the appropriate background, then you will get to take their place. This won't give you any of their skills unless you buy them, however. Otherwise, you are free to go in as any character you would like.

The Full Story - 0 CP
By default, you're only going to be here for around ten years. The story, however, will last around fifty to sixty years. It would be a shame to leave before the fun really starts. So, by taking this toggle, you may optionally stay here until the story ends normally. Just keep in mind that all Drawbacks you take will remain in full effect for this period.

Extended Stay +100 CP
For each purchase of this, your time here is extended 10 years. Just be careful, this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay, you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result, you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware, this world is a brand-new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Crappy Translation +100 CP
The story of this world isn't necessarily a bad one, but it was plagued by an unfortunate number of grammatical errors, mistranslations, and questionable localization choices. Now you seem to be suffering from the same problem. Whenever you read written information, there is a chance that important details will be translated incorrectly. Most of the time, the mistake is merely annoying. Unfortunately, it almost always seems to affect monster names, directions, quantities, and other information that really should be accurate. A report warning of two Bazelgeuse might actually be referring to a single Nergigante. Instructions to travel east may somehow mean west. A note claiming an area is safe may have omitted a very important word. The information is never completely useless, but trusting it without verification is a good way to end up as monster food.

Stop Breaking the Twigs! +100 CP
For reasons beyond your understanding, stealth is simply not an option. No matter how carefully you move, something always gives you away. Twigs snap beneath your feet. Armor rattles at the worst possible moment. A passing bird suddenly decides to scream. You might even manage to trip over absolutely nothing. This doesn't make you invisible to common sense. You can still hide behind cover and avoid standing directly in front of people. However, if a situation requires genuine stealth, infiltration, stalking, or sneaking, assume that the local ecosystem has collectively decided to betray you. Hunters will hear you coming. Monsters will hear you coming. You will somehow hear yourself coming.

We Had Fun, Now Leave +100 CP
Turns out most monsters aren't particularly good at maintaining long-term relationships. Meet, mate, leave, repeat. Simple, effective, and emotionally questionable. For the duration of your stay, you are incapable of establishing a genuine romantic relationship. Physical attraction, flings, and short-term relationships may be possible. Unfortunately, anything deeper will inevitably fall apart before it can become permanent. No matter how promising things seem,

circumstances, instincts, bad timing, or simple incompatibility will eventually get in the way. The relationship doesn't have to end badly, but it will end. At least you'll have some amusing stories to tell afterward.

Why Are You So Fat? +100 CP
Like the legendary Grimalkyne Pot, you possess an absolutely absurd appetite. You require roughly five times as much food as a normal member of your species to remain properly fed. A meal capable of satisfying an entire hunting party might merely count as a light snack for you. The upside is that you're never particularly picky about what you eat. The downside is that everyone else now has to watch you consume enough food to bankrupt a small village. To make matters worse, excess calories seem remarkably determined to stick around. Whether this manifests as actual body fat, additional muscle, increased size, or simply an impressively round stomach depends on your biology. Regardless, everyone will eventually ask the same question. *"Seriously, where does all that food go?"*

Abandoned Hatchling +200 CP
Life is hard when you're at the bottom of the food chain. Unfortunately, that's exactly where you're starting. Rather than beginning as a fully capable member of your species, you begin somewhere between a freshly hatched infant and a young juvenile. Your size, strength, and abilities are all significantly reduced compared to what they should be. Many of your more advanced traits may not have developed yet, and even basic survival can prove challenging.

To make matters worse, you don't have parents, a nest, or anyone interested in protecting you. You're on your own from day one. The local ecosystem is filled with creatures that would happily eat a young monster, and many of them are significantly larger than you. The good news is that you'll still develop normally with time. The bad news is that first, you have to survive long enough to grow up. Oh yeah, lastly, if you’re a human, you get to enjoy all the same issues, but at least you’re probably in an orphanage rather than being lost in the woods. You still don’t get any parents, though.

The Hunter’s Curse +200 CP
Every Hunter has heard the story. For reasons nobody fully understands, quests involving more than four Hunters have an alarming tendency to end badly. Expeditions turn into disasters, plans go horribly wrong, and somehow your numbers get whittled down. Entire operations have collapsed despite every

reasonable precaution being taken due to this. Most people dismiss it as superstition. In your case, it isn't.

Whenever you participate in a mission, hunt, expedition, patrol, or similar undertaking alongside more than four individuals, something will inevitably go wrong. Your team might get ambushed, or additional monsters may appear. Regardless, what should have been a routine assignment will rapidly become a crisis. As a small mercy, this drawback does not apply to large-scale military operations, settlement management, Elder Dragon sieges, or other activities where hundreds of people are expected to participate. The curse specifically targets smaller groups that foolishly believed five people would somehow be safer than four.

There is no Peace +200 CP
The line between humanity and monsters exists for a reason. If you are a monster, humans will never truly accept you, regardless of your actions. Individual exceptions may exist, but widespread trust, friendship, alliances, and peaceful coexistence are effectively impossible. No matter how intelligent, helpful, or civilized you may be, most people will eventually view you as a monster first and everything else second. Likewise, if you are human, monsters cannot be permanently befriended, tamed, reasoned with, or integrated into your life. At best, they may tolerate your presence for a time before instinct eventually reasserts itself. The rare friendships that define this world's story simply cannot happen for you. The divide between man and monster remains firmly intact.

The Guild's Attention +200 CP
Congratulations. You've somehow managed to become interesting. Perhaps your hunts are too successful. Perhaps your methods violate several regulations. Perhaps a researcher noticed something strange about you and decided to write a report. Whatever the reason, the Guild has developed an unhealthy fascination with your existence. News of your activities spreads throughout the Guild with remarkable speed. Hunters you've never met somehow recognize your name, researchers frequently take an interest in whatever project or expedition you're involved in, and important officials have an uncanny habit of learning things you'd much rather keep private.

It often feels as though the entire organization is quietly keeping tabs on you, even when that should be impossible. This attention is not necessarily hostile, but

it is relentless. If you discover something valuable, someone will want to study it. If you accomplish something impressive, someone will want to document it. If you make a mistake, there is a decent chance a report discussing it will be circulating by the end of the week. Even mundane activities have a habit of attracting observers whenever you're involved. After all, the Guild exists to investigate unusual phenomena. Unfortunately for you, they've decided that you qualify.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result, you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting, did you? Well, now you can't, your out of jump powers have been locked away. If you are going to survive in this world, then you're going to do it with the powers that belong to this setting. As a small mercy, you will be allowed to use any powers that can fit this setting, such as any abilities from the Monster Hunter World: Iceborne Jump, the Monster Hunter Wilds Jump, the Dragon Ball Xenoverse Jump, and any other Jump related to the Monster Hunter series. Lastly, should you use any of the World Alteration toggles, this list will expand.

No Challengers Allowed +400 CP
Some monsters are unable to tolerate rivals. Unfortunately, you happen to be one of them. Whenever another member of your species enters your territory, it becomes impossible to coexist with them. The presence of a rival will instinctively drive you into a rage, and you will find yourself compelled to clash against them. If they refuse to leave, that conflict will escalate till only one of you remains. The only exception occurs during breeding season, where proximity to a potential mate doesn't trigger this instinctive hostility. Outside of that narrow window, however, even brief encounters with your own kind are practically guaranteed to end in bloodshed or crippling injuries. In practical terms, your species is effectively incapable of forming stable populations in the same region as you.

Flickering Flame +400 CP
Time is capable of bringing even the mightiest of monsters down. Even the Elder Dragons are not truly eternal. You are a living example of that truth. At some point in your life, you were likely a dominant force, an apex among your kind. That time has passed. Whether through age, injury, or simple inevitability, your body is now in decline. Strength fades more easily than it once did, movement feels heavier, and you feel yourself tire in battle more easily.

This does not make you harmless. Far from it. You are still dangerous, still powerful, still something that should not be approached lightly. But compared to your peak, there is a noticeable erosion in your physical condition, as if time itself has begun to press down on you. And like many fading monsters, that decline may eventually drive you toward one final, desperate battle. This, however, will not cause you to die of old age, unless you happen to be here for a truly long time.

World Expanded +600 CP
It appears your presence has caused the world to change its rules. Power on a global scale has risen dramatically. Hunters capable of fighting Elder Dragons are no longer singular legends. Instead, they have become rare but known individuals. Monsters have likewise grown in strength, producing more frequent apex-level threats and clashes that would once have been considered impossible. In simple terms, the entire world now operates on a higher power ceiling, closer to the standards seen in the Frontier regions.

Encounters that once would have been overwhelming disasters are now survivable, though still extremely dangerous, for both sides. As a result, battles are no longer quiet affairs of attrition or caution. They are louder, faster, and far more destructive, with combatants capable of reshaping terrain simply by fighting near it. On the bright side, your own abilities are elevated alongside this shift. On the less comforting side, you are no longer at the top of the food chain by default.

Rampant Swarms +600 CP
It seems the clashes between Elder Dragons have triggered cascading ecological instability, resulting in massive locust-like swarms spreading across large regions. Individually, these creatures are insignificant. Most large monsters can ignore them without issue. In numbers, however, they become a different problem entirely. The swarms will strip entire regions of vegetation, consuming

plant life with relentless efficiency before collapsing once food sources are exhausted.

At first, this might seem like a temporary nuisance. But the real danger comes afterward. With plant life gone, herbivores begin to starve. As food chains collapse, predators are forced into increasingly aggressive competition. Even large monsters begin turning on one another out of desperation, triggering a wider ecological breakdown. Thankfully, once the swarms die off, the land will be able to recover thanks to their bioenergy. But by then, the damage will have already been done. This disaster will occur every few years, though if you prepare, maybe you could mitigate its effects.

Kill It Now +600 CP
Some monsters are simply hated by everything that lives. Deviljho is the obvious example. An apex predator so disruptive that even herbivores will attempt to kill the juveniles on sight if given the chance. For reasons that are difficult to explain but impossible to ignore, you have designated a target within the local ecosystem. Your presence triggers immediate hostility in nearby wildlife. Even creatures that would normally avoid conflict seem to recognize you as an unacceptable threat. Predators, prey, and everything in between may abandon normal instincts in favor of attacking you, often with surprising coordination or desperation. So, congratulations, somehow you've earned the active enmity of the entire ecosystem. Also, before you ask, no, you can't just run off to a new area.

The True Elder Crossing +600 CP
While it's true the New World held many unique monsters, a number of the world's greatest beasts never appeared. Now, though, it seems the entire world has experienced the call sent out by Xeno'jiiva. As a result, numerous ancient and colossal beings have begun to stir. Monsters once considered mythical or region-locked, such as Dalamadur or Lao Shan Lung, now appear far more frequently, drawn by the same unknown resonance that once guided the Elder Crossing. At the same time, more common Elder Dragons are appearing in greater numbers. Unfortunately, this means encounters between apex species are becoming increasingly frequent and violent. Oh, and one last thing, just remember that with every Elder Dragon that dies, the energy feeding Xeno'jiiva will grow denser. If nothing is done, the king yet to be born may rise. Should it not be stopped in time, it might become a monster that would inspire terror even in the Forbidden Dragons.

World Alterations

Well, if you're not satisfied with just the Monsters here, I've got something special for you. This is a list of alterations that can be made to the world. It will either cause a merger, portal, or some other incident, making this world a bit more expansive. Oh, and one last note, if you take an upgrade, it will overwrite the lower level. So you take the upgraded CP bonus, meaning you get **600 CP,** not **1000 CP,** as an example. Otherwise, go wild, take as many as you desire, and do whatever you want.

Minor Alterations

This tier covers worlds and changes that either don't affect the world's threat level or, in some ways, may even be beneficial to a degree.

Monster Girls? - Free
Ah. There it is. I was wondering how long it would take. Taking this option causes the monsters of the setting to become significantly more humanoid in appearance. Rathalos, Glavenus, Zinogre, Fatalis, and countless other species will now possess humanoid forms while still retaining their original powers, instincts, and physical capabilities. For the avoidance of doubt, please understand they are monsters. Most of them will even remain the same size they were before. So, a Fatalis is still a Forbidden Dragon capable of reducing kingdoms to ash. It simply happens to look considerably more attractive while doing so.

The exact degree of transformation may vary between species and even individual specimens. Some might gain a humanoid form they can switch between. Others may appear almost entirely human aside from a few draconic traits. If you really want, you can decide the exact degree this occurs and what percentage of women (and men if desired) are subject to this change. The Guild has elected not to comment on this phenomenon. The researchers have elected to comment far too much, especially the repressed ones. As a small bonus, any companion, follower, or monster you own may freely switch between their original form and an appropriate humanoid equivalent. Try not to make the ecosystem any weirder than it already is. Oh, and one last note. Apparently, your Benefactor thought this was funny, so you're allowed to keep this toggle as a Perk for future settings if you want.

Wait, That's Just a Bear +100 CP
Congratulations, normal animals now exist. Thankfully, this hasn't made the ecosystem any stranger. Lions, tigers, wolves, bears, elephants, whales, sharks, crocodiles, and countless other species can now be found throughout the world. Researchers are ecstatic. For the first time in their careers, they have discovered creatures that don't breathe lightning, explode when threatened, or level mountains during mating season. Several departments have taken up studying ducks purely for stress relief.

Welcome to Jurassic World +200 CP
You know, the world already contains giant fire-breathing dragons, living volcanoes, and enough apex predators to keep the Guild employed for the next several centuries. Apparently, someone looked at that and decided what it really needed was more dinosaurs. Through a mixture of cloning technology, questionable scientific decisions, and entirely predictable containment failures, dinosaurs have begun appearing throughout the world. Some inhabit specialized preserves and research facilities, while others have escaped into the wild and established populations of their own.

Fortunately, most dinosaurs occupy ecological niches already filled by existing monsters, meaning the ecosystem won't immediately collapse. Unfortunately, this also means many of them have begun competing with monsters for territory, food, and the right to be featured on increasingly expensive warning signs. This includes not only ordinary dinosaurs, but also genetically engineered hybrids such as the Indominus Rex, Indoraptor, Ultimasaurus, Omega-09, and similar creations. Because apparently recreating dinosaurs wasn't irresponsible enough.

How to Train Your Dragons +200 CP
Interesting, it turns out that the Hidden World had a hidden connection to the New World. As a result, dragons of every shape, size, and temperament now roam the skies. Night Furies, Deadly Nadders, Monstrous Nightmares, Gronckles, Skrills, Whispering Deaths, Red Deaths, Bewilderbeasts, and countless others may be found throughout the world. Basically, every dragon from How to Train Your Dragon, be it from the movies, books, or shows, is present. Unlike many of the dragons already present, these newcomers are often remarkably intelligent and social. Many are capable of forming close bonds with humans, Lynians, and even other monsters.

This has led to a number of unusual developments. Hunters have begun debating whether dragons should be classified as wildlife or partners. Riders have become unbearably smug. Researchers are attempting to determine whether the Gronckle is related to the Dodogama. Meanwhile, several Elder Dragons have found themselves repeatedly harassed by Night Furies that seem to possess absolutely no sense of self-preservation. The Guild's official position is that these dragons are fascinating additions to the ecosystem. The unofficial position is that nobody can stay angry at a Toothless for more than five minutes.

The Truth is Out There +200 CP
Every culture has its stories; it turns out some of them are actually true. The world has become home to countless cryptids, urban legends, and mysterious creatures. Sightings of Bigfoot, the Loch Ness Monster, Mothman, Jersey Devil, Chupacabra, Thunderbird, and countless others have become increasingly common. Most are relatively harmless...the keyword being most.

Many cryptids simply prefer avoiding civilization and remain hidden deep within remote wilderness. Others have become local legends amongst Hunters and Researchers alike. The Guild has dedicated an entire department to investigating these creatures. Their findings have mostly consisted of blurry sketches and increasingly frustrated reports. The monsters themselves seem just as confused as everyone else. Most of them, however, just consider the cryptids a new food source.

Pandora +200 CP
You know, for an alien moon, Pandora actually fits into this world disturbingly well. The world has become connected to Pandora from Avatar. Vast jungles, floating mountains, strange ecosystems, and countless alien lifeforms now exist throughout the setting. Direhorses, Hammerheads, Thanators, Leonopteryx, Tulkun, Ilu, and many other species now roam the world. Researchers are having the time of their lives. Hunters are somewhat less enthusiastic. Mostly because many of Pandora's apex predators appear perfectly willing to challenge monsters several times their size. The greatest discovery, however, is Eywa. This planetary consciousness has become one of the most hotly debated subjects in Guild history. Mostly because nobody can agree whether it qualifies as a deity, a super-organism, or an ecosystem that somehow became sentient.

Hadouken! +200 CP
Somewhere, somehow, a martial arts tournament has become an ecological concern. It turns out there are a number of human settlements that somehow have remained hidden. Legendary martial artists have sprung from them and now travel the globe. They roam seeking worthy opponents, mastering strange energies, and occasionally causing property damage that would normally require Guild intervention. Figures such as Ryu, Ken, Chun-Li, Guile, Cammy, Akuma, M. Bison, and countless others now exist within the setting. Alongside them come powers such as the Satsui no Hado, Psycho Power, Soul Power, and similar supernatural martial arts techniques.

While most of these fighters are technically human, many are fully capable of challenging monsters that would normally require entire hunting parties. The ecosystem has reacted accordingly. Gore Magala has reportedly developed a rivalry with Akuma. No survivors were available to confirm the outcome. Unfortunately, we really want to know whether Akuma was infected with Frenzy or if Gore Magala somehow gained access to the Satsui no Hado. Meanwhile, the Admiral has become disturbingly interested in entering the next World Warrior Tournament. Nobody has been brave enough to tell him no.

Nothing is True +200 CP
For centuries, humanity believed the world belonged to them. Then they discovered it belonged to the monsters. This has done very little to discourage the Assassins and Templars. The conflict between the Assassin Brotherhood and the Templar Order now extends into the world of Monster Hunter. Hidden bureaus, ancient vaults, secret conspiracies, and political intrigue can now be found throughout the various human settlements. More importantly, Pieces of Eden now exist.

These ancient artifacts possess incredible power and have attracted the attention of nearly every major faction. The Guild wants to study them. The Assassins want to keep them out of the wrong hands. The Templars want to use them. Researchers want to poke them with sticks. The Pieces of Eden themselves have produced some unexpected interactions with monsters. Certain creatures seem oddly resistant to their effects, while others react in unpredictable ways when exposed to them. Thankfully, most of the conflict remains confined to human civilization. Unfortunately, some genius recently decided that hiding an Apple of

Eden inside a Nergigante's nest was a good idea. No one has volunteered to retrieve it.

Demon Hunters? Idols? Both? +200 CP
In an effort to improve global morale, the Guild sponsored a new industry: music. Nobody is entirely certain how this happened. Oddly, though, this came with a number of unintentional consequences. Hidden throughout society are supernatural beings, demons, spirits, and individuals who use music as both art and weapon. Performances can inspire courage, ward off supernatural threats, and channel strange powers that blur the line between magic and emotion. At first, most Hunters dismissed the entire thing as nonsense. Then someone witnessed a concert repel a demonic invasion. Public opinion shifted rapidly after that. The Guild has reluctantly accepted that singing may, in fact, be a valid combat strategy. Some researchers remain deeply offended by this conclusion. However, the new Pop-Stars turned Hunters don't really care.

You're a Wizard Jumper +200 CP
So, apparently, Magic exists; it's a bit weird, though, since nobody is entirely sure why this information was withheld for so long. Hidden throughout the world are magical communities, enchanted settlements, and schools dedicated to the study of wizardry. Wizards and witches have quietly lived alongside ordinary society for centuries, concealing their existence through a combination of secrecy, illusion, and bureaucratic determination. The arrival of monsters has complicated this arrangement significantly. It is difficult to maintain secrecy when a Rathalos decides to land in the middle of a Quidditch match. Magical creatures can now be found inhabiting many regions of the world. Some integrate surprisingly well into existing ecosystems, while others appear determined to create paperwork. The Ministry of Magic has already established an entire department dedicated to monster-related incidents. They are severely understaffed.

The Herd Migration +200 CP
Researchers recently made a remarkable discovery. Several isolated valleys contain thriving populations of creatures believed to have gone extinct long before recorded history. Mammoths, giant sloths, saber-toothed cats, and countless other prehistoric animals now roam these hidden regions. The arrival of these creatures has introduced entirely new ecosystems into the world. Many have integrated surprisingly well alongside existing monsters, creating some fascinating interactions between species separated by millions of years.

Researchers are thrilled by the opportunity. The herbivores are less thrilled by the presence of several very large predators. On a more positive note, the Palicos have begun negotiations with many of these new arrivals. The main negotiators appear to be a large mammoth, sabertooth, and sloth.

Slugs? +200 CP
The Guild has discovered a peculiar new lifeform. At first glance, they appear to be harmless little creatures. Small, adorable, and generally incapable of threatening anyone. This assessment lasted until someone decided to shoot one out of a bowgun. Known as slugs, these strange organisms possess remarkable transformative abilities. When accelerated to sufficient speed, they undergo dramatic changes, temporarily becoming powerful elemental creatures capable of producing a wide variety of effects. Some generate fire, others produce electricity, and of course, some cause explosions. Researchers have spent years attempting to determine how any of this is biologically possible. The slugs remain unwilling to explain. They, however, are remarkably friendly and have begun partnering up with Hunters en masse.

Ascendant Equine Phenomenon +200 CP
Across multiple unrelated biomes, a strange evolutionary branch of herbivorous quadrupeds, primarily horse-like creatures, have begun to emerge. These Ascendant Equines are extremely humanoid in posture and physiology despite retaining equine lower bodies. They display enhanced intelligence, structured social organization, and locomotion capabilities far exceeding normal biological expectations. Their physiology appears optimized for sustained high-speed movement without fatigue patterns seen in other species. What distinguishes them further is the development of structured cultural systems centered around competitive racing behavior. These events are not merely instinctual displays of speed. They include organized competitions involving training, rivalry, and highly ritualized “derby-style” races. Interestingly, identical behavioral patterns have been observed in geographically isolated populations, suggesting either a shared latent evolutionary pathway or a widespread environmental influence shaping herbivorous development toward similar outcomes. Despite their competitiveness, they are not hostile. However, they frequently challenge nearby Hunters, mounts, and even lesser monsters to spontaneous speed contests, treating movement itself as a form of status expression. Guild classification: “Non-hostile competitive strain.” Field note addendum: refusing a challenge is socially acceptable. Winning it is apparently “very important.”

The Empire Beneath the Waves +200 CP

A submerged civilization has been rediscovered beneath previously uncharted oceanic trenches. They possess passive engineered structures, advanced energy systems, and monumental architecture which extend across the seafloor. Many of these regions were previously assumed to be natural formations and difficult to explore due to the number of aquatic monsters roaming these waters. These structures appear to be maintained by autonomous systems and an integrated society that blends biological and technological components. Exploration teams report encountering individuals who appear human in origin. They however, have adapted to underwater existence through advanced augmentation and environmental acclimation. These inhabitants operate under a rigid intellectual hierarchy, placing scientific discovery and artifact recovery above all other concerns. Ancient relics recovered from these depths exhibit energy signatures far beyond modern Guild understanding, suggesting that this civilization once rivaled or exceeded current technological limits.

The City of Gold +200 CP

Deep desert excavation efforts have uncovered an extensive buried civilization beneath shifting sands. This society appears to have been built around extreme resource optimization, architectural grandeur, and a strict philosophy of prosperity. Entire cities have been revealed intact beneath collapsed layers of stone and sand, preserved by unknown preservation fields. The inhabitants, where still present, operate under highly theatrical social structures, blending political power with ritualized displays of authority, negotiation, and spectacle. Wildlife in these regions has adapted to the same principle of excess, with some creatures evolving reflective armor, metallic structures, or lure-based hunting strategies resembling engineered traps. Additionally, a possible new Elder Dragon has been discovered resembling a massive stone jaguar.

Welcome to Overwatch +200 CP

The Guild has long dealt with organized military forces, mercenary groups, and trained Hunter corps, but this is the first confirmed case of a global conflict system being formalized into a single operational doctrine. Recent developments indicate the formation of elite strike teams under an organization known as Overwatch. This organization is composed of highly trained individuals deployed in response to global instability events.

At first, these groups were treated as external military support. Then coordinated engagements against high-threat monsters began producing significantly higher survival rates in previously unstable regions, particularly in zones affected by large-scale territorial disputes. Interestingly, Overwatch operations appear to unintentionally align with Monster Hunter ecological pressure points. They often arrive in regions immediately prior to escalation events. This has led to several cases where coordinated human intervention has temporarily stabilized regions that would otherwise have collapsed into full ecological conflict zones. The Guild's attempts to reach out have been successful so far and Overwatch has agreed to an exchange program with some of their Hunters.

Where Giants Fall +200 CP
A remote, largely uncharted region was discovered containing vast open plains and ruins of unknown origin, where enormous stone-like beings have been observed moving slowly through the landscape. These entities, referred to as Colossi in recovered local accounts, appear to exist as living structures rather than conventional biological organisms. Initial Guild assessments suggested dormant geological formations until several reports confirmed active movement and defensive responses when approached. Each Colossus appears to inhabit a specific territorial range, with no evidence of structured communication between them, though their behavior suggests a shared ecological role that remains unclear.

Interestingly, standard monster populations tend to avoid these regions entirely, as if the presence of the Colossi creates an unspoken boundary that discourages territorial overlap. In the few recorded cases where migration routes have intersected, resulting encounters have been brief and heavily one-sided, with most smaller creatures retreating immediately upon visual confirmation. One expedition report describes a Colossus reacting violently to persistent intrusion before returning to a dormant state after the disturbance was removed, suggesting a cyclical behavior pattern tied to environmental triggers rather than active predation.

The Dancing Genie +200 CP
A series of coastal expedition reports recently identified multiple island regions where environmental behavior appears unusually responsive to music played throughout the area. It was also noted that the area's energy fluctuated constantly. Initial Guild interpretation classified these as unstable mana-rich

environments. That assumption changed after repeated sightings of a half-human, half-genie individual moving through affected regions, often resolving large-scale monster disturbances through what can only be described as controlled transformation-based combat and environmental manipulation. The dancing magical girl apparently named Shantae seems to be protecting the local region. Though pirate activity in these regions has also become unusually active. Conflicts between Shantae and the pirates have been observed frequently. They typically last until one of the monsters decides to join the fun. Researchers are unsure of how to feel about witnessing the genie girl dance on top of a Baroth.

A Peaceful Land +200 CP
A remote island chain was recently discovered containing a fully intact civilization coexisting with a wide variety of prehistoric reptilian lifeforms, many of which function as integrated members of local society rather than hostile wildlife. Initial expectations assumed standard isolated monster ecology. Instead, field teams found structured settlements where humans and dinosaur-like creatures engage in coordinated labor, transport, and defensive cooperation against external threats. Interestingly, when large-scale monster migrations reach these islands, local dinosaur populations respond with coordinated defensive formations rather than panic or dispersal. In one recorded incident, a Sauropod-class creature was observed physically blocking a migrating herd of aggressive monsters long enough for local residents to redirect the entire encounter away from populated zones. Even more unusual, external apex monsters entering the region often exhibit reduced aggression after prolonged exposure to the island's cooperative environment, occasionally leaving without engaging in territorial disputes at all. The Guild has stopped trying to explain this behavior and now simply refers to the region as "the island where everything behaves slightly more reasonably than expected."

Behold, my Familiar +200 CP
Recent surveys have unveiled multiple mage-focused societies. They were seemingly hidden within existing ecosystems, having developed structured spellcasting systems, aristocratic magical academies, and summoning-based combat partnerships. Their most notable magic involves human and non-human entities referred to as familiars using a powerful magical bond. At first, these arrivals were treated as isolated magical enclaves. That assumption changed after repeated incidents where inexperienced summoners accidentally bonded with extremely dangerous local creatures instead of intended magical constructs.

One notable case involved a summoning ceremony that was meant to bind a standard elemental familiar, but instead resulted in a fully grown Legiana being dragged into a lecture hall. The building did not survive the introduction, though the student reportedly insisted it was “technically still following instructions.” Interestingly, magical beings in these regions often overlap with native monster classifications in unpredictable ways, leading to situations where standard spellcasting interacts poorly with territorial instincts. In one case, a fire-based spell duel escalated into a three-way conflict involving two mages, a confused Rathian, and a nearby settlement that had nothing to do with any of it. The Guild has noted that magical academies tend to produce either highly competent regional stabilizers or immediate ecological incidents, with very little middle ground.

Regional Disturbances

This is the point at which the worlds or alterations are going to be really noticeable and likely cause real waves in the world. The threat level might increase a bit, but it shouldn't be that bad.

Isu or Ancients +400 CP (Requires Nothing is True)
You selected the previous option and somehow made it worse. In addition to the Assassins and Templars, the full legacy of the Isu has entered the setting. Vast precursor facilities, forgotten technologies, hidden vaults, genetic experiments, and reality-altering artifacts are now scattered throughout the world. The discovery has thrown the Guild's understanding of history into complete chaos.

Entire ecosystems may conceal ancient Isu laboratories. Elder Dragons occasionally claim precursor ruins as their territories. Some researchers have even suggested that certain monsters may possess distant connections to forgotten Isu experiments. These theories are currently being debated. Mostly because proving them requires walking into a ruin occupied by a Teostra. At this point, the Guild's official historical timeline consists primarily of question marks and increasingly distressed notes from researchers.

Stage Two: Wildlife Management Failure +400 CP
It turns out the Goliath wasn't the only thing lurking on Shear. Somehow, the ecosystem of Evolve has been added to the world. Goliaths, Krakens, Wraiths, Behemoths, Gorgons, and numerous lesser creatures now inhabit various regions. Like their original counterparts, these monsters grow stronger by feeding and evolving, rapidly becoming major threats if left unchecked. Many Hunters initially assumed these creatures would simply become another category of Large Monster.

Then somebody watched a Wraith evolve into Stage Three over the course of a single afternoon. The Guild has since revised its position. Fortunately, native monsters are just as hostile toward these invaders as they are toward everything else. Unfortunately, Evolve monsters are exceptionally good at adapting to local conditions. Given enough time, they may begin incorporating traits from native species into their evolutionary paths. The researchers are very excited about this development. Everyone else is considerably less enthusiastic.

The Hunter Returns +400 CP
The Guild has made an incredible discovery. Hidden deep within unexplored regions of the world lie the ruins of an impossibly advanced civilization. Unlike the Ancient Civilization, these structures possess a distinctly alien design. Vast temples, abandoned laboratories, orbital facilities, and mysterious relics can be found scattered throughout remote regions. These ruins are all that remain of a race known as the Chozo. Their technology has quickly become one of the greatest research opportunities in recorded history.

Unfortunately, many of the facilities are still occupied by the local wildlife. This wildlife happens to be considerably more dangerous than normal. Researchers have catalogued hundreds of new species originating from these ancient ruins and forgotten worlds. Some resemble traditional monsters while others appear completely alien in nature. Many possess unusual biological traits such as adaptive evolution, energy manipulation, or specialized weapons that seem more appropriate for military hardware than living creatures. Recently, though, the Guild has been able to make significant progress thanks to the aid of a mysterious bounty hunter wearing a set of advanced red and yellow armor.

The Four Nations +400 CP
Scholars have spent years trying to learn the truth of the Ancient Kingdoms, but unknown to them, they were not the only kingdoms. Long ago, the four nations lived together in harmony. Then somebody inevitably tried hunting the local dragons. The world has become connected to Avatar and The Legend of Korra. Benders now exist throughout the world, wielding the elements through skill rather than biological adaptation. This also includes all of the various Bending entities, such as Dragons, Sky Bison, Lion Turtles, and the occasional Sea Serpent. Entire cultures have begun appearing across the continents.

Air Nomads travel the skies, Water Tribes navigate the oceans, Earth Kingdom settlements thrive across the wilderness, and Fire Nation explorers have become increasingly interested in local monsters. The Guild is happy since more people have superpowers, while the monsters are confused. Many Elder Dragons are having difficulty understanding why humans suddenly started using elemental powers without requiring specialized organs. Oh, it also turns out someone managed to convince an Elder Dragon to teach them Dragon Bending. So, if you see someone covered in red lightning, don’t freak out.

It's a Me! +400 CP
Why do so many people suddenly have access to god-like power? Apparently, a turtle-like being called a Koopa used a magic star to bring the kingdoms of their world here. As a result, the world now has a so-called Mushroom Kingdom. At first, this seemed harmless. Then someone found out what lives beneath the kingdom. Goombas, Koopas, Boos, Piranha Plants, Wigglers, Chain Chomps, and countless other creatures now inhabit the world. Most are surprisingly friendly. Researchers continue insisting the Mushroom Kingdom is one of the safest additions to the setting. The researchers have apparently forgotten that Bowser exists. Though he does spend a lot of time moping in his castle.

Gotta Go Fast +400 CP
Physics has officially resigned and given up on life. Thanks to an experiment conducted by Dr. Eggman, the world has become connected to Sonic the Hedgehog. Mobians, Badniks, Wisps, Chao, and countless other inhabitants of Sonic's world now exist. Speed has become a far more common trait amongst local wildlife. This has caused significant issues. Many Hunters were already struggling to hit Nargacuga. Now they're expected to track things moving at several hundred miles per hour. Morale has suffered accordingly. As a mercy, it seems some of the Hunters are also learning to go faster. If they can keep this up, then maybe they'll become the true speed freaks.

Arise +400 CP
Death is not always the end, but it comes for all. The Gate Network has somehow been connected to this world. Dungeons, Gates, magical beasts, and Hunters possessing supernatural abilities now exist throughout the world. Most of these Gates are manageable, quite a few are not. Entire regions may suddenly become home to magical ecosystems filled with creatures completely unrelated to the surrounding environment. Researchers have mixed feelings about this development. On one hand, it provides fascinating new species to study. On the other hand, some of those species are trying to eat them. Thankfully, the Hunters have learned to manage the Gates to prevent Dungeon Breaks from occurring. Moreover, most Monsters seem to take exception to infringements on their territories.

The Hidden World +400 CP (Requires The Truth is Out There)
Turns out there are a lot more things hiding in the wilderness than anyone realized. The number and variety of cryptids have increased dramatically. Entire

hidden populations now exist throughout the world, ranging from relatively mundane creatures to beings that challenge conventional biology altogether. Ancient lakes may conceal massive aquatic monsters. Forgotten forests might house creatures older than recorded history. Remote mountains could contain entire ecosystems populated by creatures believed to be myths. More concerning is that many of these beings seem remarkably good at avoiding discovery. Researchers have spent decades studying some regions only to discover there was an entirely separate ecosystem living there the entire time. This revelation has been deeply embarrassing.

The Age of Myth +400 CP
Apparently, humanity wasn't content fighting monsters. They also started fighting gods…I didn't even know gods were real until now. Apparently, the cosmic realm of this world has been connected to both the Greek and Norse eras of God of War. Mythological creatures now roam the wilderness alongside native monsters. Minotaurs, Gorgons, Cyclopes, Trolls, Wulvers, Ogres, Dragons, Valkyries, and countless other beings can be encountered throughout the world. Many of these creatures have integrated reasonably well into local ecosystems. Others have not. For example, several Elder Dragons have discovered that Trolls possess the unfortunate habit of building homes in places Elder Dragons already consider theirs. The resulting territorial disputes have been educational. For everyone except the Trolls.

Beyond the Sea +400 CP
Explorers have returned with tales of a continent beyond known waters. Naturally, nobody believed them. Then they came back with an elf. Across the sea lies a vast land inhabited by elves, dwarves, hobbits, ents, dragons, and countless other peoples previously thought to exist only in myths and legends. Ancient kingdoms rise from the mountains while forgotten ruins dot the wilderness, many predating human civilization itself. Trade between the continents has steadily increased, bringing new cultures, technologies, and opportunities for exploration. Researchers have become particularly interested in the local dragons. The local dragons have made it abundantly clear they do not share this interest. No, really, turns out they can talk.

Fire and Blood +400 CP
You know, the world already contains enough dragons to flatten a kingdom. Apparently, somebody looked at that and thought the obvious solution was to add

more. The world has been populated by mythical beings from Game of Thrones and House of the Dragon. Dragons such as Balerion the Black Dread, Vhagar, Meraxes, Vermithor, Caraxes, Drogon, and countless others now exist alongside the native species of Monster Hunter. While most of these dragons are considerably smaller than Elder Dragons, they are still terrifying apex predators capable of devastating settlements and dominating lesser monsters.

The dragons aren't the only newcomers. Direwolves, giants, shadow creatures, ice spiders, and the mysterious forces beyond the Wall have also arrived. Most concerning of all are the White Walkers and their ability to raise the dead. Fortunately, most Elder Dragons seem to find undead armies deeply offensive. Unfortunately, White Walkers have discovered that slain monsters make excellent additions to an undead horde. The Guild is currently debating whether "zombie Deviljho" qualifies as an extinction-level event.

The Arisen +400 CP
The researchers have made an incredible discovery. Apparently, giant monsters are everyone's problem, not just ours. One of our fleets has discovered a new continent known as the Liogran Peninsula. The wilderness now contains countless new creatures, including Goblins, Saurians, Harpies, Cyclopes, Ogres, Chimeras, Griffins, Cockatrices, Hydras, and Dragons. Most of these creatures have integrated surprisingly well into the local ecosystem.

The Goblins have not. Nobody is entirely sure how a species can be simultaneously intelligent and catastrophically stupid. Meanwhile, the larger monsters have quickly established themselves as new apex predators. Griffins compete with Rathalos for territory, Chimeras have become a favorite topic among researchers, and Cyclopes have developed a concerning habit of throwing things at passing Elder Dragons. The Elder Dragons have responded exactly as you would expect. Violently.

Digital Monsters +400 CP
The researchers were prepared for many possibilities. Self-evolving digital lifeforms were not one of them. It seems one of the researchers managed to make a working computer. Then, for better or worse, it somehow became connected to the Digital World. Rookie, Champion, Ultimate, and Mega-level Digimon now inhabit various regions alongside native monsters having spilled out from this connection. Most begin relatively harmless.

Unfortunately, Digimon possesses a unique trait. They evolve. A creature that appears no more threatening than a Jagras today might become a city-destroying monstrosity tomorrow. The Guild has attempted to establish threat rankings. The rankings become obsolete almost immediately. The researchers absolutely love this, while the Hunters have mixed feelings. The Digimon are mostly just excited to be here. At least it seems like Digimon have a habit of pairing up with Hunters seemingly at random. So the Guild is able to reliably field some more heavy hitters.

The Upside Down +400 CP
It started with a missing expedition. Then another, and then an entire outpost vanished without explanation. Investigations eventually revealed the existence of a parallel realm hidden alongside reality itself. This dark reflection of the world is a place of decay, predation, and strange biological growths that spread like a disease through anything they touch. Small tears between worlds occasionally form without warning. Creatures from this realm have begun appearing throughout the wilderness, creating entirely new ecological concerns for the Guild. The fact they seem capable of adapting to local monsters has only made matters worse.

Pal Tamer +400 CP
Surely combining monster taming, industrialization, firearms, and suspicious labor practices won't cause problems. The world of Palworld has been added to the setting. Pals now inhabit the wilds alongside native monsters. Many communities have rapidly embraced them. Some perhaps a bit too enthusiastically. Pals are generally weaker than Large Monsters but possess remarkable utility. Agriculture, crafting, medicine, mining, transportation, and countless other industries have been transformed by their arrival. Researchers love them, while the Guild is cautiously optimistic. The monsters remain unconvinced, but sufficient amounts of firepower make this irrelevant.

More Than Meets the Eye +400 CP
Something has fallen from the heavens, actually, several somethings. Ancient alien machines have begun appearing throughout the world, accompanied by strange metals, lost technologies, and giant mechanical beings capable of disguising themselves as vehicles and equipment. At first, the Guild assumed they were a new species of monster. The machines found this highly offensive. Contact

has gradually improved since then. The discovery of transforming alien civilizations has revolutionized engineering, transportation, and military technology. It has also caused several researchers to become obsessed with building mechanical monsters. This has ended exactly as well as you'd expect.

The World Needs a Professional +400 CP
You know, one of the Guild's primary responsibilities is maintaining ecological balance. Unfortunately, someone has just introduced an entirely new ecosystem full of cursed abominations, ancient monsters, and people who think fighting dragons with swords is a perfectly reasonable career choice. The world has been affected by the Conjunction of the Spheres. As a result, magical and monstrous beings have appeared across the world. Monsters such as Griffins, Leshens, Fiends, Basilisks, Chorts, Katakans, Bruxae, and countless others now roam the wilds. Likewise, Witchers, Sorcerers, Druids, and the various kingdoms have begun appearing throughout the world.

Interestingly, many of the Continent's creatures have found themselves competing directly with native monsters for territory. This has led to a number of unusual encounters. Researchers are still attempting to determine whether a Leshen can successfully claim territory from an Ancient Forest Rathalos. The current results are inconclusive, largely because everyone involved was eaten. As a side effect, alchemy, Signs, curses, and other supernatural phenomena now function normally. The Guild has responded by creating an entirely new department dedicated to figuring out what exactly a "higher vampire" is and whether it can be captured.

Trigger Event +400 CP
You know what this world needs? Trauma. The world has been visited and seeded by a mysterious Entity. Across the globe, individuals occasionally undergo Trigger Events, gaining bizarre and highly specialized powers. These powers vary dramatically. Some are relatively harmless. Others are capable of reshaping battlefields, destroying cities, or violating several laws of physics simultaneously. The Guild has attempted to create classifications for these abilities. The effort has failed repeatedly, but they’re making progress…I think. Researchers are still trying to understand why one person can summon insects while another can fold buildings like paper. At least, it turns out a large number of Hunters are gaining access to powers.

Yautja Hunting Grounds +400 CP
The good news is that the Hunters have technically gained an ally. The bad news is that it is the Yautja, who also like fighting our Hunters. Predators from across Yautja space now periodically visit the world seeking worthy prey. Alongside them come numerous dangerous species collected from their hunting preserves, including creatures from Predator: Badlands, the Kalisk, river predators, exotic xeno-fauna, and countless other organisms unfortunate enough to have attracted Yautja attention.

While many of these creatures are dangerous in their own right, the Yautja themselves have quickly become the larger concern. It turns out that highly advanced alien hunters become remarkably interested in a world full of Elder Dragons. Many have begun treating monster territories as hunting preserves, leading to increasingly absurd encounters. For example, one report describes a Yautja attempting to hunt a Rajang. A follow-up report describes the Rajang winning. No one has been able to locate the body.

The Hero's Journey +400 CP
Through the whims of the goddesses, a hidden kingdom has been revealed. The kingdom of Hyrule has become known to the greater world. Sadly, with them came a whole host of new monsters. These Monsters include Bokoblins, Moblins, Lizalfos, Lynels, Hinox, Molduga, and countless others, which now inhabit the wilderness. Outside of them, the Guild has discovered numerous Ancient ruins filled with forgotten technology. These ruins have seemingly begun appearing throughout the world. Researchers are fascinated by these discoveries, the Hunters got distracted by shiny objects, and the monsters have been declared free loot. Everyone seems relatively happy about this arrangement. I think this might actually work out for the better.

The Supernatural World +400 CP
The Guild has made a deeply concerning discovery. Humanity is not the only intelligent species hiding in the shadows. For centuries, various supernatural factions have secretly existed alongside the rest of the world. Devils, Angels, Fallen Angels, Yokai, Dragons, and countless other beings have quietly built their own societies while avoiding widespread attention. Unfortunately, secrecy becomes difficult when Elder Dragons are involved.

The existence of these hidden factions has gradually become public knowledge after numerous encounters between monsters and supernatural beings. While many groups prefer diplomacy and coexistence, others see the arrival of powerful monsters as either a threat or an opportunity. The Guild has responded by establishing diplomatic channels wherever possible. The fact that several of these factions possess individuals capable of besting Elder Dragons in direct combat has only increased their importance. Researchers are particularly interested in the supernatural dragons. The dragons are less enthusiastic about being studied.

Temporal Anomaly +400 CP
The first reports were dismissed as nonsense. Then a Jurassic predator appeared in the middle of a settlement. Scattered throughout the world are unstable temporal anomalies that connect different points in Earth's history. Creatures, plants, and occasionally entire environments are pulled through these distortions before being deposited in the present. Most of these anomalies are relatively small; however, quite a few are not. Entire prehistoric ecosystems have begun appearing throughout the wilderness, bringing with them species that should have gone extinct millions of years ago. The researchers, as you might expect, are ecstatic. Everyone else is considerably less enthusiastic.

The Seven Rings +400 CP
The Guild has discovered that death is apparently not the end. This revelation has been met with mixed reactions. Ancient rituals, supernatural accidents, and a series of increasingly alarming investigations have confirmed the existence of an afterlife. More specifically, multiple afterlives. While most remain inaccessible, rare portals occasionally connect the mortal world to realms inhabited by demons, sinners, hellborn, and other supernatural entities.

At first, these incidents were treated as isolated events. Then someone watched a Rathian chase a demon through a portal. The situation escalated quickly from there. Trade, diplomacy, and conflict have gradually emerged between the mortal world and these infernal realms. Some demons have proven surprisingly reasonable. Others have reaffirmed every warning ever written about dealing with demons. The Guild currently recommends caution. Given the standard level of caution for a Hunter, is it surprising that nobody has listened?

Compound V +400 CP
The Guild has spent centuries studying monsters in an effort to understand where their incredible abilities originate. Then someone invented a chemical that lets humans skip the process entirely. So, Compound V now exists and occasionally finds its way into the hands of the public. Those exposed to it may develop extraordinary abilities ranging from enhanced strength and flight to far stranger powers. Unfortunately, the process is highly unpredictable. Two people receiving identical doses may develop completely different abilities.

The Guild was initially excited by the possibility of studying a new source of power. That excitement faded once they realized Compound V users are significantly less cooperative than monsters. The substance has also sparked a great deal of controversy. Some view it as the next step in human evolution, while others consider it a dangerous shortcut. Most Hunters simply find it unfair that some random civilian can suddenly start shooting lasers after drinking the wrong experimental serum. Regardless of opinion, the number of superhumans wandering the world has begun to steadily increase.

The Primal World +400 CP
Something has gone terribly wrong with the fossil record. Across remote regions of the world, entire ecosystems thought extinct have begun appearing. Vast plains filled with dinosaurs, prehistoric mammals, giant reptiles, and other ancient creatures now occupy territory that should not exist. Unlike most monsters, these creatures are remarkably natural. That does not make them safe. Many of these species possess the size, aggression, and survival instincts necessary to thrive even alongside modern monsters. Several apex predators have already established territories within the New World. The herbivores are adapting surprisingly well. The carnivores are having the time of their lives.

The Portal Masters +400 CP
It began with a handful of strange ruins. Scattered throughout the world, explorers have uncovered ancient gateways containing technology unlike anything previously known. These structures appear connected to a distant realm known as Skylands, a collection of floating islands suspended high above the clouds. The discovery has opened contact with dozens of unique species and civilizations. Many inhabitants of Skylands have adapted remarkably well to life alongside monsters. Others have immediately begun treating Elder Dragons as personal challenges. Portal technology has also become highly sought after. The

ability to instantly transport people and supplies between distant locations has revolutionized exploration. Unfortunately, it has also made it significantly easier for trouble to find everyone.

Dawn of the Dinosaurs +400 CP (Requires The Herd Migration)
Apparently, the hidden valleys were only the beginning. Beneath the world lies an immense subterranean continent where prehistoric life never truly disappeared. Vast jungles, endless grasslands, and entire civilizations of dinosaurs have flourished in isolation for ages. Recent geological activity has opened routes between these lost lands and the surface. As a result, dinosaurs have begun spreading throughout the world in unprecedented numbers. This includes several species large enough to make even experienced Hunters nervous. The Guild is currently attempting to determine whether these newcomers qualify as monsters. Their main target is a particularly large ashen white dinosaur who reportedly has been seen battling a weasel?

Aegis Titan Migration +400 CP
Deep ocean trenches and volcanic island chains have begun producing recurring surfacing events involving colossal flying turtle-like leviathans of unprecedented durability. These “Aegis Titans” possess heavily reinforced natural armor plating, flight capability, and extreme thermal and energy-based breath attacks. Their overall morphology strongly resembles a titanic armored turtle with wing-like appendages capable of sustained atmospheric movement. Unlike typical Apex monsters, they do not establish territory or remain in one region. Instead, they appear to follow cyclical migration paths that align suspiciously with ecological collapse events.

Wherever they surface, they tend to engage large-scale threats, particularly mass outbreaks of aberrant monsters or extreme bioenergy instability. Their presence often coincides with short-term devastation followed by long-term ecological stabilization, as corrupted or overdominant species are forcibly reduced. Guild debate remains unresolved: whether these beings are intentional “ecosystem corrections,” or simply apex monsters drawn to chaos and imbalance. Field hunters have unofficially nicknamed them “the flying turtle disasters that fix things after breaking things first.”

Pale Ruins +400 CP
In the deepest caverns of the world, far beneath even Elder Dragon nesting strata, explorers have begun reporting the existence of an entirely separate ecological layer. This subterranean realm is composed of silent, interconnected tunnel networks carved through ancient stone and bio-mineralized caverns. Within it, they have discovered insectoid lifeforms of unusual uniformity dominate the ecosystem, forming rigid hive-like civilizations bound by unknown forces.

At the center of these reports are the creatures coded “Pale Vessel”. They are small, masked, humanoid insect-like entities that appear throughout the underground network. Despite their size, they demonstrate extraordinary combat capability, often defeating much larger subterranean monsters through precision, agility, and anomalous resilience. Deeper still, sealed ruins of a long-dead civilization have begun to “reactivate,” emitting signals believed to represent a containment failure. Something within these depths appears to be suppressing a much larger, older infection-like force that predates recorded Guild history. Hunters entering these regions report an unsettling phenomenon: silence. Not absence of sound, but the feeling that the ecosystem itself is deliberately withholding it.

Might of the Hanma +400 CP
A newly formed region has been identified where physical combat is the dominant force shaping both civilization and ecosystem behavior. Within this zone, humans and humanoid entities routinely demonstrate extreme physical capability far beyond normal biological thresholds. Strikes generate shockwaves, endurance limits appear effectively optional, and injury recovery occurs at rates inconsistent with standard physiology. Societies in this region are structured almost entirely around combat hierarchy. Groups such as underground fighting organizations and martial discipline schools operate as both cultural centers and ecological anchors, influencing how territory is claimed and maintained.

Monsters entering the region are rapidly forced into adaptation cycles or are removed from observation entirely. Survival is determined less by species advantage and more by willingness to engage in sustained direct confrontation. Several individuals have reached such extreme dominance that their presence alone alters local behavior patterns, with both humans and monsters adjusting movement routes to avoid incidental encounters. The most dangerous entity is an incredibly tall Hunter referred to as the Orge or the Strongest Creature on Earth.

After being informed of the Elder Dragons, he said he wanted to fight them and began swimming through the ocean. The latest reports indicate he somehow made it and was last spotted boxing with a Rajang.

Block Expansion Zone +400 CP
A dimensional rupture has formed a new biome made entirely of cubic, grid-aligned terrain that is slowly expanding into surrounding regions. Everything here follows block logic. Stone breaks into neat chunks, trees grow in perfect segments, and entire landscapes can reorganize overnight into clean geometric layouts like the world is being rebuilt by something that really likes order.

Animals and monsters behave… differently here. Some become simpler and tougher, others start stacking materials, reshaping terrain, or building strange little structures like they are following instincts nobody else understands. Deeper underground, there are things people keep calling “Ender-type predators.” Nobody really agrees on what they are, except that they bend space in ways that make navigation feel optional at best. It is the kind of place where you go in to gather resources and come out with a new respect for gravity and a stack of dirt you swear was not there a second ago. Also, no matter how careful you are, something will explode at least once. No one has figured out why.

Curses and Sorcerers +400 CP
Recently, the Guild has been informed about a large metropolitan area which has begun producing physical manifestations of human emotional residue, now classified as curses. These entities scale in both power and intelligence depending on localized emotional intensity. In densely populated regions, Curses aren’t just simple predators but adaptive entities capable of learning combat responses and environmental exploitation.

Thankfully, it appears there is a structured counterforce identified as the Jujutsu Sorcerer Corps. They operate within this system using cursed energy manipulation, domain expansion techniques, and targeted exorcism protocols designed to prevent large-scale propagation. Among their highest tier operatives is a white-haired individual known as Satoru, whose presence consistently correlates with immediate resolution of high-risk encounters followed by extensive structural failure in surrounding areas. Additionally, Hunters who

spend a sufficient amount of time in this area seem to awaken the ability to use Cursed Energy, sadly the monsters do as well.

The Seven Sins +400 CP
One of the Guild's expeditions has recently discovered another previously unknown continent. The area is seemingly made up of three factions including Demons, Angels, and humans. Demon-aligned territories are structured around high-ranking entities such as the Ten Commandments, each embodying a distinct absolute principle that reshapes local physics and social structure through proximity alone. Opposing them, angelic regions enforce rigid conceptual order where law, light, and judgment manifest as environmental constraints rather than abstract belief.

Between these forces lie human kingdoms attempting to maintain continuity despite constant theological pressure from both sides. Borders shift frequently, not through conquest alone, but through changes in which side is currently "more conceptually stable." They seem to have a special group of warriors known as the Sins who assist them. So the area is tentatively stable. How long is unsure given the migration routes of various monsters bringing them into conflict with the region.

The Age of Quirks +400 CP
It began with isolated reports of children performing impossible feats. A boy surviving a fall that should have killed him. A girl bursting into flame without injury. A man lifting debris that should have crushed him. At first, these incidents were dismissed as anomalies. Then they started increasing. Across the world, a new form of biological expression has emerged: "Quirks," unique abilities triggered in individuals with no apparent pattern or limitation. Some grant elemental control, others alter physical structure, and a few seem to completely rewrite the rules of biology itself. The Guild has attempted to classify Quirks alongside monster abilities. This effort has proven… controversial. Unlike monsters, Quirk users integrate directly into human society, creating new forms of conflict between enhanced individuals, traditional Hunters, and the ecosystem itself. Some Quirks even mimic traits found in Elder Dragons, raising uncomfortable questions about convergent evolution. The most alarming discovery is that Quirks are heritable. And they are still changing.

Heroes in a Half Shell +400 CP
Monsters are not supposed to be found within the cities, but recent reports show urban environments have developed a second ecosystem beneath their surface. Hidden within sewers, abandoned infrastructure, and forgotten transit systems lies a parallel world of mutated creatures, anthropomorphic beings, and highly adaptive survivors shaped by exposure to experimental biological agents. These beings exhibit a wide range of intelligence and behavior. Some form tight-knit clans with strict codes of honor. Others operate as independent agents or criminal factions. Many display unusual affinity with martial disciplines and improvised weaponry. The most notable feature is resilience. Exposure to mutagenic substances has granted them rapid adaptation and survival traits that allow them to thrive in environments that would normally be lethal. Guild researchers are particularly interested in their regenerative properties. Field Hunters are more interested in why they keep stealing equipment. At least some effort is being made thanks to the Palicos. They have established contact with a small, but elite group of these mutated beings. They consist of four turtles led by a tall rat whose skills impressed some of our best Hunters.

Gemlight Awakening +400 CP
Across the world, something strange has begun to emerge from both the earth and the sky. Crystalline entities, humanoid constructs, and semi-immortal beings formed of unknown mineral-organic hybrid material now appear in regions of high bioenergy saturation. These beings are not traditional monsters, nor are they purely artificial. They are something in between. Each appears tied to a specific “aspect” or conceptual trait, such as emotion, identity, or environmental phenomena. When damaged, they do not bleed, they fracture, only to reform under unknown conditions. Entire colonies of these beings have begun forming structured societies beneath oceans, deserts, and remote wilderness regions. Some interact peacefully with humans and monsters alike. Others view organic life as temporary and unstable. The Guild has noted that these entities appear capable of shaping matter through emotional or conceptual resonance, leading to localized reality distortions during high-intensity events. Field Hunters have described certain encounters as “fighting feelings made of knives.”

Exiled Wastes +400 CP
Survival has become absolute in some lands. Across the world, vast regions have regressed into extreme frontier conditions where civilization has collapsed or never fully formed. Harsh deserts, volcanic wastelands, and ruined landscapes

dominate these zones, inhabited by desperate survivors, warbands, and increasingly dangerous wildlife. In these regions, strength determines everything. Many inhabitants have adapted to extreme conditions through ritual, brutality, and environmental mastery. Some have developed crude but effective methods of harnessing local energy sources, including corrupted monster remains and unstable bioenergy deposits.

The line between human, monster, and something else has become increasingly blurred. Entire settlements operate as shifting power structures, rising and falling based on resource control and territorial dominance. The Guild has attempted limited contact operations, particularly to learn about the unique dragons and other monsters discovered here. Most have ended with reports that civilization is "functionally present but philosophically hostile." If you must travel here, it appears the Guild has established a semi-friendly relationship with a local leader known as Conan.

The Once and Future King +400 CP
Deep within an isolated and anomalous region, a long-buried civilization has been uncovered, one that was believed to belong only to myth and story. Stone roads, impossible castles, and fortified kingdoms have emerged where none existed before, as if the land itself is remembering a forgotten era. Within these regions, chivalric orders, enchanted beasts, and relic-bound warriors operate under a strict code of honor and destiny.

At the center of these emergent territories stands a legendary court said to be governed by figures of immense magical authority. A king whose presence bends loyalty, a blade that recognizes rightful rule, and a court of advisors whose influence extends beyond mortal understanding. Magic in these regions behaves differently. It is structured, ritualized, and deeply bound to concepts such as legitimacy, oaths, and fate. Even powerful monsters find themselves reacting to these rules, as though the land itself enforces them. The Guild has noted a troubling pattern: individuals who enter these zones often begin speaking in older dialects after prolonged exposure. No one knows why. Those who leave usually stop speaking about it entirely.

The Outsider's Edict +400 CP
Well, as you might have guessed, we've found yet another undiscovered kingdom (someone in the Survey Corp is getting fired after this). The main force is known as the Empire of the Isles and is made up of four smaller kingdoms. While the kingdoms appear peaceful, it's been discovered that an active shadow conflict is ongoing. However, beneath the surface of these shadow systems lies a governing force that does not present itself openly. It manifests instead through structured "rules" that assign abilities, consequences, and behavioral outcomes to individuals based on unseen criteria. These abilities vary widely but tend to reflect precise situational adaptation: blink-based displacement, slowed perception during combat, predictive counter-movement, or lethal environmental awareness. Several documented individuals report being "chosen" or "marked" after encounters with impossible odds, followed by sudden shifts in capability and perception. These individuals claim a being known as the Outsider reaches out for some unknown goal.

Realm of Etheria +400 CP
Across multiple fractured regions, vast crystalline formations have begun restructuring the terrain into organized, semi-sentient strongholds. Within these zones, resistance movements have formed around individuals capable of interfacing directly with the crystalline systems, often through emotional resonance, willpower, or inherited connection to the structures themselves. These individuals exhibit enhanced physical and energetic capabilities when within proximity of the crystalline network. The formations themselves behave like both infrastructure and organism, adapting their architecture in response to conflict, emotional intensity, and leadership presence.

Reports consistently reference a recurring figure known as "She-Ra," a warrior associated with a glowing blade-like construct and a transformation state triggered by emotional synchronization with the surrounding crystal network. Opposing forces frequently include armored legions operating under a centralized technological command structure, often deploying mechanical beasts and experimental war constructs. Entire regions have become locked in cycles of uprising and suppression, where control of the crystalline infrastructure determines ecological and political dominance. The Guild has noted that the crystals do not appear neutral. For lack of a better term, they appear invested.

Galactic Experiment Escapes +400 CP
Multiple containment failures have been recorded involving genetically engineered lifeforms originating from off-world laboratories. These entities are highly adaptive, often escaping initial containment through unexpected biological or environmental interaction. Once free, they rapidly integrate into local ecosystems, developing new survival behaviors that blur the line between engineered organisms and natural predators. Several specimens display extreme behavioral variance despite shared origin design, suggesting intentional instability in their creation.

Most notably, repeated reports describe small, blue, hyper-aggressive yet emotionally bonded creatures that exhibit intelligence far beyond expected parameters, often forming attachments to specific individuals or causing localized environmental chaos through seemingly playful actions that escalate into large-scale incidents. These entities are frequently accompanied by pursuit teams, containment specialists, or interstellar enforcement units attempting to retrieve or neutralize them. The Guild has designated these events as "high-priority biohazard recoveries." Recovery success rate remains low.

The Mewni Dimension +400 CP
Multiple dimensional tears have opened across the New World, revealing a layered kingdom known in fragmented Guild records as "Mewni." Within these zones, magical aristocratic structures appear to persist despite repeated collapse events, including castle-scale fortresses, royal succession conflicts, and an unusually unstable magical monarchy system. A recurring individual has been repeatedly documented: a high-energy, wand-wielding princess. Her presence is associated with star-shaped magical blasts, dimensional jumping via a spellbook, and frequent accidental large-scale reality distortion events. Opposing forces include interdimensional entities resembling corrupted monsters and "interloper creatures" that behave as if they originate from between worlds rather than within them.

Irken Spillover +400 CP
A hostile extraterrestrial incursion has been confirmed across multiple regions involving a self-described empire known as the "Irken Armada." Their forces consist of disproportionate robotic enforcers, malfunctioning planetary invasion systems, and biologically modified operatives designed for infiltration and subjugation. Field reports consistently identify a small, green-skinned operative

deployed as a “secret weapon” of invasion strategy. Despite classification as a high-priority asset, most recorded operations involving this individual end in structural failure or self-sabotage. Supporting infrastructure includes massive mechanized constructs used for planetary survey, destruction, and “classification,” though most appear unstable or poorly adapted to local conditions. Thankfully, the Monsters' usual hostility is working in our favor as they tend to attack the Irken on sight. It however, was amusing to watch a Tigrex chase the Irken Zim away after he attempted to monologue to it.

Every Day is an Adventure +400 CP
A secluded wilderness zone has been identified where reality behaves inconsistently with known ecological and physical law. Structures, creatures, and environmental phenomena within this region appear influenced by “anomalous narrative residue”. This has resulted in impossible architecture, cryptid activity, and localized physics violations. More concerningly, a recurring symbol involving triangular geometry and ocular motifs has been found embedded in multiple locations. Records we’ve located often associate it with an extradimensional entity with reality manipulation capabilities. Field teams report frequent encounters with cryptids, animated constructs, and phenomena that behave as if they are aware they are being investigated. A pair of young field operatives has repeatedly been observed documenting and inadvertently escalating these anomalies, often triggering larger-scale environmental reactions through investigation alone. Guild advisory: “Do not read journals found in this region aloud.”

War Never Changes +400 CP
You know, one of the Guild’s primary responsibilities is maintaining ecological balance. Unfortunately, several sealed structures have recently been discovered opening across previously stable regions, releasing individuals and ecosystems from long-abandoned subterranean facilities known as Vaults. These Vaults appear to be remnants of an older civilization’s attempts to preserve life through catastrophic surface conditions. At first, these openings were treated as archaeological sites. Then creatures began emerging that did not match any known ecological classification. Regions surrounding active Vault sites have become saturated with residual radiation, altering local monster populations in unpredictable ways. Some have adapted into highly aggressive apex predators, while others have developed traits that defy conventional biological categorization.

Interestingly, several new dominant species have begun contesting established territorial hierarchies. Large bipedal predators known as Deathclaws have begun displacing mid-tier monsters in arid regions, while heavily mutated humanoid populations classified as “Super Mutants” have established roaming territorial bands. Sadly, these bands frequently collide with both Hunter operations and native ecosystems. Reports of Wendigo-like entities have also increased in colder regions, particularly near high-radiation zones where weaker monsters tend to disappear entirely. The Guild has officially designated Vault-adjacent zones as “radiation-altered ecological regions” and advises extreme caution when engaging unknown lifeforms within their vicinity.

Managed Democracy Meets Managed Ecology +400 CP
You know, the Guild has encountered numerous expansionist civilizations, but this is the first confirmed case of a unified planetary force deploying mass ecological intervention as a standard operating procedure. Recently, coordinated deployments originating from a centralized world-state known as Super Earth have begun appearing in multiple high-risk regions, often in direct response to rapidly escalating ecological threats. At first, these deployments were assumed to be localized mercenary activity. Then simultaneous multi-region incursions began occurring against three distinct hostile classifications: large-scale insectoid swarms, synthetic autonomous combat units, and bio-organic hive structures identified as Terminid, Automaton, and Illuminate-origin ecosystems.

Interestingly, these forces tend to aggressively engage any perceived hostile lifeform regardless of classification, including native predators. This has led to several documented incidents of territorial overlap where Helldiver units, Elder Dragons, and large-scale swarm entities simultaneously contest the same region. This results in rapid environmental destabilization followed by abrupt stabilization once one faction collapses. The Guild has classified Super Earth intervention zones as “high-yield disruption fields” and advises Hunters that battlefield conditions may change classification multiple times within a single engagement window. Interestingly, the Automatons don’t seem to engage local Hunters, choosing to ignore them instead. They however, react with extreme hostility when encountering Super Earth forces and Helldivers.

Fossils vs Monsters +400 CP
A coastal expedition fleet recently charted a previously unrecorded island chain containing multiple human settlements centered around a primary landmass

designated Vivosaur Island. Initial surveys suggested the presence of an entire unknown ecosystem. Further investigation revealed a significantly more complex ecological structure. The creatures inhabiting the island, designated “Vivosaurs,” are not naturally occurring organisms. They’re actually resurrected entities restored through advanced fossil reanimation processes developed by the locals.

These reconstructed organisms are actively utilized by the island’s inhabitants in both structured combat tournaments and defensive ecological engagements against external monster migration events. Vivosaurs exhibit a wide range of behavioral fidelity to presumed prehistoric templates, though many display enhanced aggression patterns when engaged in territorial defense scenarios. Notably, a Guild research observer documented a controlled engagement in which a locally trained handler directed a flaming Tyrannosaurus against a migrating Deviljho that had somehow managed to swim through the coastal waters. The resulting conflict caused significant shoreline restructuring and temporarily altered migration routes for nearby aquatic predators.

Crash That Castle +400 CP
A coastal expedition recently uncovered a fractured kingdom that should not be stable in any normal sense, but appears to be rebuilding itself anyway. The entire region is made up of shifting castles, broken warzones, and towns that seem to get conquered and rebuilt on a rotating schedule depending on whoever is standing there at the time. The locals identify themselves as knights, though they behave less like a unified army and more like several competing groups who keep agreeing and disagreeing about who the king is in real time. Every time the Guild sends a report team, the political structure has already changed at least twice on arrival.

Interestingly, the monsters in the region have started participating in local conflicts as if they are part of the system. Large beasts have been seen being “recruited” into knight formations, sometimes willingly, sometimes after being hit enough times that they apparently reconsider their life choices. A Rajang was observed being driven off from a fortified castle by what looked like a coordinated group of armored warriors using nothing, but sheer persistence and questionable tactics. The strangest part is that none of the damage seems permanent. Entire castles that were destroyed one day are standing again the next, sometimes in slightly different places, like the land itself forgot it was supposed to stay ruined.

The Guild has stopped trying to map the region accurately and now just sends updates labeled “current best guess.”

The COG +400 CP
A surface expedition recently uncovered a fractured war-zone region where the ground itself appears to remember every battle that has ever happened on it. The area is dominated by entrenched human military forces locked in continuous conflict with subterranean-origin hostile organisms that surface in repeated waves from beneath ruined settlements. The locals refer to the conflict simply as “the war,” as if that explains anything. These subterranean creatures, identified as the Locust, have begun emerging through sinkholes and ruined tunnel networks that connect directly into Monster-infested territory.

This has led to immediate territorial overlap, with both sides adapting quickly to the presence of large apex monsters. In several recorded cases, a charging Tigrex has broken through a frontline engagement and been met with coordinated gunfire from both human and Locust forces. Neither of which stopped fighting each other while dealing with it. There are also reports of heavily armored individuals known as COG soldiers using oversized ballistic weaponry that seems designed specifically for creatures far larger than standard battlefield targets. These units have been seen stabilizing certain regions temporarily, though the fighting never actually stops; it just moves somewhere else. The Guild has stopped attempting to determine who is “winning” and now just tracks the direction of displacement.

It’s Time to D-D-D-DUEL +400 CP
A series of archaeological discoveries recently uncovered ancient sites containing strange stone tablets, arenas, and card-based relic systems that appear to function as both cultural artifacts and active conflict resolution tools. At first, these were assumed to be ceremonial games. Then field researchers witnessed a dispute being settled by two individuals standing in the middle of a monster migration path, calmly placing cards while reality itself seemed to accept the outcome as binding. The system, referred to locally as “Dueling,” appears to influence environmental conditions, creature behavior, and even large-scale territorial disputes depending on the outcome of structured card matches. In one case, a territorial Elder Dragon ceased hostilities mid-charge after what was described as a “turn-ending declaration,” which the Guild is still refusing to properly accept as a valid method of survival.

Interestingly, monsters in affected regions sometimes respond to duels as if they understand the stakes, with some apex species even appearing as summoned projections or ritualized combat entities depending on the local rules of engagement. The Guild has classified these areas as “rule-binding conflict zones” and recommends Hunters avoid challenging anyone who begins speaking in formal turn-based declarations. Outside of this however, the Guild has also located most of the so-called summoned monsters in their own habitats. We are unsure if they are actually summoned or if they’re sentient, given that they appear to operate without their duelist.

It’s Morphin’ Time +400 CP

I had to double check this, but recent field reports describe coordinated combat teams appearing throughout the New World. They typically appear during large-scale ecological disasters. Each group is distinguished by their uniform color-coded armor and highly synchronized combat behavior. These teams, referred to locally as Rangers, appear to be responding to recurring invasions originating from external monstrous sources. At first, these were assumed to be regional Hunter squads with advanced armor systems. That assumption changed after repeated sightings of colossal biomechanical constructs engaging in city-scale combat alongside the Rangers, often matched by equally large hostile entities emerging during the same incidents. Interestingly, regions with concentrated Ranger activity appear to be more peaceful overall. Though that hasn’t stopped Elder Dragons from getting into fights with the so-called Megazords.

A Mysterious Samurai Warrior +400 CP

A long-abandoned temporal region was recently uncovered where the flow of time appears fractured into uneven layers. Within these zones, reports describe a wandering human warrior carrying a sword unlike any standard Guild-issued blade. He has been found moving through scattered territories controlled by increasingly advanced mechanical forces. At first, these machines were assumed to be remnants of a collapsed industrial civilization. However, they appear organized, adaptive, and actively hostile toward anything attempting to disrupt their control of the region. The lone warrior, referred to in scattered accounts simply as “Jack,” has been repeatedly observed dismantling these constructs one after another while traveling between unstable territories that shift in structure and layout without warning. The warrior appears to be searching for something, but so far attempts to contact him have failed for the most part. Attempts are

ongoing to communicate with him. At the very least, he appears to be assisting any individuals he encounters. In some cases he supposedly even helped out a few monsters who displayed a strangely low amount of aggression towards him.

Girl or Machine +400 CP
I know the researchers like to build a lot of wacky wonders, but this is excessive even for them. We're being told there's now multiple autonomous humanoid mechanical entities. They are seemingly capable of operating independently of known manufacturing or magical creation systems. These entities appear to be self-aware robotic constructs capable of routine social interaction and high-intensity combat scenarios against hostile threats. Initial Guild interpretation classified these as experimental golem systems. However, repeated observation revealed these constructs exhibit emotional behavioral patterns and social integration attempts inconsistent with traditional artificial lifeforms. Instead, they're emotional and act like people, teenagers at that.

Interestingly, several robotic units have been observed engaging in direct combat with hostile monster species, occasionally protecting local settlements while simultaneously attempting to maintain civilian-like daily activities. This has resulted in unusual conflict patterns where large-scale threats are neutralized in between attempts at school attendance or social engagement. Monster behavior in these regions appears confused rather than reactive, with some creatures attempting to avoid engaging robotic entities that do not behave according to standard predatory or territorial logic. For now the Guild has determined its best to observe them and remain friendly. Their efforts have been successful so far, most prominently with a young female blue robot named XJ-9 better known as Jenny.

A Pathetic Goddess +400 CP
The Guild is unsure whether this matter should fall into their hands. Researchers have witnessed multiple dimensional displacement events have introduced so-called adventurer parties into existing monster-controlled territories. Many of these individuals claim to have been reincarnated by a "cranky goddess". Additionally, while it's unsure whether their presence has directly caused this, many new monster species have appeared. They include sentient cabbages, one punch bears, werewolves, and a variety of other fantasy monsters. Thankfully efforts to control the situation have had some success as apparently there is another Guild (The Guild is debating whether copyright is being violated) is

trying to wrangle all the reincarnators. Some of the most notable include a female knight constantly throwing herself into attacks, a small mage screaming about explosions, a woman claiming to be the goddess who's constantly drunk, and a lone young man who keeps trying to leave his party.

Shield Hero or Spear Hero +400 CP

A localized summoning anomaly has been identified in multiple regions. The summoning has resulted in the arrival of multiple individuals designated as "Heroes." Each of them are seemingly bound to specific artifact-class weapons. Among these, one recurring Hero associated with a shield has been seen throughout the various zones.. Initial Guild assessments assumed a support-oriented combat role, but field observations indicate repeated involvement in prolonged combat with various Large Monsters. Interestingly, these Hero-class individuals appear to innately attract attention from the surrounding ecosystems Monster behavior in these regions becomes notably polarized, with some creatures avoiding direct engagement entirely while others concentrate aggression toward zones with active Heroes. Additionally, while trying to track the Heroes, Hunter parties eventually stumbled upon a kingdom. The only concerning part however, is that upon establishing contact we became aware that the kingdom was repeatedly being attacked by waves of monsters somehow being brought from other worlds.

Major Ecological Shift

Ok, now we're really starting to get into it. The threat level of the world is actively increasing. You've likely either created some new Forbidden class monsters or something equally messed up. At least some of them might not hate humanity.

The Rifts +600 CP
The good news is that humanity has invented giant robots. The bad news is the reason they felt the need to invent giant robots. Deep beneath the ocean, an immense dimensional rift has opened. Through it come the Kaiju, colossal biological weapons created by the Precursors and sent to reshape the world in preparation for invasion. These creatures emerge periodically and instinctively seek out major concentrations of life, energy, and civilization. Human settlements, monster nests, Elder Dragon territories, and bioenergy-rich regions are all likely targets.

Thankfully, the local ecosystem has taken a rather negative view of being invaded. Elder Dragons, apex predators, and many territorial monsters will aggressively attack Kaiju whenever they encounter them. This has led to a growing number of battles that can best be described as natural disasters fighting other natural disasters. As a small silver lining, humanity has also developed Jaegers to combat the threat. Giant robots may now be found throughout the world, piloted by Guild Hunters. So, while they aren't always successful, watching one punch a Kaiju in the face never really gets old.

Creatures of Darkness +600 CP
The world has enough monsters already. Unfortunately, someone has now introduced creatures whose entire purpose is being monsters. The Creatures of Grimm from Remnant have appeared throughout the world. The current theory is that the God of Darkness is an ass. Beowolves, Ursai, Nevermores, Death Stalkers, Wyverns, Sea Feilongs, Leviathans, Apathy, and countless other Grimm now roam the wilderness. Unlike normal monsters, Grimm possess no natural role within the ecosystem.

They do not hunt for food, establish territories, or participate in the natural balance of the world. Their sole purpose is destruction. Even worse, the Grimm are attracted to negative emotions. Fear, anger, despair, panic, and hatred all draw them in like blood in the water. Needless to say, the New World generates

quite a lot of those. The first time a panicked hunting party accidentally attracted a Nevermore flock, several researchers immediately requested reassignment. Their requests were denied.

Fang and Spear +600 CP (Requires The Primal World)
The wilderness has become considerably more savage. The ancient ecosystems spreading throughout the world are no longer limited to ordinary prehistoric life. Strange evolutionary offshoots, nightmarish predators, and creatures seemingly drawn from humanity's earliest legends have begun emerging as well. Many regions have reverted to an almost primordial state where only strength determines survival. Tribal societies, forgotten cultures, and isolated communities can be found scattered throughout these lands, each developing its own methods of surviving alongside monsters. The Guild has classified these regions as extremely dangerous. Several Hunters have responded by immediately volunteering to explore them. They're particularly excited to meet a bizarrely strong caveman noted to travel with a powerful blue T-Rex.

Ultimate Lifeform? +600 CP (Requires Yautja Hunting Grounds)
Well. That's certainly bad. It seems that when the Yautja arrived, they brought a few Xenomorph eggs along with a live Queen. So, as you might expect, Drones, Warriors, Praetorians, Predaliens, Queens, and every other variant now exist somewhere in the world. Given enough time, they will establish hives and spread across entire regions. Unfortunately, Xenomorphs possess one trait that makes them uniquely terrifying. Adaptation. Every host leaves its mark upon the resulting Xenomorph. A Xenomorph born from a Jagras will differ greatly from one born from a Rathalos.

More alarmingly, they are fully capable of infecting Large Monsters, Elder Dragons, and potentially even creatures from other World Alterations. The results are exactly as horrifying as they sound. Researchers have already documented flying Xenomorphs, burrowing Xenomorphs, and at least one specimen that somehow inherited explosive scales. The Guild has forbidden further study. Supposedly, some researchers have ignored this order. As a small mercy, Elder Dragons and other apex monsters are generally capable of resisting infection better than lesser creatures. As a small horror, "better" does not mean "immune."

Harmonic Convergence +600 CP (Requires the Four Nations)
The spirit world has been opened. Something has caused barriers between physical reality and the spirit realm to weaken dramatically. Spirits, ancient entities, spirit wilds, and countless supernatural phenomena now exist throughout the world. Powerful spirits have established territories rivaling those of Elder Dragons. Some have become allies, while others have become problems. The researchers are currently debating whether spirits qualify as monsters. At the same time, the spirits are currently debating whether researchers qualify as pests. At least this change seems to have made the spirits more solid, allowing normal Hunters to whack'em properly.

A Long Time Ago +600 CP
Humanity has finally learned the truth. They were never alone. For centuries, astronomers observed strange lights moving through the night sky. Most assumed they were natural phenomena. Others believed them to be comets or distant stars. They were wrong. The first starship arrived only a few years ago, forever changing humanity's understanding of the universe. Since then, contact with countless alien civilizations has become commonplace. New technologies, cultures, species, and governments have flooded into the world as interstellar travel becomes increasingly accessible.

The discovery has revolutionized nearly every aspect of society. The Guild has enthusiastically embraced the opportunity to study entirely new ecosystems and lifeforms. The fact that many of those lifeforms are carrying plasma weapons has only increased scientific interest. Entire colonies have been established beyond the planet, while alien settlements have appeared throughout the world. Trade routes now stretch between the stars, and what was once considered the edge of civilization is now merely a single world within a much larger galaxy. Naturally, the monsters have responded to this revelation exactly as expected. By attempting to eat the newcomers.

Beneath the Surface +600 CP (Requires Slugs?)
A hidden world has been discovered beneath the earth. Far below the surface lies an immense network of caverns, underground ecosystems, forgotten civilizations, and strange energy sources collectively known as Slugterra. The slugs found within this realm are far more diverse and powerful than previously believed. Entire species exist that possess capabilities rivaling those of monsters many times their size.

Control of these creatures has become a highly valued skill. Several Hunters have already begun experimenting with combining slug technology and traditional hunting equipment. The results have ranged from impressive to catastrophic. More concerning is the growing activity of darker forces dwelling within the depths. Corrupted slugs, ancient threats, and powerful factions have begun expanding their influence beyond the underground world. The Guild has responded by funding additional expeditions. As usual, this is either a brilliant idea or a terrible mistake.

Umbrella Had An Idea +600 CP
Humanity has once again attempted to improve nature. As a result, humanity has once again failed. Apparently, Albert Wesker somehow got his hands on a dimensional rift generator. So logically, various organizations, viruses, parasites, and bio-weapons of Resident Evil managed to spread throughout the world. The Umbrella Corporation, Tricell, Neo-Umbrella, Blue Umbrella, and numerous other groups have established operations in both the Old and New Worlds. Naturally, this has led to experiments involving monsters. The results have been catastrophic.

Zombie Jagras, Plaga-controlled monsters, Tyrants created from monster genetics, and Elder Dragon-based bio-weapons are now very real possibilities. While most experiments end horribly for everyone involved, occasionally one survives long enough to become a genuine threat. The various protagonists of Resident Evil are also present. This is good news because they are exceptionally good at cleaning up biohazards. This is bad news because the appearance of Chris Redfield usually means something has gone terribly wrong. The Guild has officially classified Umbrella as a hostile ecological disaster. It turns out that while they prefer not to, the Guild is still fully willing to call other humans terrorists and go to war with them. So yeah, kill all Umbrella personnel on sight.

Foul Tarnished +600 CP
Something has gone horribly wrong. We have learned of yet another mysterious location, the so-called Lands Between. Unfortunately, whatever was keeping everything inside has fallen apart. Now, more Dragons, Misbegotten, Fallingstar Beasts, Runebears, Trolls, Crystalians, Gargoyles, Deathbirds, Magma Wyrms, and countless other creatures now roam the world. The local ecosystem has responded poorly. Runebears alone have caused enough destruction to warrant

their own classification category. Researchers originally believed them to be Elder Dragons due to the casualty rates involved. This misunderstanding persisted until someone pointed out they were, in fact, bears. The discovery somehow made the situation worse.

Skylands Above +600 CP (Requires the Portal Masters)
The skies are no longer empty. Massive floating islands have begun appearing throughout the world, bringing with them the civilizations, creatures, and heroes of Skylands. Entire ecosystems now exist among the clouds, creating new habitats for both native monsters and the countless species arriving from above. The greatest concern is the growing activity of ancient evils once thought confined to Skylands. Dark armies, magical warlords, and world-threatening entities have begun expanding their influence beyond the floating realms. On the bright side, the legendary Portal Masters and Skylanders have also arrived to oppose them. The Guild has welcomed their assistance. The property damage has been less welcome.

The Old Ones Were Morons +600 CP
Thousands of years ago, humanity destroyed itself. Apparently, they would like to try again. The world has become connected to Horizon Zero Dawn. The ruins of the Old Ones, GAIA's systems, Cauldrons, and the countless machine species she created now exist throughout the world. Machines such as Watchers, Chargers, Sawtooths, Thunderjaws, Stormbirds, Slaughterspines, and Tremortusks now roam the wilderness. Most are content to perform their intended ecological functions.

Most. Others are significantly less cooperative. The native monsters have responded to the machines in exactly the manner one would expect. Violently. This has resulted in an ongoing ecological war between biological and mechanical apex predators. Some regions are dominated by machines. Others remain firmly under monster control. Most are caught somewhere in the middle. Researchers are thrilled by the opportunity to study advanced robotics. Similarly, the Hunters are enthusiastic about the fact that Thunderjaws somehow have even more weak points than normal monsters.

Dr. Wily Did What? +600 CP
Humanity has accomplished many incredible things. Creating self-aware combat robots capable of leveling mountains may not have been one of them. The world

has become connected to Mega Man. Robot Masters, Reploids, Mavericks, mechanized wildlife, advanced artificial intelligences, and super-scientists now exist throughout the world. Dr. Light's creations compete with those of Dr. Wily. Reploids establish settlements across the continents. Ancient technologies from the X, Zero, ZX, and Legends eras may be discovered buried beneath ruins.

Needless to say, the researchers are ecstatic. Needless to say, everyone else is terrified. The most alarming development is the appearance of robotic monsters modeled after native species. Mechanical Rathalos, automated Deviljho, and artificially created Elder Dragon replicas are now very real possibilities. Fortunately, Mega Man is also here. Unfortunately, so is Dr. Wily. The resulting balance of power can best be summarized as "things could always get worse." Please do something before Fatalis decides to reenact the destruction of the kingdom.

It's Gojira!! +600 CP
Wait a minute. What was that?... Was that a giant radioactive lizard? Something beneath the earth has awakened. Ancient titans long hidden beneath the oceans, within Hollow Earth, and throughout forgotten corners of the planet have begun emerging in unprecedented numbers. As a result, Kaiju have begun appearing across the globe. Godzilla, Kong, King Ghidorah, Rodan, Mothra, Shimo, Gigan, Destoroyah, Anguirus, Biollante, and countless others now exist alongside the native Monster Hunter ecosystem.

This also includes the numerous creatures inhabiting Skull Island, the Hollow Earth, the Monsterverse, the Tohoverse, and every other corner of the franchise. If it can reasonably be called a Kaiju, there's a good chance it's running around somewhere. Needless to say, the Guild is having a very stressful year. The good news is that many of these creatures possess territories, instincts, and ecological roles similar to those of Elder Dragons. The bad news is that some of them are powerful enough to make Elder Dragons reconsider their life choices. At least it turns out that the Alpha Titans are happier since more of the world is still filled with nature. So you might see multiple versions of Godzilla running around trying to maintain order.

Ark Survival Evolved +600 CP
You know, most civilizations leave behind ruins. The people responsible for ARK apparently left behind giant death islands populated by genetically engineered

dinosaurs. The world has become connected to ARK. The various ARKs, their ecosystems, creatures, resources, and technologies now exist throughout the setting. Dinosaurs, wyverns, drakes, giant insects, sea monsters, Titans, and countless other creatures may be encountered.

Many monsters have adapted surprisingly well. Others have not. Researchers are still trying to determine whether a Deviljho counts as a carnivore or simply a natural disaster. More importantly, the advanced technology of the ARKs now exists. Tek equipment, cloning facilities, cryopods, forcefields, and similar devices may all be discovered. The Guild has mixed feelings about this development. Mostly because somebody immediately attempted to mount a Dragonator onto a Rex. Just so know, it did work, and yes, it is indeed very badass.

Leviathan Class Lifeforms Detected +600 CP
Good news. You've discovered an entirely new ocean ecosystem. Bad news. Almost everything in it wants to eat you. The world has become connected to Subnautica. Vast underwater ecosystems, alien facilities, precursor technology, and countless aquatic lifeforms now exist beneath the waves. Creatures such as Reaper Leviathans, Ghost Leviathans, Sea Dragons, Sea Emperors, and countless others may now be encountered. Fortunately, most of these creatures remain underwater. Unfortunately, that's exactly where many aquatic monsters live. The resulting territorial disputes have been spectacular. The Guild has never before received reports describing an Elder Dragon being body-checked by a fish the size of a building. Caedus reportedly took offense to this.

Gotta Hunt'em All +600 CP
The researchers have finally achieved their dream. There are now even more monsters. Apparently, Arceus somehow learned about this world and thought it might get better with some of his creations. The results are debatable if we're being honest. Pokémon species now inhabit every ecosystem, from the smallest forests to the deepest oceans. Many adapt surprisingly well to their new surroundings. Others immediately begin causing problems.

Researchers are particularly fascinated by Pokémon that appear capable of manipulating elemental forces with far greater precision than most monsters. Meanwhile, Hunters are trying to determine whether throwing a ball at an Elder Dragon qualifies as a valid capture method. The answer remains unclear. On the plus side, it turns out Hunters make excellent Trainers, and Pokémon are great at

subduing monsters. Oh, and it turns out Legendary Pokémon also exist. This is significantly more concerning.

The Elder Scrolls +600 CP
You know, compared to some of the other worlds you've added, this one almost feels normal. The world has become connected to Tamriel due to a drunken adventure Sheogorathhad. So now, Humans, elves, beastfolk, dragons, giants, trolls, daedra, and countless other races now inhabit the setting. Entire provinces and cultures have appeared throughout the world. The Empire, Skyrim, Hammerfell, Morrowind, Black Marsh, and countless other regions now exist. Many Hunters have embraced magic with alarming enthusiasm. Many researchers have become obsessed with Dwemer ruins. The local monsters have largely responded by continuing to be monsters. I might regret saying this, but things are actually looking up. Turns out most adventurers make decent Hunters, so the Guild is seeing record recruitments.

Endbringer Alert (Requires Trigger Event) +600 CP
Everything was going surprisingly well. Then a nuclear detonation went off in a random human settlement. It seems that when the Entity visited, dropping off its parasites, it also deployed a few of its combat engines, better known as Endbringers. Creatures such as Behemoth, Leviathan, Simurgh, and their successors periodically emerge to devastate entire regions. These entities are not Elder Dragons. They are disasters given form. Entire coalitions of Hunters, Riders, Researchers, monsters, and Elder Dragons may be required simply to survive an attack. Thankfully, due to the sheer wrongness these beings possess, a phenomenon occurs, eliminating monster hostility when an Endbringer is present. After all, the first time Leviathan appeared, several aquatic Elder Dragons attempted to challenge it. Supposedly, a Caedus was the only survivor.

King of Koopas +600 CP (Requires It's a Me)
Remember how I said Bowser was moping in his castle? Well, someone managed to motivate him to leave. Once he started moving, all of the other important figures did as well. Alongside Bowser, most of his officers have arrived. Thankfully, Princess Peach decided to call a short plumber for help. They've decided to wait and see what happens while Bowser tries head-butting any local Elder Dragons. Several territorial disputes have already occurred. As for the Guild, researchers are still trying to determine whether Bowser qualifies as a Dragon, Wyvern, Turtle, King, or Natural Disaster.

The Demon King's Return +600 CP (Requires The Hero's Journey)
Why did I say anything? Now that Hyrule has been unveiled, so too has the ancient cycle resumed. The so-called Demon King Ganondorf has been reborn in the world once more; he's got his standard evil quest, and so on. He, however, is being pursued by a mysterious green-cloaked silent warrior with a rather shiny sword and a princess. With their arrival, the Triforce, sacred relics, ancient evils, and countless supernatural forces have entered the world. Several Elder Dragons have accidentally wandered into areas corrupted by Gloom. The resulting incidents have been categorized under "problems for later." I was told to make a note that we need to keep Gore Magala out of those areas.

Vought International +600 CP (Requires Compound V)
Monster hunting has always been dangerous; unfortunately, danger sells. The creator of Compound V decided to leave the Guild and form an organization known as Vought International. Since then, they have expanded into the world and immediately recognized the marketing potential of giant monsters. Expeditions are now sponsored, hunts are broadcast to massive audiences, and successful Hunters frequently find themselves becoming celebrities whether they want to or not.

Entire teams of superpowered individuals have begun competing with traditional Hunters. Some genuinely seek to protect people. Others are more interested in publicity, endorsements, and convincing everyone that they personally defeated the Elder Dragon while the actual hunting team was standing three feet away. The Guild has attempted to maintain its traditional standards and professionalism. Sadly, Vought has interpreted this as a challenge. The resulting rivalry has become one of the most profitable events in recorded history.

Journey to the West +600 CP
Humanity was already struggling to understand Elder Dragons. Now, immortals, spirits, and demons have entered the equation. While performing his usual chaotic routine, Wukong somehow shattered the boundaries keeping our worlds apart. Now the worlds of Journey to the West and Black Myth: Wukong have begun to merge with ours. Throughout the wilderness, one can now find Yaoguai, celestial beasts, mountain spirits, ancient demons, wandering immortals, and countless other beings drawn from Chinese mythology.

Unlike monsters, many of these entities possess intelligence comparable to humans. Some establish kingdoms hidden within remote mountains. Others disguise themselves and travel amongst civilization. A few have even begun claiming territories already occupied by Elder Dragons. The resulting disputes have been spectacular. The Guild is still attempting to determine whether these beings should be classified as monsters, people, or natural disasters. No consensus has been reached, and it's probably not going to for a while.

The Honmoon Rises +600 CP (Demon Hunters? Idols? Both?)
The barriers separating the mortal world from the supernatural have begun to weaken. Powerful demons, ancient spirits, and hidden supernatural factions now operate openly throughout the world. Entire regions have become contested territory between these forces and the native ecosystem. While monsters compete through physical might and bioenergy, these newcomers draw strength from emotion, belief, and spiritual power. This has produced some fascinating interactions. Elder Dragons are more than capable of destroying demons through brute force, yet many struggle against supernatural effects that ignore traditional defenses entirely. Meanwhile, humanity has discovered that music possesses a remarkable ability to influence these beings. The resulting explosion in popularity has created an entirely new profession. The Guild, however, is still debating whether performers should be classified as Hunters. I, however, have a counterpoint. Have you ever seen an Idol do a quintuple backflip to slam a Hammer into a possessed Rajang?

The Grand Line +600 CP
The seas were dangerous before. Now they're ridiculous. Sailors first reported strange islands appearing beyond known waters. Entire archipelagos seemingly emerged from nowhere, bringing with them unfamiliar nations, bizarre wildlife, and a pirate culture unlike anything previously seen. Most significant are the Devil Fruits. These mysterious fruits periodically appear throughout the world and grant extraordinary powers to those who consume them. Some allow control over natural elements. Others transform their users into animals or monsters. A few grant powers so bizarre that even the Guild's researchers have stopped pretending they understand the underlying principles. The oceans themselves have become increasingly chaotic. Vast pirate fleets battle merchant organizations, naval powers, sea monsters, and each other for control of territory and resources. The Guild had enough trouble dealing with monsters. Now they also have to deal with pirates who think challenging Elder Dragons sounds fun.

Princess of Hell +600 CP (Requires the Seven Rings)
Relations between the mortal world and the infernal realms have expanded dramatically. Entire gateways now connect the world to the Seven Rings, allowing large-scale movement between the realms. Demonic societies, businesses, noble families, and powerful supernatural factions have become active participants in world affairs. This has produced a number of unexpected consequences. For example, several Hellborn species have begun establishing territories alongside local monsters.

Researchers have also confirmed that certain demons possess enough power to challenge Elder Dragons directly. The discovery that demons can own hunting lodges has sparked several heated legal debates. Meanwhile, rumors persist that some influential figures within Hell have become fascinated by monsters and are actively attempting to acquire them. The Guild would very much like them to stop. Supposedly, Lucifer's daughter is doing her best to get them to cooperate. She's actually surprisingly nice for the Princess of Hell and a great singer. Though she keeps asking people to come to her hotel, most don't want to go to Hell.

Beast Wars +600 CP (Requires More Than Meets The Eye)
The newcomers have adapted. A number of the alien machines have begun adopting the forms of local wildlife and monsters, creating entirely new varieties of techno-organic life. Some resemble familiar species, and others resemble Elder Dragons made out of tanks. The latter category has proven particularly alarming. Entire factions of Cybertronians now compete for territory, resources, and ancient technology scattered throughout the world. Their conflict has repeatedly spilled into regions occupied by monsters, producing battles that can be seen from miles away. The Guild is still trying to determine whether these beings should be classified as machines, monsters, or people. The Cybertronians keep answering "yes" when asked for their opinion.

A World of Marvels +600 CP
History has become considerably stranger. Across the world, reports have emerged of enhanced individuals possessing powers far beyond what should be possible. Some gained their abilities through science. Others through ancient artifacts, cosmic phenomena, mutations, magic, or methods nobody fully understands. Many have chosen to use their abilities for the benefit of others. Sadly, many have not. The appearance of these individuals has dramatically

altered society. Monster attacks that once required an entire hunting party may now attract the attention of a local hero eager to test their abilities. The Guild has welcomed the assistance. Most of the time.

Heroes of Tomorrow +600 CP
For years, reports have circulated regarding extraordinary individuals performing impossible feats. At first, these stories were dismissed as exaggerations. Then someone watched a caped man fly into the sky carrying an Elder Dragon. The age of superheroes has arrived. Across the world, individuals possessing extraordinary abilities have become increasingly common. Some gained their powers through strange accidents, others through advanced technology, alien heritage, ancient magic, or means unknown.

Many have chosen to dedicate themselves to protecting others. Others have embraced less noble ambitions. The appearance of these heroes has dramatically altered society. Cities have become safer, criminal organizations face new challenges, and large-scale disasters can often be resolved before Hunters are even deployed. The Guild remains cautiously optimistic. After all, anyone willing to help fight Elder Dragons is welcome. Though the smiths are trying to convince them to wear something other than spandex.

The Old World +600 CP
Across the western oceans lies a continent long absent from every known map. Unlike the New World, this land has been inhabited for thousands of years. Mighty kingdoms, ancient forests, mountain strongholds, and forgotten ruins stretch across the landscape. The Humans maintain multiple grand kingdoms, such as the Empire and Bretonnia.

The Dwarfs have carved fortresses into mountains, the Elves (High, Dark, and Wood) maintain their respective ancient realms, and Beastmen roam the wilderness. Also, there's the Skaven, but we don't talk about them. Countless monsters and supernatural creatures dwell beyond civilization's borders. Some notable monsters include numerous lizardmen, dragons, various undead, and many others. Trade between the continents has proven highly profitable. Travel between them has proven considerably less safe.

Bio-Armored Calamity Strain +600 CP

Unidentified reports have begun circulating from multiple Guild outposts describing the emergence of a new category of pseudo-Elder Dragons. These organisms are massive, heavily armored, and composed of unstable regenerative biomass that behaves less like flesh and more like continuously reassembling organic plating. Early field teams noted that conventional classification systems fail to properly categorize them, as they do not exhibit consistent elemental affinities or ecological roles. What makes them particularly dangerous is their adaptive response to combat pressure. Regions where these beings appear repeatedly begin to show accelerated mutation rates in surrounding monsters, as though exposure to their presence forces the entire ecosystem into a faster evolutionary cycle.

In several confirmed encounters, surviving lesser monsters have developed abnormal traits after exposure such as reinforced exoskeletons, erratic energy discharge, and unstable physiology not seen in baseline populations. Guild designation remains provisional: “Calamity-Class Bio-Armored Strain.” Most Hunters simply refer to them as “the things that don’t stay dead right.” Additionally, scattered field reports describe a separate anomaly: a humanoid kaiju-like entity that appears during critical outbreaks, briefly assists in subduing catastrophic threats, and then disappears without explanation once the situation stabilizes. Its origin and classification remain unknown.

Luminarch Descent +600 CP
Across multiple skywatch stations, recurring atmospheric breaches have been recorded accompanied by intense light signatures descending from high-altitude orbital layers. These events culminate in the manifestation of towering titanic silver humanoids composed of condensed bio-energy and unknown stellar radiation. Their forms are humanoid but vastly oversized, often exceeding Elder Dragon length thresholds while maintaining extreme speed and precision in combat. They engage catastrophic-scale monsters briefly before dissipating once their energy reserves are depleted, leaving behind scorched terrain and heavily destabilized bioenergy readings.

Their appearances are not random. Guild analysts have correlated their arrivals with extreme ecological imbalance events—mass Elder Dragon conflicts, ecosystem collapse zones, and large-scale territorial disruptions. Some researchers theorize these Luminarch Titans function as a form of external regulatory response, intervening only when local systems exceed survivable

thresholds. Others argue they are simply another apex force operating on a scale the Guild does not yet understand. Either way, when the sky splits open and a silver giant descends, the outcome of the fight is rarely in doubt.

The Old Blood +600 CP
In several isolated regions, Guild field teams have begun reporting outbreaks of an unfamiliar affliction affecting both humans and monsters alike. Initially presenting as a mild physiological degeneration, the condition rapidly escalates into full-body mutation, producing bestial traits, heightened aggression, and unstable regenerative behavior. Affected organisms are no longer recognized by standard biological classification and are instead designated as “Scourged Variants.”

Deeper investigation has revealed entire settlements consumed by this transformation, leaving behind only feral apex-level entities with fragmented intelligence and distorted humanoid remnants. Even more concerning are sporadic reports of “Great Presence” phenomena. This has been noted to be vast, unseen intelligence that influences local mutation rates and psychological states of nearby lifeforms. These entities are not directly observed, but their influence appears to drive large-scale ecological collapse and forced evolutionary regression. Hunters are advised that prolonged exposure does not simply risk death. It risks becoming something else entirely.

Age of the Faded Flame +600 CP
Across several regions long thought to be stable, Guild researchers have discovered cycles of repeated ecological collapse followed by unnatural rebirth. Entire ecosystems appear to “age” beyond normal biological limits, entering states of decay where even Elder Dragons become sluggish, brittle, and irrational. Yet paradoxically, after complete collapse, the same regions eventually re-form into functioning biomes once again, often with altered monster lineages and distorted evolutionary paths.

At the center of these cycles are immense entities that appear to be remnants of ancient apex beings who once attempted to “link” or preserve the world’s existing structure. Their failure has left behind lingering metaphysical instability in affected regions. Some Hunters report encountering hollowed monsters. They are creatures that continue to move and hunt despite the apparent absence of any meaningful survival instinct or ecological purpose.

Aside from the various bizarre monsters, Hunters sent into the area have encountered beings referred to as “Undead”. They seemingly possess a bizarre power allowing them to resurrect when slain, though each attempt impairs them mentally. Some of the Undead are friendly and being treated as allies within the region. The standouts include a number of blind Maidens who tend to magical bonfires, the tentatively named Onion-Knights, and a rather positive fellow identified by his sun emblem. Researchers have been advised to “Praise the Sun” for the sake of maintaining relations. He however, greatly enjoys rescuing the younger Hunters when they end up in bad situations.

I Wanna Be A Hunter +600 CP
A chain of newly charted island kingdoms has been discovered beyond established maritime routes, each one containing fully formed societies that operate more like living stories than conventional ecosystems. The most immediately noticeable anomaly is the overwhelming presence of self-proclaimed royalty. Every third settlement appears to contain at least one active princess candidate, and several regions have begun producing what Guild researchers can only describe as “serial coronation events,” where political leadership changes after musical numbers. Yes. Musical numbers.

Wildlife in these regions is equally strange. Beasts such as talking teapots, enchanted predators with moral alignment shifts, and highly expressive cursed objects have been documented behaving as if they are participants in ongoing narrative cycles rather than ecological systems. One particularly infamous region, internally labeled the “Glass Slipper Province,” has recorded over seventeen separate incidents of individuals breaking into spontaneous song during combat with apex predators. Guild advisory note: if someone starts singing about destiny, do not assume they are unarmed.

Oh, My Glob +600 CP
A previously uncharted northern landmass has appeared following repeated dimensional instability readings, though its physical consistency fluctuates enough that some cartographers refuse to draw it as a single region. The landscape behaves unpredictably. Forests reorganize overnight into impossible geometries, mountains appear to shift position when not observed directly, and caves occasionally form expressive facial structures without warning.

At the center of multiple field encounters is a young Hunter known only as Finn, typically accompanied by a talking yellow canine entity named Jake, whose physiology appears to disregard conventional anatomical limits entirely. The pair are frequently observed resolving high-risk monster incidents using improvised weaponry, cooperative improvisation, and what witnesses describe as "argumentatively effective friendship." The region is governed in fragmented sections by independently ruling princess figures, each of whom appears to define their territory through abstract conceptual themes rather than geography or politics. Temporal distortion is common, though most survivors report losing track of time shortly after being offered candy-based diplomacy by local rulers. One expedition log ends mid-sentence with the words, "I think the tree just apologized to me."

Realm of Dreams +600 CP

A recent expedition led to the discovery of previously isolated ecosystems that have begun merging into interconnected continental corridors. This has produced a stable but highly heterogeneous network. One of the most prominent regions is a mountainous region inhabited by a kingdom of Lynian-like martial artists who train in structured monasteries and fight using highly disciplined hand-to-hand combat styles. They treat fighting almost like meditation, and somehow half of them are always calm even while kicking a monster the size of a house into a cliff wall.

Another major region contains what was initially classified as a hostile monster zone due to repeated sightings of large, aggressive "ogre-like" entities. Further observation revealed something more unusual: a mixed population of magical beings and a nearby human kingdom coexisting in uneasy but functional proximity. These entities demonstrate chaotic magical abilities, unusual resilience, and a social structure that appears to run on improvisation, questionable decision making, and strong emotional reactions to onions. Some species actively seek companionship, while others insist on dramatic introductions before agreeing to cooperate. Across all zones, ecosystems behave as if they are built around archetypes rather than biology, with creatures naturally falling into roles such as "mentor," "reluctant hero," or "extremely enthusiastic side character." One Hunter described the entire region as "a place where every monster either knows kung fu or has unresolved emotional trauma."

Leagues and Legends +600 CP

A fractured continental overlap has been identified where multiple city states, wild regions, and arcane ecosystems coexist in unstable proximity. At the center of this anomaly are the twin industrial arcane hubs commonly referred to as Piltover and Zaun. Piltover functions as a structured technological metropolis driven by hextech advancement, while Zaun exists beneath it as a chemically saturated industrial underlayer where biological and arcane mutation is considered a normal occupational hazard.

Both regions are now influenced by external "champion class" entities, individuals tied to larger conceptual forces such as invention, war, shadow, and ambition. These entities appear during major conflicts, briefly altering the outcome of events before vanishing without sustained interaction. Elsewhere across the continent, organizations such as the Demacian military state, Noxian expansionist forces, and Ionian spiritual orders continue to operate independently, often reacting to the instability in entirely different ways. Some regions respond with militarization, others with isolation, and some simply refuse to acknowledge that anything has changed. The most consistent observation is that reality remains functional, but only if nobody stops to examine it too closely.

Pantheonic Collisions +600 CP
A new multi-layered battlefield zone has formed where mythological realms appear to be overlapping in real time. Deities and divine beings from multiple cultures are manifesting as physical apex entities within shared territory, often clashing over dominance of overlapping domains such as war, death, nature, and trickery. These beings are not stable. They shift form depending on belief pressure and local narrative dominance. In simple terms, this means the same entity can appear differently depending on who is observing it or who has recently fought it. Though it has been noted they generally resemble supernaturally attractive men and women. In addition, the so-called gods seem to lead endless armies of human soldiers and a variety of never before seen monsters. Battlefields in this region are constant. Entire ecosystems form around divine conflict zones, with monsters adapting to survive in environments shaped by recurring god-scale warfare. At one point, a forest grew around a battlefield where reality itself kept getting rewritten by competing divine authority. The trees are still arguing about it.

Nightbound Predation +600 CP

A newly surfaced continent has appeared beyond previously mapped oceans, though early expeditions suggest it was not “created” so much as revealed. The region is dominated by a persistent nocturnal ecological shift where predatory creatures become dramatically more aggressive, faster, and more coordinated after sunset. These beings are now classified broadly as “demons” by a local organization operating within the continent known as the Demon Slayer Corps. The Corps itself appears to be a long standing militant guild dedicated to countering these entities using specialized breathing techniques and weaponized metallurgy.

Their presence suggests this ecosystem has been under observation long before external contact was established. Several high level demon entities have been documented exhibiting extreme regeneration and structured combat behavior. They often coordinate in ways that imply hierarchy or shared origin systems. Some retain fragmented human personality traits, though these degrade rapidly under prolonged exposure to predatory instincts. Sunlight exposure remains the primary suppressant factor, but does not guarantee elimination. In some cases, it merely forces retreat rather than destruction.

This World Belongs to the Viltrum Empire +600 CP
You know, one of the Guild’s primary responsibilities is maintaining ecological balance. Unfortunately, someone has recently introduced a population of beings that treat gravity as optional and planetary boundaries as suggestions. Recently, the Guild has received reports of Hunters capable of flight and engaging Large Monsters without conventional weapons. One of these individuals identified himself as a soldier of the Viltrumite Empire before being tackled by a Tigrex. Since then, multiple extraterrestrial warriors have begun appearing across the world. Nearly all of them are capable of extreme aerial speed, strength, and sustained atmospheric combat.

Interestingly, many of these arrivals have found themselves competing directly with Elder Dragons and apex flying monsters for territorial control of the upper atmosphere. This has led to a number of unusual encounters. Researchers are still attempting to determine whether a Rathalos can meaningfully contest aerial dominance with a Viltrumite. Early results suggest the Rathalos can contest it emotionally, but not physically, and it has since begun altering its flight behavior to avoid prolonged engagement with anything that “flies too confidently.” Elder Dragons such as Kushala Daora and Valstrax have begun adjusting migration and

combat patterns in response to sustained aerial interference, treating the sky less as territory and more as a rotating conflict zone. Ground predators have taken advantage of disrupted aerial hierarchies, with Deviljho sightings increasing in regions where aerial clashes frequently result in “unplanned landings.” The Guild has officially reclassified the upper atmosphere as “contested vertical ecology.” Hunters are advised that what appears to be clear weather may in fact be an ongoing dispute between apex lifeforms.

X-Com Protocol +600 CP
So, I got good news and bad news. The good news is that the Guild is no longer alone in defending Earth. The bad news is that aliens are real and invading Earth. Thankfully, a global defense initiative has been established to respond to these extraterrestrial incursions, and hostile interdimensional contacts. They’re made up of highly trained operatives now deploy rapidly to sites of infestation, containment breaches, and unknown aerial contacts. These forces are exceptionally effective, sadly, they are also perpetually underfunded.

They frequently captured specimens and transported them to research facilities. Here scientists attempt to reverse-engineer alien technology, understand biological anomalies, and occasionally recover intact personnel. The Guild has established cooperation protocols with these organizations. This cooperation primarily consists of arguing over jurisdiction, logistics, and whether “shoot it first, classify it later” is a valid scientific methodology. It is. Unfortunately.

The Symbol Era +600 CP (Requires The Age of Quirks)
The emergence of Quirks did not remain a biological curiosity for long. Like everything else, it quickly became infrastructure. Entire portions of society have reorganized around these enhanced individuals, with “Heroes” and “Villains” forming structured systems of conflict, regulation, and public performance. Some regions have become heavily fortified zones where Quirk users are trained, licensed, and deployed as frontline responders against threats ranging from crime to catastrophic monsters.

The most powerful among them have begun to reshape entire cities through sheer force of personality and ability. One such individual is widely regarded as a living disaster prevention system thanks to his ever cheerful demeanor. Another has become synonymous with fear across criminal networks due to sheer power and him supposedly possessing multiple Quirks. The Guild has attempted

cooperation with Hero organizations. The results have been mixed, primarily due to differing opinions on what constitutes “acceptable collateral damage” when fighting an Elder Dragon. Interestingly, several Quirk types appear capable of interacting directly with bioenergy, allowing limited resistance or enhancement against monster phenomena. This has led to rapid integration into field operations. And increasing concern from traditional Hunters, thankfully many Quirked individuals have also been integrated into the Hunter’s rank giving them a needed boost.

Echoes of Olympus +600 CP
The old myths were not myths, they were records. Across the world, ancient divine systems have begun to reassert themselves through physical manifestation. Relics, monsters, and individuals tied to forgotten pantheons now emerge with increasing frequency, often linked to regions of intense bioenergy activity. These entities do not behave like monsters in the traditional sense. They form societies, hierarchies, and divine domains that overlap with mortal territory. Some regions now contain active divine courts where human interaction is permitted under strict conditions. Sadly, others are openly hostile. The most common point of interaction are the individuals termed Demigods who primarily operate out of a few camps and cities. It appears as though each faction has at least one of these cities under their control. Thankfully, the demigods appear to be much easier to work with than their seemingly divine absent parents. The Guild has begun treating mythology as a field guide rather than folklore. This has not made fieldwork any easier.

The Great Tomb +600 CP
Deep within the New World, researchers have discovered a bizarre structure. This massive structure is located within an isolated and heavily anomalous region. It takes the form of an enormous dungeon-like complex designated as Nazarick. It is not natural, nor does it resemble any known geological formation. Instead, it appears constructed, carefully layered, heavily defended, and populated by entities that behave as both guardians and inhabitants. Inside, reality seems to follow a different set of rules. Spatial distortion, instantaneous transportation between floors, and structured “encounter zones” suggest an artificial system governing the environment.

Many of the entities within are not wild monsters, but organized beings operating under a clear hierarchy. They have leadership figures who appear fully aware of

their own existence and role within the structure. The most concerning aspect is not their overwhelming power. It is their intelligence, coordination, and apparent loyalty to a single controlling presence that has yet to be fully identified. The Guild has classified the entire structure as a "self-contained ecological fortress." Field teams are advised not to refer to it as a dungeon. This advice has been widely ignored. So far, the only Hunters have encountered is a seemingly young woman acting as a guardian for their entrance and first floor. Initially claims referring to her as a vampire were disregarded, but now we're not sure.

Convergence of Kings +600 CP (Requires The Once and Future King)
In a bizarre instance, Camelot is not alone anymore. Now, multiple versions of the Camelot mythos now exist simultaneously within overlapping territorial fractures. Classical Arthurian accounts, modern reinterpretations, and entirely separate narrative systems appear to occupy the same spatial framework without fully merging. This has resulted in a layered reality where different "rulesets" of magic, fate, and authority apply depending on location, alignment, and sometimes intent. In some regions, destiny behaves like an unbreakable law. In others, it can be rewritten through sufficient magical or conceptual force.

Several high-order entities associated with Merlin-like archetypes have been observed actively studying these contradictions, as though attempting to reconcile incompatible versions of history into a single usable framework. The most dangerous element is the presence of artifacts that respond differently depending on which "version" of reality is dominant at the time of interaction. The Guild is attempting to remain neutral though popular support is torn between the version with multiple female variants calling themselves Artoria and the traditional kingly version.

Test Your Might +600 CP
A structured combat phenomenon has been detected across multiple regions, characterized by ritualized conflict between highly specialized combatants. These engagements often occur in controlled arenas or structured battlegrounds where participants are repeatedly drawn into combat cycles under increasingly extreme conditions. Among these systems, a recurring figure has been documented: a thunder-associated divine entity who appears during critical escalation events. This figure frequently issues commands or offers recruitment into structured combat trials designed to determine the fate of entire realms. Combatants selected by this entity are often enhanced or marked, gaining access to elemental

powers, supernatural techniques, or reality-bending abilities tied to their combat performance. The Guild has confirmed that refusal of participation does not always prevent re-selection. Additionally, it has been noted that the entity attempted to recruit the Forbidden Dragons, however he was chased away. He however, supposedly had more luck with the Elder Dragons.

The Dungeon +600 CP
You know, the Guild has documented hidden ruins, buried civilizations, and even entire ecosystems sealed beneath mountain ranges, but this is the first confirmed case of a self-expanding subterranean ecosystem generating hostile lifeforms continuously. Recently, a new landmass was charted containing multiple city-states centered around a singular metropolitan hub known as Orario, constructed above a massive structure referred to as the Dungeon. At first, the Dungeon was treated as an unusual but contained ecological structure. Then it was confirmed that the lower floors continuously generate hostile lifeforms at an accelerating rate, creating a self-sustaining predator ecosystem.

These entities have begun appearing outside the Dungeon itself, affecting surrounding regions and forcing constant intervention by local combat-focused groups known as Adventurers. Interestingly, these Adventurers appear to be empowered through a divine system referred to as Falna, allowing them to grow in capability through repeated combat exposure. Since Guild arrival, reports have increased of deeper Dungeon strata producing entities resembling known monsters, including early-stage Elder Dragon analogues emerging from lower ecological layers. Negotiations appear to be proceeding smoothly though we have interruptions due to Amazons attempting to marry Hunters and multiple requests from various gods to recruit the others.

The Underground +600 CP
Recent subterranean surveys uncovered a sealed underground ecosystem isolated from surface ecological records. The area contains a fully developed civilization coexisting with a wide variety of anomalous monster classifications not previously cataloged by Guild taxonomy. The locals refer to themselves as Monsters, however they are much closer to Lynians. The beings however, have a bizarre biology seemingly being made up of an energy they call magic or soul power. Initially the Guild believed there was a mistranslation until they witnessed a female fish-like humanoid suplex a Rathian and fire energy spears at it. Despite that, they're surprisingly friendly. Their King, for example, has repeatedly offered

diplomatic teams butterscotch pie and tea like that's just standard procedure for first contact. No one has decided how to classify that yet.

It also turns out that staying in the region long enough lets humans start developing magic too. This was confirmed after a Hunter accidentally summoned a floating skull of a Diablos that immediately started firing lasers. He only got it under control after help from a short hooded skeleton who would not stop making puns. Most of them were actually funny, which made the whole situation worse. Monsters brought in from the surface don't behave normally here either. Some calm down, some just... stop being aggressive for no clear reason, and a few seem confused about why everyone is being polite instead of trying to eat them. The Guild has stopped trying to explain it and is just advising Hunters to "be respectful and maybe accept the pie."

The Armored Riders +600 CP
Recent field reports describe the appearance of heavily armored individuals engaging hostile entities across multiple ecological zones with highly consistent intervention patterns. These individuals, collectively referred to by local populations as "Riders," appear to emerge in response to large-scale biological threats. Initial Guild assumptions categorized these appearances as organized Hunter auxiliary units. However, further observation revealed that Rider activity is not centralized. Instead, each individual appears to operate using a unique transformation-based system typically on their belt.

Interestingly, Rider engagements frequently coincide with sudden shifts in monster behavior, particularly among apex species exhibiting unusual aggression spikes. In multiple cases, Rider intervention has resulted in immediate suppression of emergent bio-anomalies. Elder Dragons have been observed reacting aggressively to certain Rider manifestations, particularly those involving sustained energy output. This suggests that Riders may be perceived as a competing Elder Dragon by local monsters rather than an intervening system. One recorded incident describes a Rider intercepting a rapidly mutating Deviljho-class entity mid-transformation sequence, resulting in full ecological containment within minutes, followed by immediate disappearance of the Rider without residual tracking signatures. The Guild has classified Riders as "autonomous anomaly response entities" and advises that their appearance should be treated as both beneficial and unpredictable.

The Grail War +600 CP
Recent magical disturbances have led to the emergence of structured ritual conflict systems in several regions, centered around what appears to be a wish-granting construct known as the Holy Grail. These events, referred to locally as Grail Wars, involve multiple participants forming contracts with powerful spiritual entities that manifest as combat-ready figures from various historical and mythological origins. These entities engage in highly structured battles under rules that appear consistent only within the localized ritual boundaries. The contractors are typically seen in groups of seven and identified by the red tattoos on their hands. Yes, such as the ones you have, congrats you're in a death tournament, but hey you get a supernaturally attractive Hunter from myth to keep you alive.

At first, the Guild assumed this was a form of advanced summoning magic. That assumption changed after a summoned armored knight was observed fighting a Rathalos mid-air while another combatant attempted to command battlefield conditions using a series of projected weapon constructs that altered terrain stability. Interestingly, Grail War zones tend to attract large numbers of high-tier monsters, often resulting in conflicts where summoned entities, Hunters, and apex creatures all compete within the same restricted area while adhering to entirely different rule systems. Despite this, the ritual boundaries remain intact long enough for the conflict to reach conclusion before collapsing. The Guild has noted that outcomes of these wars appear to influence regional mana stability and monster migration patterns afterward, though no one agrees on whether this is beneficial or not.

It's Hero Time +600 CP
There's always something going on in the New World, but this is odd even for these parts. We've gotten some recent field reports describe multiple incidents involving a traveling young man capable of transforming into a wide variety of species seemingly through an unidentified wrist-mounted device. These transformations include forms resembling known monsters, unidentified extraterrestrial species, and several biological life forms that left our researchers wondering if we needed to invent a new classification.

At first, the Guild assumed these were isolated shapeshifting anomalies. That assumption changed after repeated sightings of the same individual appearing across multiple regions in short timeframes, often resolving large-scale monster

disturbances through utilizing his transformation ability. Interestingly, some transformations appear to mirror local monsters with unusual accuracy. This however, has led to brief but noticeable turf wars. Mainly due to the original creatures attempting to reassert dominance over unfamiliar “new arrivals” that behave oddly compared to themselves. In several recorded cases, Elder Dragons have shown heightened aggression toward their transformed states. It’s recommended we find this transformer, but we also had to remind the researchers they can’t experiment on people.

Going Ghost +600 CP
The researchers within the Guild have managed to identify what appears to be another dimension. A series of environmental instability reports have confirmed the emergence of partially overlapping physical layers within several urban and wilderness regions. These unstable regions allow entities to transition between a material and non-material state. In simple terms they turn into ghost. Initial Guild assessments attributed these events to high-density mana fluctuations. However, multiple sightings confirmed the presence of a young man seemingly capable of transforming between these states at will. This individual appears to engage hostile entities across both states, often alternating phases mid-conflict.

Interestingly, monsters exposed to these regions seem to be affected by the energy as well. Some become unable to maintain physical stability, while others adapt by exhibiting partial resistance to phase displacement. This results in unusual territorial interactions where combat effectiveness fluctuates unpredictably. As you might expect its hard to hit someone if they suddenly turn intangible. In multiple cases, large-scale monster encounters have been resolved through direct intervention by this individual, though issues appear to keep popping up.

Yokai: Saviors or Sinners +600 CP
Due to the recent growth of the Guild’s numbers, they’ve decided to open a historically sealed region. However, upon being reactivated, multiple spiritual and environmental disturbances occured. This changes revealed a landmass saturated with entities known as Yokai and residual corruption energy affecting both terrain and living organisms. Initial Guild surveys assumed this was some sort of localized curse. However, further investigation revealed widespread ecological degradation linked to sustained spiritual conflict. This contamination

appears to be causing hostile entities to emerge continuously from regions of concentrated cursed energy.

These yokai-class beings come in highly varied forms, often incorporating aspects of familiar monster physiology while behaving according to unpredictable patterns. Territorial conflict within these regions is constant, with neither human settlements nor monster populations maintaining long-term control without continuous intervention. Interestingly, several high-level combatants operating within these zones appear capable of temporarily purging localized corruption through direct engagement. Though such purification is never permanent and often results in rapid ecological regression shortly afterward. The most effective warriors appear to be an Irish Samurai named William Adams and a Shiftling named Saito Hide. Monster populations entering these regions either rapidly adapt into corrupted variants or withdraw entirely. Similarly, Elder Dragons observed near major corruption sites display heightened aggression toward spiritually unstable zones, often attempting to isolate or burn out affected areas.

Born From Fear +600 CP
While it took to verify the Guild was alerted of bizarre entities seemingly born from conceptual emotions. These beings, referred to locally as Devils, manifest based on collective psychological pressure surrounding specific ideas, concepts, or fears. At first, these were considered manifestations of curses. That changed after repeated encounters where Devils displayed increased levels of strength due to a fear response from surrounding populations. Both human and monster seemed to be valid targets.. In multiple incidents, territorial monsters have reacted unpredictably to Devil-class entities, with some avoiding confrontation entirely while others escalate aggressively, seemingly strengthening the entity in the process.

One report describes a Gun Devil-class manifestation passing through a warzone and causing immediate collapse of all hostilities without engaging directly, followed by widespread environmental destabilization. Interestingly, certain individuals known as Devil Hunters appear capable of engaging these entities directly, often forming contracts that allow them to utilize aspects of the very fear-based systems they are combating. One such individual was observed fighting a Devil-class entity while simultaneously being chased by a Deviljho, resulting in what field reports described as “a very stressful afternoon for everyone involved.” The Guild has noted that Devil-class entities do not behave

like traditional predators, but more like environmental consequences of collective fear, which has made classification significantly more difficult than usual.

Continental Threats

We only have so many continents, so please take some consideration into what you're doing. These worlds and alterations will noticeably increase the threat level of the world. While the natives may be able to handle things to some degree, this is the point where a new apex species might rise up.

HEPHAESTUS Unleashed +800 CP (The Old Ones Were Morons)
You know what this setting really needed? An angry planetary-scale artificial intelligence. HEPHAESTUS has fully integrated into the world and now views humanity, monsters, and most other life forms as varying degrees of nuisance. In response, it has begun manufacturing increasingly dangerous machines specifically designed to survive against Elder Dragons and other apex predators.

Entire machine ecosystems can spring up seemingly overnight. New machine species appear regularly. Some are inspired by local monsters, resulting in creations that should never have existed. Imagine a Thunderjaw designed using Fatalis as a reference. Now imagine several hundred of them. The good news is that Elder Dragons absolutely hate these machines. The bad news is that the feeling is mutual. At this point, even the Guild has begun referring to certain regions as active war zones.

Maverick Ecology +800 CP (Requires Dr. Wily Did What?)
You brought Mega Man to this world and somehow found a way to make it more dangerous. The full technological scale of the Mega Man universe has entered the setting. Space colonies, orbital weapons, advanced cybernetics, self-evolving machines, and world-threatening artificial intelligences now exist. Maverick outbreaks have become a recurring concern. Entire machine ecosystems may emerge in remote regions. Some artificial intelligences have begun studying monster biology with alarming success. Researchers recently discovered a machine capable of replicating Elder Dragon traits. The report was immediately classified. Unfortunately, the machine classified the report as well. Nobody has seen the researchers since.

It's Anime Gojira!! +800 CP (Requires It's Gojira!!)
For 800 CP instead, you looked at the previous option and somehow concluded it wasn't enough. Now the Anime Trilogy has joined the party as well. In addition to every other Godzilla-related creature, the world now contains Godzilla Earth, the

Servum, Mechagodzilla's self-replicating Nanometal ecosystem, and the extradimensional Ghidorah worshipped by the Exif. Entire regions may become consumed by expanding Nanometal colonies. Additionally,

The largest creature on the planet is now a three-hundred-meter-tall Godzilla that has spent twenty thousand years turning the world into his personal garden. Also, before you bring up Zorah Magdaros, remember this one can fire mountain-destroying tail lasers and spam a laser stronger than a nuke at will. And that's not even getting into Void Ghidorah, a creature so absurdly dangerous that describing it as an Elder Dragon would feel insulting to both parties. Fortunately, manifesting fully requires a number of specific conditions. Unfortunately, if those conditions are ever met, everyone nearby is about to have a very bad day. On the bright side, the Guild finally has an excuse for why their paperwork is behind schedule.

Ascended +800 CP (Requires Ark Survival Evolved)
You selected ARK and somehow decided extinction wasn't enough. The full scale of ARK's later content has now been added. Titans, Corrupted Creatures, Element-powered monstrosities, Genesis simulations, and the advanced civilizations of the setting now exist. The greatest threat comes from Element itself. This strange substance spreads corruption throughout both living beings and ecosystems. Entire regions may become twisted by its influence. The resulting creatures are stronger, more aggressive, and significantly harder to kill. Researchers have begun referring to Corrupted Elder Dragons as a theoretical possibility. Everyone else has begun praying they remain theoretical.

Jackpot! +800 CP
Somewhere out there, a white-haired idiot just looked at a world full of giant monsters and decided this sounded like a great time. Turns out Dante somehow managed to steal Yamato from Vergil. One "accident" later, and now apparently Hell is connected to our world via a few portals. Demons now emerge from said portals, ancient ruins, and places where reality has decided to stop doing its job. From lesser Hell Prides to towering Demon Kings, the forces of the Underworld have begun spreading throughout the world. This includes iconic figures and factions from across the series. Demons, Devil Arms, Hell Gates, Qliphoth Trees, and countless other supernatural phenomena now exist alongside the native ecosystem.

The truly frightening part is how quickly demons adapt to their surroundings. Some have begun incorporating traits from local monsters, producing results that researchers have unanimously described as "someone else's problem." On the bright side, the Sons of Sparda are now running around. On the downside, whenever Dante appears, something nearby is about to explode. Researchers are still trying to determine whether a Rajang can be used as a guitar. Dante insists the answer is yes. Someone, please see if Vergil can fix this before his dumbass brother manages to make things worse...again.

Final Fantasy +800 CP
Somewhere along the line, someone opened a portal to another world. Unfortunately, that world was Final Fantasy. Creatures from across the franchise now inhabit the world. Chocobos, Bombs, Behemoths, Malboros, Tonberries, Cactuars, Adamantoises, Coeurls, Dragons, and countless others may be encountered throughout the wilds. Summons and legendary beings such as Bahamut, Odin, Leviathan, Ifrit, Titan, and similar entities may also make appearances.

On the bright side, Chocobos have rapidly become one of the most popular discoveries in Guild history. On the less positive side, researchers recently discovered that Malboros and Vaal Hazak can coexist within the same ecosystem. The resulting report was immediately classified. Additionally, magic becomes significantly more common throughout the world. Whether this is a blessing or a curse depends entirely on whether you're the person casting Ultima.

Secure. Contain. Protect. +800 CP
Oh...Oh no. The SCP Foundation apparently managed to somehow arrive in our world. Current theories blame a new SCP-001 proposal or Dr. Bright...it was probably the second option, honestly. Regardless, the world has become connected to the SCP setting. Anomalous objects, creatures, locations, organizations, and phenomena have begun appearing throughout the world.

Fortunately, the Foundation, the Global Occult Coalition, and other Groups of Interest have arrived as well. Unfortunately, they have immediately realized they now live in a world where Elder Dragons are considered normal wildlife. The resulting paperwork has been catastrophic. Many anomalies are relatively harmless. Others are significantly less harmless. The Foundation is doing its best.

The Foundation would also like everyone to stop feeding anomalies to Deviljho. There is a genuine concern it will somehow mutate into a proper anomaly.

World of Pokemon +800 CP (Requires Gotta Hunt'em All)
You thought Elder Dragons weren't enough. The full cosmology of Pokémon has now entered the setting. Legendary and Mythical Pokémon exist in significant numbers. Regional governments, Pokémon Leagues, Trainers, evil teams, Ultra Beasts, and similar phenomena are now present. The local researchers are currently having a collective existential crisis after discovering multiple entities that apparently control concepts such as time, space, life, death, and reality itself. The Guild has decided not to ask further questions. Despite everything, they're honestly just happy that at least some of the newly discovered regions hold forces they can ally with.

Industrial Revolution +800 CP (Requires Pal Tamer)
You looked at the ecosystem and decided it wasn't being exploited nearly enough. The full technological and industrial potential of Palworld has entered the setting. Massive factories, automated production chains, advanced weaponry, and industrialized settlements have begun appearing across the world. This has dramatically increased humanity's ability to compete with monsters. Unfortunately, it has also dramatically increased humanity's ability to make terrible decisions. Entire forests may disappear beneath industrial expansion. Elder Dragons now occasionally discover machine-gun nests in their territories. The resulting negotiations have been difficult. Mostly because one side keeps breathing fire. Oh, it also turns out that some pals like working with monsters more than people. So that's a thing.

The Shadow of Mordor +800 CP (Requires Beyond the Sea)
The ancient continent was not abandoned without reason. Deep within its darkest lands, old evils have begun stirring once more. Orc tribes multiply at an alarming rate, ancient fortresses have become occupied once again, and whispers spread of dark powers gathering strength in forgotten places. The greatest concern is the appearance of strange artifacts and rings imbued with supernatural influence. Many grant incredible abilities to their wielders. They also tend to come with complications. Several ambitious individuals have already attempted to unite the various tribes, kingdoms, and monsters under their banners. Some of them have even succeeded. The resulting wars have reshaped entire regions. Though supposedly everything is currently being held back by a

revenant commanding an army of Orcs and the fallen spirits. However, only time will tell how long this mysterious ranger can hold back the near-endless tides.

Dovahkin +800 CP (Requires The Elder Scrolls)
Ok…I admit I spoke a bit too soon. Apparently, Akatosh wasn't impressed by most of our dragons. So he let some of his children come here. So now the Dragon Crisis has arrived. Ancient Dragons now roam the world alongside Elder Dragons. Figures such as Alduin, Paarthurnax, and countless others have entered the setting. Dragon Shouts have become known throughout the world, granting mortals access to powers capable of reshaping battlefields. Researchers have become fascinated by the similarities between Dragon Shouts and Elder Dragon abilities. Thankfully, while quite a few dragons still eat people, it turns out them being able to talk has allowed us to open negotiations. Incidentally, it turns out some dragons are open to protecting people in exchange for bribes and or worship.

The Age of Pirates +800 CP (Requires the Grand Line)
The seas have entered a new era. The greatest pirate crews in existence now roam the world's oceans, bringing with them immense military power, strange abilities, and ambitions capable of reshaping entire continents. Many islands have fallen under the control of these organizations. Some operate as benevolent protectors. Others function as criminal empires. A few have become powers rivaling entire nations.

The spread of Haki has proven particularly disruptive. This mysterious force allows individuals to strengthen their bodies, sense danger, project their will, and perform feats once thought impossible. Hunters have embraced the technique with alarming enthusiasm. Several weapon instructors have described the results as "a mistake." Particularly after Long Sword users started predicting attacks before they happened.

The Force Awakens +800 CP (Requires A Long Time Ago)
The galaxy has always possessed a mysterious energy field connecting all living things. Until recently, nobody realized it existed here as well. The Force has begun manifesting throughout the world. Sensitive individuals can now perceive and manipulate this ancient power, granting abilities that range from enhanced reflexes and heightened awareness to telekinesis and far more extraordinary feats. This revelation has dramatically altered the balance of power.

Organizations dedicated to studying and teaching the Force have emerged throughout both the planet and the wider galaxy. Some seek knowledge and harmony while others pursue power at any cost.

Their conflicts have begun spilling into regions already occupied by monsters, creating battlefields where lightsabers clash against claws, scales, and Elder Dragon fire. The Guild initially dismissed many reports as exaggerations. Then, a Hunter successfully redirected a Rathalos fireball with their mind. Further skepticism became difficult after that. Perhaps most surprisingly, researchers have discovered intriguing similarities between the Force and bioenergy. Whether these powers share a common origin remains unknown, but numerous studies have already been launched in hopes of uncovering the answer. The results have been mixed. Mostly because researchers keep getting distracted trying to convince Jedi Masters to participate in experiments.

The Grimdark Future +800 CP
Humanity has discovered something terrible. The future exists, and it appears to be having a very bad time. Ancient relics, lost technologies, and mysterious transmissions have revealed the existence of a distant age dominated by endless war. Advanced weapons, genetic engineering, ancient starships, and fragments of forgotten civilizations have begun appearing throughout the world. Many organizations have eagerly rushed to study these discoveries. Most of them immediately regretted that decision. The technologies recovered from this future are incredibly powerful. They, however, often come attached to doctrines, conflicts, and enemies that civilization would have preferred remain hypothetical. As nice as it would be to have a Primarch leading an army of Astartes against the monsters, maybe they can just stay in their own timeline.

Hell on Earth +800 CP
The first reports described it as an earthquake. Then the ground opened. Deep beneath the surface, something has been discovered that should not exist: an entire interconnected network of infernal realms, warzones, and industrial hellscapes where demons have been waging an endless war for survival and expansion. These forces have now begun breaching into the surface world. Unlike most monsters, these entities do not behave like animals or ecosystems. They behave like an invading military force. They're organized, relentless, and disturbingly efficient.

Entire regions have already been overrun, replaced by burning wastelands and fortress-like structures that continue to expand even when left unattended. The Guild initially attempted containment. Then they encountered a Hunter who has been referred to as "The Doom Slayer". After which most containment protocols were revised to “avoid that area.” Despite the chaos, one unexpected pattern has emerged: many Elder Dragons respond to these invasions with immediate hostility, as though recognizing them as an existential threat. No one is entirely sure which side that is worse for.

The Throne of Nazarick +800 CP (Requires The Great Tomb)
The fortress is no longer silent and has started expanding its influence. What began as a single anomalous structure has revealed itself to be the center of a far larger network of controlled territories, summoned entities, and reality-altering artifacts. Powerful undead, magical constructs, and elite combat specialists operate under a strict hierarchical system that enforces absolute loyalty. Several of these beings possess power levels comparable to Elder Dragons. More troublingly, they coordinate with the efficiency of a military organization and the confidence of a civilization that does not consider the local ecosystem particularly relevant to its objectives.

Attempts at negotiation have been… inconsistent. Some encounters ended peacefully. Others ended with the field team being politely informed that they had already lost before the conversation began. The Guild has issued a standing directive: avoid provoking the ruling authority unless absolutely necessary. Researchers have instead focused on documenting the system’s “game-like” mechanics, which appear to govern resurrection, resource acquisition, and structured progression within the fortress domain. This has only raised further questions.

Age of the Exiled Gods +800 CP (Requires Exiled Wastes)
The harsh regions have revealed something deeper. Ancient, forgotten, and seemingly exiled entities now roam the most hostile environments. These beings possess immense physical power and strange metaphysical influence over survival itself. They do not merely endure the environment, they define it. Some are worshipped as gods. Others are feared as walking disasters. Several appear to have once been part of a larger divine system that no longer exists. The most unsettling discovery is that these entities are not static. They grow stronger through conflict, adaptation, and dominance, suggesting a form of evolution

driven purely by survival pressure. The Guild has classified them as "environmental apex anomalies." Amongst their ranks gigantic serpents, humanoid entities, and a monstrous eldritch monstrosity.

There's Infinite Realities, Jumper +800 CP
Reality has begun behaving as though it is being evaluated from outside itself. Across multiple unstable zones, reality fractures have formed that do not follow any known geological or ecological logic. Within these areas, beings and environments appear to shift based on the results of unknown phenomena. The most disturbing pattern involves an individual repeatedly encountered in different forms across multiple sites: a disturbingly intelligent, heavily intoxicated older man accompanied by a nervous younger companion. He has been seen traversing these anomalies using a handheld device capable of generating unstable green portals, often arriving, causing catastrophic ecological disruption, and leaving without explanation once "the experiment is boring." Guild researchers have unofficially labeled these events "portal contamination incidents."Field Hunters have labeled them "don't engage unless you want your biology reclassified." The younger companion has been noted attempting to document everything. The documentation is incomplete and frequently crossed out mid-sentence.

A Kingdom of Hearts +800 CP
All across the world the Guild has identified a vast number of portals leading to different realms. Each of these realms hold their own unique entities and laws. There however, are three common points amongst them. First, many of them seem to have anthropomorphic figures and for lack of better term cartoonish entities. The second, is the invasion of beings referred to as Heartless. They take the form of black void-like beings with glowing yellow eyes. Though they seemingly come in a massive variety of forms. They appear to actively devour worlds in sufficient numbers and have been reported to take the "hearts" of their victims.

The final occurrence is the presence of a series of local Hunter-equivalents wielding key-shaped weapons. They seem uniquely suited to fight the Heartless and arrive shortly after the invaders to repel them. Unfortunately their conflict is spilling into our world. Standard equipment seems to do little. Thankfully, the monster populations seem better suited to combating Heartless, particularly the Elder Dragons. Research teams are currently investigating methods to enhance

Hunter compatibility with inter-realm threats. However, current projections suggest that the most effective countermeasure may already exist within the population itself, as multiple individuals exhibiting “keyblade resonance” have begun manifesting within Hunter ranks.

What’s a God Eater +800 CP
Across multiple high-energy regions, the Guild has recorded the emergence of large-scale biological anomalies classified as Aragami-class organisms. These entities are not standard monsters in any recognized ecological taxonomy. They are composed of unstable bio-energy material that continuously adapts to environmental pressure, resulting in rapid regeneration and unpredictable evolutionary responses during combat. Standard weaponry has proven largely ineffective. Wounds tend to adapt to their source rather than heal, as though the organism is “learning” how it was damaged.

Field Hunters deployed to these zones report that traditional combat logic becomes unreliable. The more coordinated the attack, the faster the target adapts to counter it. Specialized countermeasure systems have been observed in use by local operatives, consisting of bio-integrated weapon platforms that temporarily merge with the user’s physiology. These tools allow for direct interference with the Aragami’s internal energy structure, often by consuming or destabilizing it from within. Interestingly, Elder Dragons deployed in affected regions do not treat Aragami as prey or rival species. They treat them as contamination and proceed accordingly.

The Blood Veins +800 CP
In several previously stable regions, the Guild has identified widespread physiological transformation events affecting both human populations and native fauna. These transformations result in a shift away from conventional circulatory systems toward an alternative regenerative structure sustained by external energy intake and internal reinforcement cycles. Affected individuals often exhibit increased physical resilience, enhanced recovery rates, and abnormal combat adaptability. However, this comes at a cost. Sustained dependence on external energy sources creates unstable behavioral patterns under deprivation conditions, leading to what field researchers describe as “collapse states” where individuals become aggressively reactive to nearby bio-energy signatures.

Entire settlements have reorganized around these conditions, forming tightly structured survival societies governed by energy access, combat capability, and hierarchical stabilization roles. Within these zones, certain individuals commonly referred to in fragmented field notes as “Revenant-class entities” act as stabilizing anchors for others, suppressing collapse states and maintaining coherence within groups. The most notable feature of these regions is their persistence. Even when cleared, they tend to return to the same structural behavior patterns over time, as though the system itself prefers this configuration. Something both interesting and terrifying is that Elder Dragons entering these zones show unusual hesitation. Not necessarily fear, but a bizarre recognition. As if the ecosystem is something they’ve encountered before.

Attempts are ongoing to make in-roads to these urban areas. Progress is slow, but the Guild has recently made contact with a local group. In exchange for supplies and assistance in acquiring “blood beads”, they have agreed to assist our Hunters. The most notable members include a woman referring to herself as an Attendant and an incredibly powerful Revenant who possesses the ability to use multiple Blood Codes.

They Call It Halo +800 CP

One of the Guild’s more troubling discoveries began with a series of structured anomalies appearing beyond known atmospheric boundaries, initially classified as dormant ruins or suspended ancient constructs. Continued observation revealed these formations were not stationary at all, but orbital vessels operating on a scale previously unaccounted for in regional cartography. By tracking these objects, Guild observers identified multiple off-world landing zones and forward operating sites distributed across the New World. These installations appear to be controlled by two primary factions currently engaged in a prolonged extraterritorial conflict. The first faction consists of a fragmented human military coalition operating with significantly reduced technological parity compared to their opponents. Despite this, their battlefield effectiveness is notably elevated through the deployment of genetically enhanced armored operatives designated informally by field teams as “green-armored supersoldiers.” These units have been repeatedly observed engaging high-threat entities without standard logistical support, often surviving encounters that would otherwise result in total unit loss.

The second faction consists of a multi-species alliance identified through intercepted communications as the Covenant. Their forces demonstrate significantly higher technological capability and coordinated planetary-scale deployment strategies. However, both factions appear to be operating under a shared constraint: minimizing large-scale environmental disruption during surface engagements. This behavior has led to speculation that both groups are attempting to avoid provoking local apex lifeforms, as multiple Covenant landing operations have reportedly been abandoned following increased regional monster activity. One unverified field report describes a Covenant vessel being destroyed during atmospheric entry following an encounter with a Forbidden Dragon speculated to be Fatalis. Though confirmation remains pending due to the complete absence of recoverable debris.

The Grand Order +800 CP (Requires The Grail War)
Multiple temporal and spatial anomalies have begun appearing across the world, each tied to fractured historical periods and regions that should not exist in the present timeline. These zones contain overlapping civilizations, extinct species, and active conflict environments drawn from multiple eras simultaneously. Initial investigations suggest the presence of organized intervention teams capable of moving through these anomalies to correct or stabilize localized reality distortions. These teams frequently encounter hostile entities drawn from corrupted historical or mythological sources, often referred to as “Singularities” by recovered documentation. Interestingly, they seem to command a large number of Servants similar to those seen in the Grail Wars.

In several cases, these anomalies have directly overlapped with Monster migration routes, resulting in highly unstable regions where extinct beasts, apex monsters, and anomaly-class entities coexist in collapsing territorial systems. One report describes a battlefield where a prehistoric beast migration, a corrupted urban warzone, and a living volcanic apex creature all occupied the same space without any agreement on physics. Despite this, intervention teams continue to operate within these zones with remarkable consistency, often resolving large-scale anomalies before they fully propagate into surrounding regions. Their presence appears to stabilize localized reality, though the Guild has not determined whether this is intentional or simply a side effect of their operations. Thankfully, these areas appear to stabilize over time, even if new ones keep appearing.

Shapeshifting, Master of Darkness +800 CP (Requires A Mysterious Samurai Warrior)
A deeper anomaly has also been identified within the same fractured timeline. Unlike the scattered mechanical territories, this presence appears to exert a consistent corruptive influence over all surrounding regions, reshaping environments, wildlife, and even terrain into hostile, shifting forms. This entity, referred to locally as Aku, is not observed directly so much as through its effects: entire regions collapsing into warped versions of themselves, where natural ecosystems are replaced by unstable constructs and aggressive reshaped lifeforms. Even previously stabilized zones have begun reverting under its influence.

Reports confirm that the same wandering swordsman is actively pursuing this entity across multiple fractured regions, though direct confrontation appears rare, as the environment itself tends to intervene or reshape before engagement can conclude. Local monsters who encounter the being generally display hostility, though few dare to engage it, with the exception of the stronger Elder Dragons. Aku, however, has been noted to seemingly been avoiding the territory of the Black Dragons. This may suggest him being wary of the Forbidden Dragons or a potential weakness to their higher level energies.

Aliens, Punching, and Power-Ups +800 CP
A series of atmospheric disturbances recently revealed the arrival of individuals capable of generating energy outputs far beyond previously recorded biological limits. These beings appear to engage in frequent high-speed aerial combat that alters terrain, weather patterns, and regional stability due to the force of their clashes. At first, these incidents were dismissed as rare catastrophes. That assumption collapsed after multiple reports confirmed entire mountain ranges were being reshaped during prolonged combat exchanges between a handful of individuals whose presence seems to attract conflict wherever they gather.

Interestingly, these entities appear to follow a form of escalation-based combat behavior. They typically allow opponents to grow stronger during engagements before resuming combat at significantly higher intensity levels. It's also characterized by a large amount of yelling and roars as they "power-up". This has resulted in repeated cycles of regional destruction followed by abrupt peace once they're satisfied with punching each other and the individuals depart. Monster populations exposed to these events show mixed reactions. Some adapt by

avoiding affected regions entirely, while others are drawn to residual energy disturbances, resulting in highly volatile territorial overlaps that resolve unpredictably depending on combat duration. The Guild has decided its best to simply observe the group for a while longer before approaching. They may have to soon however, as their leader, a man with spiky black hair keeps fighting Elder Dragons. He keeps introducing himself before somehow dying his hair blonde. This is typically followed up by him punching the aforementioned dragon or firing energy beams at it.

Poyo +800 CP

The local space time continuum continues to be shattered due to the presence of a unique entity. Initial reports dismissed the seemingly magical anomalies until repeated sightings confirmed a small, round, non-threatening-looking entity capable of consuming nearly any encountered material. It didn't matter whether it was a hostile monster, the surrounding land, or in at least one case, a fully armored expedition unit along with its equipment. The entity, referred to in fragmented local accounts as "Kirby," has been observed interacting with extremely dangerous monsters without issue. In several instances, it has absorbed multiple Large Monsters during a territorial conflict. This resulted in immediate cessation of hostilities and the Kirby entity gaining access to a Glavenus costume. Oddly, even Elder Dragons seem to display immense levels of caution and in rare-cases fear towards the pink blob. At this point however, the Guild has stopped attempting to understand causality in these regions and now just advises extreme caution around anything described as "small and pink."

Extinction Events

Yeah…why not? Screw it, let's just start inviting different forms of the apocalypse now. Ok, I'm pretty sure every option here is capable of ending the world in some way. So some safeguards might be put into place to prevent an accidental extinction-level event. It will still suck, though, and it's entirely your fault.

The End of Gods +1000 CP (Requires The Age of Myths)
You know all those deities that Kratos keeps killing? They're here now. I guess when they die, they just get thrown into a new universe. The full cosmology of God of War has entered the setting. Olympians, Aesir, Vanir, Primordials, Titans, World Serpents, Norns, Fates, and countless divine beings now exist. Figures such as Kratos, Thor, Odin, and Atreus now walk the world. Researchers have immediately become fascinated by divine biology. This fascination has not been reciprocated, and the Guild had to restrain a few of the researchers from asking for samples. The largest concern, however, is not the gods. It is Kratos. The Guild has received multiple reports describing a bald Hunter armed with absurdly oversized weapons who keeps killing things that should not be killable. One report claims to have witnessed him suplexing an Alatreon before knocking it out with a headbutt. Nobody can confirm his identity. Mostly because nobody is brave enough to ask.

The Shattering +1000 CP (Requires Foul Tarnished)
Remember how I said the barrier stopping everything from leaving disappeared. Well, now we know why the barrier existed in the first place. It wasn't just for the monsters. The full scale of the Lands Between has entered the setting. Demigods, Great Runes, Outer Gods, the Erdtree, and all associated horrors now exist. Figures such as Malenia, Starscourge Radahn, Rykard, and Dragonlord Placidusax now roam the world.

This has had several consequences. First, the average power level has increased dramatically. Second, nobody can agree on whether the Ancient Dragons count as Elder Dragons. Third, the researchers have discovered the existence of Outer Gods. The researchers would very much like to go back to not knowing that. Meanwhile, Fatalis has reportedly taken offense to being compared to lesser dragons. Nobody has volunteered to explain the distinction to him.

The Dragon Gods Awaken +1000 CP (Requires The Supernatural World)
The world's oldest myths have proven far more accurate than anyone expected. Hidden beneath history lies a vast supernatural hierarchy populated by gods, dragon kings, ancient monsters, and beings powerful enough to rival the strongest creatures on the planet. Many of these entities have begun taking a direct interest in world affairs. Ancient dragon clans have emerged from isolation, supernatural factions openly compete for influence, and forgotten powers are stirring once more. For the first time, Elder Dragons are no longer the undisputed apex predators of the world. Several of these ancient beings possess power that rivals or exceeds even the greatest monsters known to the Guild. Though it was noted that White Fatalis doesn't seem threatened by these newcomers. This realization has caused widespread panic amongst researchers. Not because of the danger. Because they now need a much larger classification chart.

Gold Morning +1000 CP (Requires Endbringer Alerts)
We could handle the random trauma-induced superpowers. We could even handle the psychotic death aliens that keep attacking populated areas. Did you really need to invite their bosses over? For one reason or another, The Entities have arrived. The beings responsible for the entire Parahuman system now exist within the setting. Their cycles, shards, and incomprehensible scale have become a reality. Researchers have learned the truth behind Trigger Events. Researchers immediately wished they hadn't. At this point, the distinction between natural disaster, Elder Dragon, and cosmic horror has become largely academic. Even Fatalis has begun looking relatively manageable by comparison. On the bright side, it appears our world locks them into their avatar bodies. So if needed, they actually can be killed. On the downside, I think the researchers had to invent a level or two beyond Forbidden due to this.

Containment Breach +1000 CP (Requires Secure. Contain. Protect.)
You know those giant concrete boxes the Foundation keeps building? They failed. Badly. Apparently, while the SCP Foundation was trying to gather itself, they were attacked by the Sarkic Cult in a massive operation. The result is that the barriers containing the world's most dangerous anomalies were destroyed. Countless SCPs now roam the world freely alongside the native monsters. Reality-bending entities, extradimensional horrors, immortal monsters, hostile memes, eldritch gods, and countless other anomalies now exist throughout the

setting. Figures such as SCP-682, SCP-096, and numerous others have escaped containment. Researchers are deciding whether SCP-682 counts as an Elder Dragon or a Forbidden Dragon. SCP-682 is currently debating whether researchers count as food. Neither discussion is going well. Also, if anyone sees the Plague Doctor, can you please ask him to come back? We already had to put down a zombie Kirin that we're pretty sure he made.

The Daedric Princes +1000 CP (Requires the Dovahkin)
I get the point already. I was wrong, this world isn't that nice. This was a mistake. It wasn't enough to let the Dragons roam around. Someone decided to let the Daedric Princes in. So they now possess influence over the world. Figures such as Mehrunes Dagon, Molag Bal, Hermaeus Mora, Sheogorath, and the other Princes may directly interfere in mortal affairs. Daedric artifacts have begun appearing throughout the world. Cults are forming. Reality is becoming increasingly questionable. The first time an Elder Dragon wandered into an Oblivion Gate, three kingdoms, two researchers, and one Daedric Prince spent six months trying to determine where it went. Nobody ever found an answer. Most have agreed they were happier not knowing. If it's any consolation, the Aedra also showed up, so not all the new gods are completely evil.

Monarchs and Rulers +1000 CP (Requires Arise)
The Gates are dangerous on their own, but they held a hidden purpose. They were created by the Rulers to prepare the world for their war against the Monarchs. Unfortunately, that point has been reached, and the war has arrived. The full cosmology of Solo Leveling has descended upon this world. Monarchs, Rulers, and the countless armies serving them have entered the world. Thankfully, so has Sung Jin-Woo and the grand Shadow Army. This has led to entire populations of Elder Dragons competing with the endless armies of these cosmic beings. This has led to some unusual ecological interactions. Researchers are currently debating whether a monster killed and resurrected as a shadow still counts as wildlife. Nobody has volunteered to test the theory, however someone did bring up a good point. Antares's forces may now be significantly stronger due to the overwhelming number of Dragons in this world. At least the Forbidden Dragons have refused his call until he proves himself worthy of leading them.

Heroes and Gods +1000 CP (Requires A World of Marvels)
Humanity has learned a startling truth. The universe is far larger than anyone imagined. Ancient pantheons, alien civilizations, hidden nations, cosmic powers,

magical dimensions, and superhuman organizations have all become active parts of the world. What began as a handful of unusual individuals has expanded into a sprawling network of forces operating on a planetary and even interstellar scale. The consequences have been dramatic.

Entire regions have become home to advanced civilizations. New technologies have spread throughout society. Ancient magical traditions have resurfaced. The stars themselves have become accessible to explorers brave enough to venture into them. Perhaps most impressive of all is the fact that many of these newcomers seem entirely willing to challenge monsters. This has produced a number of memorable encounters. One particularly stubborn Hunter is currently attempting to determine whether a Great Sword can be enchanted with cosmic energy. The researchers have advised against it. The smiths are already taking notes.

Crisis on Infinite Hunts +1000 CP (Requires Heroes of Tomorrow)
The universe has become significantly larger than anyone anticipated. Ancient gods, alien empires, magical civilizations, interstellar organizations, and reality-altering forces have become active throughout the world. Entire sectors of the galaxy are now accessible, while portals occasionally connect distant worlds and dimensions. The greatest challenge, however, is scale. Many of these newcomers operate on levels of power that make Elder Dragons seem surprisingly reasonable. Planet-destroying weapons, immortal tyrants, cosmic entities, and beings capable of manipulating reality itself have all become factors that civilization must contend with. On the bright side, the heroes capable of opposing them arrived as well. The Guild has begun keeping two separate threat lists. One for monsters and one for everything else. The second list is considerably longer.

The UAC Directive +1000 CP (Requires Hell on Earth)
The situation escalated. What began as localized breaches has turned into systematic industrial exploitation of other dimensions. A massive organization has begun extracting energy, creatures, and resources from hostile realms with alarming efficiency. They have no regard for ecological balance, territorial claims, or survival of native species. Only extraction. Entire “Hell-adjacent” zones have been converted into resource farms. Portal technology has advanced to the point where stable incursions are routine, and heavily armed expeditionary forces now operate across multiple realities simultaneously.

The Guild has classified them as a “non-ecological hazard.” Which is Guild terminology for “we are not dealing with this directly unless absolutely necessary.” Notably, it turns out the Doom Slayer is not alone. Apparently he also has a full army of Hunters code named Night Sentinels, a couple giant robots, and what appears to be a cyborg Elder Dragon we’ve never encountered.

X-Parasite +1000 CP (Requires The Hunter Returns)
It seems something has survived, despite the extensive amount of time passing. Deep within the remnants of the Chozo ruins, researchers have uncovered evidence of an ancient biological catastrophe. Whatever it was, it nearly wiped out one of the most advanced civilizations ever discovered. Unfortunately, they discovered this information shortly before accidentally releasing it. The X Parasites have escaped containment. These microscopic organisms possess the terrifying ability to infect, absorb, and perfectly replicate other living beings. Once a creature has been consumed, the parasite gains access to its memories, abilities, and biological traits while creating a near-perfect copy of the original.

This would already be disastrous. The problem is that they can infect monsters. Entire ecosystems have been thrown into chaos as infected creatures begin spreading throughout the wilderness. Elder Dragons have proven particularly dangerous hosts due to the sheer amount of power they possess. Reports of creatures exhibiting abilities far beyond what should be biologically possible have become increasingly common. The Guild has responded by establishing quarantine zones around suspected outbreaks. The fact these zones keep getting larger is not encouraging.

Chaos Control +1000 CP (Requires Gotta Go Fast)
So, it turns out the experiment Dr. Eggman conducted was one involving the Chaos Emeralds. While that does explain how this got out of control, it also introduces a new problem. Somehow, they’ve been scattered across the world. Alongside them come reality-warping powers, super forms, ancient entities, and all the absurdity that accompanies Sonic lore. As a mercy hearing his persistent rival was causing problems. Sonic himself, Knuckles, Shadow, and other figures have arrived to help. Of course, the first time someone witnessed a golden hedgehog fight a Valstrax at hypersonic speeds, several researchers concluded they had finally lost their minds. The footage, unfortunately, proved otherwise. Also, make a note to keep a supply of chili dogs in stock. Apparently, the blue hedgehog can be bribed using them.

The Great Sage of Heaven +1000 CP (Requires Journey to the West)
With the weakening of the world's boundaries, there now exists access to powers far older than the Elder Dragons. The celestial courts, immortal realms, and countless supernatural factions of Chinese mythology have become active forces within the world. Ancient beings who once shaped mountains, battled armies, and challenged heaven itself now influence events from behind the scenes. The greatest concern is not their strength. It is their perspective.

Many of these beings measure their lives in millennia and view even Elder Dragons as comparatively young creatures. Some choose to guide mortals. Others manipulate events for their own amusement. A troubling number seem to regard powerful monsters as excellent opponents. The Guild's researchers have spent years attempting to understand how these entities function. Their latest report concluded that immortality, enlightenment, and reality manipulation are difficult to categorize using traditional ecological methods.

There is Only War +1000 CP (Requires the Grimdark Future)
The stars are now burning. The ancient civilizations of the far future have arrived in force thanks to the mysteriousness of the Immaterium. Vast human empires, ancient machine races, eldritch horrors, galaxy-spanning invasions, and countless other threats now compete for dominance. Entire worlds have now become battlefields. The scale of conflict has become almost impossible to comprehend. Fleets containing thousands of warships wage wars between planets while armies numbering in the millions clash across continents.

Honestly, our best hope is simply to pray that they don't come to this world. Let them duke it out in the rest of the universe. Somehow, though, this has not stopped Elder Dragons from claiming territories in the middle of active warzones. In several cases, they have been remarkably successful. Researchers attempting to classify Tyranids have suffered collective psychological damage. Researchers attempting to classify Chaos have simply given up. My professional opinion is that we let their so-called Emperor of Mankind handle things and direct anything that comes here to Black Fatalis.

The End Times +1000 CP (Requires The Old World)
Something ancient has awakened, and now the lost continents are beginning to spiral. Dark gods, ancient evils, undead empires, daemon invasions, and

countless other horrors have begun emerging throughout the world. Entire nations have found themselves struggling against threats that seem determined to bring about the end of civilization itself. The most troubling aspect is that many of these forces do not behave like traditional monsters. Predators can be understood, and natural disasters can be studied. Manifestations of corruption given physical form are significantly harder to place within an ecosystem. The Guild is trying its best regardless. The results remain inconclusive. For now, the Guild's official position is to stay away. Let the Orks kill each other, the Dwarves swear their grudges, and everything else tears itself apart. On a slightly hopeful note, I've heard their Emperor Karl Franz is doing a decent job, and his ancestor Sigmar is trying to beat up some entities called the Chaos Gods.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition, you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump, so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die, though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

Rising Dragon
Congratulations, you are now the protagonist of our story. That's right, you will be replacing Asterion. The jump will last until the story ends canonically or you die. You will face all of the challenges that Asterion did as he grew up. You will start out with all of Asterion's abilities, though you will only get to keep them if you complete the scenario. There is a full list of what you start and end with in the Notes section. You will receive all of the same opportunities to succeed as he did; however, should you follow his path. Lastly, you will receive his memories so that you know what's going on and have his experience.

Rewards:
For completing this scenario, you will receive a variety of rewards.

- First, any technique or item you learned/gathered through your journey will gain Fiat backing, ensuring that you can keep them.
- Second, all restrictions on any ability you gained, whether through an action in the jump or by purchasing it, will have their limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and any other areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Apex Predator

There is always a top of the food chain. In the New World, that title is contested by the strongest monsters ever recorded. To complete this scenario, you must rise above them all and establish yourself as the undisputed apex predator of the region. This means confronting and defeating the current titans of the ecosystem, including Alatreon, Safi'jiiva, and the legendary Fatalis. This is not a matter of survival. It is a matter of dominance. The world will recognize what you are only after you have proven it through force.

- Perk: **King of the Monsters**: Your power is boosted further, having been refined through countless battles. For instance, all Affinities you possess will be elevated to the hidden Forbidden tier. Additionally, you gain authority over monsters; they will instinctively follow you, and even those more powerful than you will understand this authority. Though monsters that are far beyond you in power may ignore you.

The Monster Encyclopedia

The Guild has gathered vast amounts of knowledge about the creatures of the New World, but even their archives are incomplete. Entire behaviors remain undocumented. Variants are still being discovered. Some ecosystems are only partially understood. Your task is to change that. Your mission is to compile a complete and comprehensive encyclopedia covering every known species of monster. Each entry must include habitat, diet, behavioral patterns, ecological role, combat behavior, and any notable variants or subspecies. As a small mercy, you will be provided with an internal reference system. It'll give you a mental tally of every monster, letting you know whether you've missed anything or failed to gather enough information.

Rewards

- For having successfully done what was thought impossible, you'll gain the Monster Archive Item for Free. Though this version has been upgraded with all of your notes. Most importantly, though the has taken on a limited intelligence thanks to your curious spirit. This allows the database to automatically begin organizing info and to build connections. For example, patterns between species will be highlighted, and evolutionary divergences will be noted. When dealing with unknown or new species, the Archive will actively guide your attention toward relevant observations without forcing conclusions, ensuring you naturally gather the most useful data first.

The Sky Tower
Something bizarre has begun to happen. Mysterious portals connecting distant worlds have begun activating throughout the world. Monsters are crossing between realities, entire military units are vanishing without explanation, and civilizations that should never have met are suddenly colliding. At the center of it all stands the Sky Tower. Built by a forgotten civilization that mastered travel between worlds, the Tower serves as both a gateway and a beacon. As long as it remains active, the boundaries separating worlds will continue to weaken, allowing increasingly dangerous creatures to cross between them.

To complete this scenario, you must uncover the secrets of the Sky Tower and permanently resolve the threat it poses. Along the way, you will need to survive the dangers of two worlds, defeat the Greater Rathalos guarding the Tower, and determine what should be done with the ancient technology hidden within. Simply slaying the Rathalos is not enough. The Tower itself must be dealt with. Failure may result in entire worlds becoming hunting grounds for creatures they were never meant to face. Thankfully, you'll have some allies, including an Artemis torn away from her home, the Hunter himself, and the Admiral. I guess when we include you, that's a perfect four-man Hunter team.

Rewards
Having accomplished the scenario, you've obtained the following rewards:

- **Artemis:** Given that you managed to pull it off and destroy the tower, Artemis has been left stranded. It turns out, though, that you managed to impress her quite a bit, and she'd love to come along with you. So you may take Artemis as a Companion for **Free**.
- **Secrets of the First Civilization:** The builders of the Sky Tower left behind more than ruins. Within the wreckage of the tower, you've found an ancient archive. It contains a complete understanding of the principles behind the portal technology used by the First Civilization. This knowledge allows you to analyze, repair, stabilize, disrupt, or construct methods of travel between worlds. Granted, creating such systems still requires sufficient resources and energy. Though you will always know how the process should work and can quickly identify flaws, weaknesses, or opportunities within existing portals. After all, someone had to build the roads between worlds before anyone could travel them.

Fall of the Ancient Kingdom
Long before the modern age, humanity ruled much of the world through the Ancient Kingdom. Their cities stretched across entire continents, their armies numbered in the millions, and their technologies rivaled the greatest wonders ever created. They believed themselves masters of the world. The Dragons disagreed. Now tensions have escalated into open war with the advent of the Equal Dragon Weapon. Countless monsters and Elder Dragons have been called into action against humanity's expanding empire.

The struggle would eventually culminate in the destruction of the Ancient Kingdom and the birth of the legends surrounding Fatalis. You have chosen to stand with monsterkind. To complete this scenario, you must rise to become a Forbidden Dragon-level threat and personally ensure the downfall of the Ancient Kingdom. Whether you conquer their cities, destroy their armies, assassinate their rulers, or simply become such an overwhelming force that their civilization collapses around you is your decision. When the war ends, humanity's empire must lie in ruins.

Rewards:

- **Ender of Empires:** The Ancient Kingdom has fallen. You gain ownership of a vast territory representing the lands reclaimed by monsterkind after humanity's defeat. This region contains numerous ecosystems, resource deposits, nesting grounds, migration routes, and ancient ruins. It may accompany you as a Warehouse Attachment and can be imported into future worlds.
- **Draconic Compatriots:** Having taken their role, you have managed to earn the respect of the Fatalis Dragons. You may take Fatalis, Crimson Fatalis, and White Fatalis as Companions.
- **Calamity Incarnate:** You have become the sort of creature civilizations fear. Whenever you oppose an organization, kingdom, empire, or other large power, your actions carry far greater weight than they otherwise should. A single victory can shatter morale, a single attack can trigger widespread panic, and your presence alone is enough to make leaders seriously reconsider their plans. Should you lead the charge, even the mightiest of civilizations will begin to falter.

The Last King
The Ancient Kingdom stands upon the edge of annihilation. The Elder Dragons grow more aggressive with each passing year. Entire settlements have begun vanishing, whole armies have disappeared during their campaigns, and now rumors spread of creatures so powerful that even the greatest heroes cannot challenge them. History claims humanity will lose. History is not always correct. To complete this scenario, you must prevent the fall of the Ancient Kingdom. The Forbidden Dragons must be defeated, slain, or otherwise prevented from destroying civilization. By the end of the war, humanity must remain the dominant power of the age.

Rewards

- **Worthy of a Crown:** The Ancient Kingdom has managed to survive because of you. As a result, you have been recognized as the rightful ruler and savior of humanity's greatest civilization. The Kingdom, its settlements, infrastructure, military forces, resources, and territories may accompany you as a Warehouse Attachment and can be imported into future worlds as a sovereign nation under your rule.
- **Ancient Knowledge:** The greatest achievements of the Ancient Kingdom are no longer lost to time. You receive a complete archive containing the collective knowledge of humanity at its peak. This includes forgotten technologies, engineering techniques, military doctrines, construction methods, and the secrets behind legendary creations such as the Equal Dragon Weapons.

This is Monster Hunter
Monster Hunter is not the story of a single Hunter. It is the story of countless Hunters. From humble beginnings hunting Velociprey outside a village to facing calamities capable of threatening entire civilizations, generation after generation has risen to face the dangers of their era. Some became legends. Others became myths. A few became names that would be remembered for centuries.

The question is simple.

Can you do the same?

For this scenario, you must relive the events of every main Monster Hunter title from the original Monster Hunter all the way through Monster Hunter Wilds. For each story, you will take the place of that game's protagonist and must complete the major events of their journey. Whenever one game's story concludes, you will be transported to the next. By default, you will be granted one week of rest between adventures, though you may choose to continue immediately if you wish. Each new story begins with you occupying the role of its protagonist at the start of their journey. Any equipment, weapons, resources, territories, and temporary advantages obtained during previous stories will be unavailable until the scenario is completed.

However, you do not begin truly empty-handed. You retain all purchased Perks, your memories, your experience, and every lesson learned along the way. While your equipment may be stripped away, your skill remains your own. You will hunt monsters that have terrorized villages. You will battle Elder Dragons capable of reshaping entire ecosystems. You will face calamities, invasions, ancient civilizations, and threats that should never have existed. And then you'll do it again. And again. And again. Until there are no stories left to tell.

Failure at any point ends the scenario. Good luck, Hunter.

Rewards:
For having completed the scenario, you shall be greatly rewarded. Below are the three rewards you shall receive for this grand task.

The Hunter
You have walked the path of every legendary Hunter who came before. Countless battles, impossible hunts, and years of hard-earned experience have become part of who you are. Every skill, combat technique, hunting style, weapon art, crafting method, survival trick, and piece of practical knowledge you developed throughout the scenario becomes a permanent part of your abilities. Additionally, all equipment, weapons, armor sets, tools, resources, and treasures acquired throughout every journey are permanently added to your collection with full fiat backing. Whether forged from humble beginnings or carved from the mightiest Elder Dragons, every piece is yours to keep. You are, in every sense of the word, a Hunter.

Friends and More
A journey this long is never walked alone. Throughout your adventures, you will have fought alongside countless companions, allies, mentors, rivals, handlers, researchers, villagers, riders, and friends. Upon completing the scenario, you may recruit any willing individual encountered during your travels as a Companion. Should you prefer, groups of related individuals may be imported as Group Companions rather than occupying separate Companion slots.

Monster Hunter World
You have become part of the setting's history. Having experienced every age, every kingdom, every village, every expedition, and every hunt, the world itself recognizes you as one of its greatest champions. Upon completing this scenario, you may take the entirety of the Monster Hunter setting with you as a Warehouse Attachment. This includes the Old World, the New World, every known kingdom, settlement, civilization, ecosystem, and region that exists within the setting. All populations, monsters, factions, resources, and locations will continue to function normally and may accompany you into future worlds.

However, this reward possesses one final trait. The world is no longer limited to the stories already told. As you travel to future settings, any suitable creatures, monsters, wildlife, and species you encounter may be integrated into the world. New habitats will form to support them, ecosystems will adapt, and entire regions may emerge to accommodate particularly unusual lifeforms. These arrivals will establish themselves naturally within your home. A herd of dinosaurs might claim an unexplored valley. Dragons from another world may carve out territories within remote mountain ranges. Entire species could establish themselves across newly discovered continents beyond known waters.

The world will continuously expand as your journey continues, growing larger, richer, and more diverse with every adventure. More importantly, the stories never truly end. New monsters will appear. New regions will be discovered. New civilizations will rise. New legends will be born. And somewhere out there, a new Hunter will eventually set out on their very first expedition. After all, you've spent multiple lifetimes protecting this world. You've earned the right to watch its story continue.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing, or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- Fanfiction - I Became a Dragon Chapter 1, a monster hunter fanfic | FanFiction
- Webnovel - Monster Hunter: I Became a Dragon

Images

- Title - Strongest Flagship Dragons
- Tribal - Monster Hunter Lynians

World Alterations

- All World Alterations will smoothly combine regardless of any conflicts
- Any power differences or systems will be brought into the world properly and function without issue
- Taking multiple options that add continents or similar effects will increase the size of the planet appropriately

Scenario Boons

The initial rewards will be given to you at the start of the Scenario, while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
    - **Location**
        - Wildspire Waste
    - **Perks**
        - General Perks
            - Charge!!
            - Pain is Power
        - Monster
            - Endless Growth
            - Berserk State
            - Turf War
        - Tribal

                - I Live Here Now
                - He's The Boss
                - Grind the Scales
        - **Items**
            - P
        - **Companions**
            - P
        - **Drawbacks (Don't effect you, just represent challenges)**
            - Abandoned Hatchling
            - The Guild's Attention
- **Scenario End Boons**
    - **Perks**
        - General Perks
            - Blue-fication
            - Spirit Gauge
            - Arch-Tempered
        - Evolver
            - All except Bigger or Smaller
        - Monster
            - Eden's Breath
        - Hunter
            - Hunter Pack
    - **Items**
        - Evolver
            - All Evolver Items
    - **Companions**
        - Canon Companions
            - Acidic Glavenus
            - Kulve Taroth
        - Small Father
            - Kulu-Ya-Ku
        - Battle Brother
            - Bazelgueze
        - Mirrorblade (Male Glavenus Deviant)
        - Aerodrake (Female Elder Dragon Glavenus x Kulve Taroth hybrid)

Changelog

- Jump in Progress
- V1 Jump finished
- Fixed grammar issues and added forgotten prices
- Added Monster Builder Options:
    - Escaton Judgement
    - Disintegration Field
    - Shiten Resurrection
    - Elemental Immunity
    - Forbidden Physiology
- Added More Monster Builder Options:
    - 800 MP Incarnation of Winds upgrade added
    - Resonant Pressure Jets
    - Falling Stars
    - Nuclear Furnace
    - Elemental Fusion
- Added World Alterations
    - Bio-Armored Calamity Strain
    - Luminarch Descent
    - Aegis Titan Migration
    - Ascendant Equine Phenomenon
    - Pale Ruins
    - The Old Blood
    - Age of the Faded Flame
    - I Wanna Be A Hunter
    - Oh, My Glob
    - Realm of Dreams
    - Block Expansion Zone
    - Leagues and Legends
    - Pantheonic Collisions
    - Nightbound Predation
    - Might of the Hanma
    - Curses and Sorcerers
    - The Seven Sins
    - This World Belongs to the Viltrum Empire
    - Hell on Earth & The UAC Directive
    - The Age of Quirks & The Symbol Era

- More World Alterations
    - Echoes of Olympus
    - Heroes in a Half Shell
    - The Great Tomb & Throne of Nazarick
    - Gemlight Awakening
    - Exiled Wastes & Age of the Exiled Gods
    - The Once and Future King & Convergence of Kings
    - There's Infinite Realities Jumper
    - The Outsider's Edict
    - Test Your Might
    - the Empire Beneath the Waves
    - City of Gold
    - Realm of Etheria
    - A Kingdom of Hearts
    - What's a God Eater
    - The Blood Vein
- Buffed Kinship Stone with Kinship Moves
- More World Alterations
    - The Mewni Dimension
    - Irken Spillover
    - Every Day is an Adventure
    - War Never Changes
    - Managed Democracy Meets Managed Ecology
    - The Dungeon
    - They Call It Halo
    - Fossils vs Monsters
    - The Underground
    - The Armored Riders
    - Crash That Castle
    - The COG
    - It's Time to D-D-D-DUEL
    - The Grail War & The Grand Order
    - Where Giants Fall
    - It's Morphin' Time
    - A Mysterious Samurai Warrior & Shapeshifting Master of Darkness
    - It's Hero Time
    - Going Ghost

    - Girl or Machine
    - Aliens, Punching, and Power-Ups
    - The Dancing Genie
    - A Pathetic Goddess
    - Shield Hero or Spear Hero
    - Yokai: Saviors or Sinners
    - Poyo
    - A Peaceful Land
    - Behold, my Familiar
    - Born From Fear
- Monster Builder
    - You’re a Monstie Jumper
    - Build a Monster - Prebuilt Monster options