

By Sigilavox

The mystery of the Elder Crossing is all but over. Elder dragons have always crossed the sea to the New World every one hundred years so they may lay themselves to rest within the Rotten Vale, their bioenergy fueling the cycle of life across the continent, carried through its veins - the Everstream.

The recent increase in migrations has been identified as the meddling of a powerful nascent being identified as Xeno'jiiva, which lured large numbers of other elder dragons to perish directly in the Everstream in order to greedily nourish itself with massive amounts of bioenergy.

After its cocoon was discovered in the beating heart of the continent, Xeno'jiiva was slain by the Fifth Fleet to great jubilation and acclaim from the Guild. It has now been some time since then, and the Research Commission remains in the New World to study on.

The day you arrive, a flock of Legiana will be sighted over the Ancient Forest. The Commission will follow them to discover a fresh landmass of ice, snow, and wholly new species. Also witnessed for the first time will be an elder dragon long thought to be a mere myth - the regal, icy Velkhana.

A tale unfolds, and the light is passed down. Take **+1000 CP** to light your way.

If you're here for the scenarios, they're all uploaded onto the Iceborne Scenario Supplement.

Starting Location

You may choose to start anywhere.

1. Astera
The operating base of the Commission in the New World, in a cove nearby the Ancient Forest. Its bustling tradeyard is host to all manner of recording, smithing, culinary, agricultural, and logistical activities, and the living quarters are integrated into a waterfall irrigation system.

2. Ancient Forest
The varyingly temperate and tropical forest stretching across the New World's western coast. It is home to a massive, sky-scraping amalgam tree composed of many other plants, and the ecosystem nestled within is currently ruled by the King of the Skies, Rathalos.

3. Wildspire Waste
Bordering the Great Ravine, this harsh biome is home to arid desert, marshland, forests, and twisting caverns. Each sub-biome has its own top dog of comparable power - the forest-dwelling Anjanath, the swamp-lurking Jyuratodus, and the crag-busting Barroth, but above them all stands the extremely territorial Diablos.

4. Great Ravine
A massive chasm separating the interior of the continent from the coastal regions formed by tectonic forces, this sun-baked ravine holds many twisting pathways across the gap and even some entrances to the Everstream beneath its wind-swept crags.

5. Third Fleet Base
This ship-turned airship flies on its nose, and is host to a swarm of scholars and felyne servicemembers. Inside, you'll find lots of data on two parts of the Elder Crossing phenomenon - the Coral Highlands and the Rotten Vale - that, and a boatload of incense.

6. Coral Highlands
It's almost surreal; a massive coral reef drained of its water and dropped on top of twisting, windy limestone peaks. Yet the ecosystem of the Coral Highlands exists, nay, thrives, due to upwellings of bioenergy from below. Many monsters call this place home, but none have mastered the wind like the elegant Legiana, blue as the skies themselves and just as cold.

7. Rotten Vale
A steaming valley of flesh and bone that lies below the Coral Highlands and the final resting place for many wyverns and elder dragons, whose latent bioenergy is broken down by the native effluvial bacteria and recycled through the Everstream channels below to nourish life across the continent. Hardy organisms have adapted to this carrion canyon, like scavenging Girros packs as well as the extremely agile and viciously-armed Odogaron.

8. Everstream
An expansive series of volcanic tunnels that runs beneath the whole New World, it is the circulatory vector

by which bioenergy travels from the Rotten Vale to the rest of the continent. No place in the New World, even the outlying islands, is untouched by this tunnel network.

9. Elder's Recess
A tempestuous volcanic basin of basalt peaks and shining crystal where the very air roils with power. Few can traverse its unforgiving atmosphere and even fewer can stand their ground against its more powerful denizens, the elder dragons, who hold sway over the weather and land itself. This region is a hotspot of Everstream activity that is responsible for its stormy mien and the massive crystal growths that dot its staggeringly vertical landscape.

10. Confluence of Fates
A deep blue crystalline cavern located within the depths of the Elder's Recess, from which a mysterious power still emanates, formed from the purest bioenergy in the New World. Some time ago, the nascent elder dragon Xeno'jiiva was discovered and subsequently slain here.

11. Caverns of El Dorado
A network of Everstream tunnels near the Elder's Recess, populated by tribes of gold-revering Gajalaka and beautiful elder dragons called Kulve Taroth. It contains exotic mineral formations purely composed of rare metals such as gold and sweltering magma chambers.

12. The Hinterlands
A landmass to the northwest of the known New World is home to a thriving winterland sprawl of boreal forest, cliffs, caves, mountains, and even natural hot springs. Much of the new investigation will occur here. On discovery, it will be named the 'Hoarfrost Reach' by the Commander.

13. Origin Isle
The lotus-shaped island is a wondrous geological formation rising from the sea to the west of the New World, where the Old Everwyrm makes its lair. This elder dragon can reshape the landscape to its whims, collapsing and raising even structures as large as mountains with its song.

14. The Guiding Lands
To the northeast is a large island containing an ever-shifting mish-mash of biomes nestled between barren chasms and soaring rock formations. Home to brutal monster conflicts and surging bioenergy, the large island known as the Guiding Lands produces the strongest specimens in the New World. The Commission isn't fated to find this land for some time.

15. The Secluded Valley
The Secluded Valley is a sprawling canyon of barren rock and old decayed Xeno'jiiva skin nestled in the Guiding Lands. The valley contains a massive bioenergy deposit split across its three layers, with the largest chunk on the bottom. The sole occupant of the valley is an unfathomably powerful red monster who reshapes its island home at will using its energy-manipulating powers.

16. Castle Schrade
Not in the New World, but the Old. The ruins of this mythical kingdom rot beneath blood red skies in silence after being destroyed in a single night by the Black Dragon ages ago, or so the legends say.

Background

Backgrounds can be taken without history and memories.

Hunter
The stars of the show! Hunters engage monsters in the wild, escort supply caravans, and secure sites to allow researchers to perform their duties. You are a hunter of the Research Commission who participated in the Elder Crossing investigation or who has arrived after its conclusion as part of a new initiative. This background makes your body「fit」and you'll have a couple Guild-approved weapon styles in your kit.

Maker
Makers are hardy folk who ensure that hunters can fight properly, researchers can do their thing, and the lights stay on at home. Not merely skilled in making equipment like those back home, New World smithies have to handle everything from fortifying settlements to repairing ships. You are one such hammerhead, ready to tackle the bevy of new materials and fuel sources that the new ecological phenomenon will bring.

Thinker
Let the others bring their noise and fury - you've got work to do. Thinkers are employed in the working of data in a variety of fields. Areas of study include but are not limited to monster biology, botany, endemic life, geological analysis, grimalkyne culture, and ecology. Also included are the handlers and scouts of the Commission, capable of creating or sorting through leads to sift the diamonds out of the rough.

Provider
As a provider, you specialize in the art of getting item X at point A to person Y at point B. In essence, these are the movers and enablers of operations, be it on the frontlines as an active ops leader or a backline supply logistician. Whether you're an up-and-coming agent or a veteran called in from the Old World, you're going to be one of the decision-makers. When the earth rumbles, the skies turn blood red, and the elder dragons knock at the gates, the Commission will be looking to you for guidance.

Monster (50 CP to 600 CP)
So you wish to be the one who monsts? Monsters are the organisms filling every nook and cranny of this world. You'll pay a variable cost based on what kind of species you wish to become. The cost is tuned to the level of impact an individual member of your species has on the world around them. This origin costs CP; how much is determined on the next page. You'll get a fitting amount of EP used for the Monster Creator Supplement to create your own species.

Ecological Tier (Monsters only)

As a monster, you begin as a healthy specimen, age and sex (if applicable) fully up to you.

Base-tier (Free)

Monsters in this tier are fully capable of injuring and killing careless hunters… but they hold a relatively low niche in each locale and frequently possess evasive or disruptive mechanisms to escape or avoid the larger, scarier beasts they share their biome with. These creatures might just be an especially large version of a real life animal.

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



Apex-tier (200 CP)

Monsters in this tier represent the top of the food chain, absolute top dogs of their own ecosystem that could knock over trees, peel apart houses, or crush a tank like a tin can. Less like ‘animals’ and more like true ‘monsters’ at this point, they frequently have a potent power woven into their fighting strategies, such as explosive slime mold or an electric aura.

Examples: Rathalos, Uragaan, Diablos, Zinogre, Brachydios, Nargacuga, Lagiacrus





Advanced-tier (100 CP)

Monsters in this tier are far more powerful than any animal that existed in real life, which shows how crazy this world is that they’re only the middle of the food chain. While they are still, for the most part, animals with monstrous traits, they can bust small trees and often have strange powers like pressurized air blasts or fire breath.

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



Conqueror-tier (300 CP)

Monsters in this tier are defined by their tendency to overturn the natural order by beating down and preying on anything, even Apex-tiers, with their raw strength and brutality, making ragdolls of forty-ton wyverns and smashing through solid rock or massive trees with a single blow… and that’s before you actually piss them off. The strongest of their kind can even tangle with Disaster-tiers if they can get close enough.

Examples: Deviljho, Bazelgeuse, Magnamalo, Espinas, Rajang

Disaster-tier (400 CP)

Monsters in this tier are not animals so much as natural disasters, able to produce drastic effects on the ecosystem akin to wildfires or storms, that might nurture, kill, or relocate many dozens of monsters at once. Such beings are extremely dangerous, with individuals able to threaten whole villages or cities by their presence alone. The natural predators of such beings are here as well.

Examples: Namielle, Teostra, Velkhana, Vaal Hazak, Nergigante, Shagaru Magala





Continental-tier (500 CP)

Monsters in this tier are also natural disasters, but operate on a larger scale than Disaster-tiers, impacting multiple ecosystems across a continent at one time. Furthermore, it's within their capabilities to not merely steward, but create entirely new ecosystems. The fate of a continent is tied to the actions of these creatures.

Examples: Shara Ishvalda, Zorah Magdaros

World-tier (600 CP)

Monsters in this tier can end civilization. Unmatched in sheer destructive force, they aren't just myth, but actual taboo to the cultures of this world. Almost alien to the concept of nature, these beasts have no equal save for each other. They fight for territory on a planetary scale, and pay little, if any, mind to humanity.

Examples: Safi'jiiva, Alatreon, Fatalis, Oltura



Ancestry (Non-Monsters only)

Your age and sex are up to you; it really doesn't matter. If you want to leave it up to the dice, you can accept an age of 2d8 + 16 years (if human or felyne) or 3d6 x 10 years (if wyverian).

Human

By far the most populous people of this world. Humans make up the Commission's entire active hunter taskforce, as well as the majority of the scholars, engineers, document handlers, and logisticians. For every wyverian in Astera, there's at least six of these normies kicking around.

Felyne

Felynes are intelligent bipedal cats with a propensity for cat-related puns that are absolutely clawful. They aren't as strong as humans or wyverians, but are nimble and scrappy for their size. Most Commission felynes manage base activities, and compose most of the food service and housing staff.

They've got something of a reputation for being plucky and cheerful, though in truth, felynes, like any other people, vary widely in disposition from morose to hot-headed and everything between. Their coats are generally of any color typical for cats. However, unusual colors do exist, and some even have "hair".

Felynes have a few career options; those who choose to work with hunters are given the title of 'palico' and assigned to a field partner. Depending on where and who you are, such partnerships can be formal or friendly, temporary or career-long. Most palicoes in the New World have strong connections with their hunter partner, but palicoes are used to undertaking palico-exclusive expeditions as well. There are also specially-trained felynes who take the title of 'prowler' and enter the field solo like a hunter.

Felynes reach maturity around the age of ten and live for at least as long as humans; the Meowscular Chef was the Admiral's palico forty years ago, and he's still going strong as Astera's beloved head chef.

Wyverian

Living for hundreds of years, wyverians simply operate on a different time scale than others, a fact which sadly causes many wyverian villages to seclude themselves from the rest of the world.

A wyverian is easily identified by their long, pointed ears, digitigrade legs, and four fingers on each hand; most taxonomists attribute this to sharing closer ancestry to certain wyverns than to humans. Their bodies are a bit more delicate than a human's, but not significantly so.

Wyverians spend most of their lives standing shoulder-to-shoulder with their human counterparts, but as they reach what they call "old age," they start to shrink and eventually become even smaller than felynes. Although there's that one millenia-old wyverian who's about twenty feet tall (this is never explained).

Though most choose to hone a particular art or science (or several) over their lives, wyverian hunters exist, however rare. Their longevity enables a higher mastery of the hunt than that of their human allies, though it is not in wyverian culture to be cavalier with one's life, so an even smaller proportion of wyverians choose the hunter life than their human counterparts.

Perks

Ancestry Perks

Human Perks

The One To Get It Done (100 CP, Free Human)
The arrival of the Fifth was like a white wind to fill the sails of the Research Commission and the last push needed to get the whole operation up and running to its soaring finish. This perk represents a similar mien; so long as you are fully and sincerely devoted to the same effort, you are more capable of motivating people whose operations or moods are firmly entrenched in a rut or a wall to lose their constructed mental walls and work anew to break through.

Joined at the Hip (100 CP, Free Human)
This perk ensures that the people, groups, or species with whom you have a personal connection (i.e. a hunter who saved your life as a child or a monster you've fought enough to consider your rival) will show up more often and at convenient times. This guarantees short-lived encounters, not necessarily deep and lasting bonds, but you can earn their respect or even friendship should you put effort in.

Commission Guidance (200 CP, Discount Human)
This perk grants you the skills to teach others your knowledge and abilities in a very particular way - by example. When a prospective student fights and lives alongside you, you will naturally be able to find opportunities to demonstrate your learned intuition and wisdom unto them. Basically, you're a damn fine field mentor in pretty much any field you know.

Succession of Light (200 CP, Discount Human)
The efforts of humanity, whether collective or individual, are not always fated for success. Indeed, there is a time to know when to leave it up to the next generation to follow through and succeed where one cannot. Whenever you take up a cause once fallen, or visit a place tied to great suffering and loss, you're more likely to come upon useful remnants and resources from those who once stood where you do now. With this perk, the lessons of yesteryear may ensure success today where once reigned tragedy.

New World Style (400 CP, Discount Human)
"Use everything at your disposal. That's the way of the New World Hunter!" This perk will ensure that your mind won't fall into the rut of helplessness or despair. Though this doesn't necessarily mean you can keep track of all the details, you'll at least slide toward potentially viable moves with each new moment, even if they do seem a bit scattered or random.

Routed in the courtyard? Pull back behind the barricade and arm the ballistae atop the walls. Monster's taken flight? Throw down smoke bombs or flash pods to force it to land. Or how about we drop a boulder on its head? Ten seconds 'til the Dragonator's ready, so that's on standby. Can we send the monster careening there with a flinch shot? This perk makes you a bountiful stream of options flowing in real time.

Master of Ceremonies (400 CP, Discount Human)
For an organization ostensibly focused on science and military operations, the Commission sure does

throw lots of parties these days. This perk lets you be on the other end of them, an expert party thrower and event planner, able to put together themed events like the Winter Star Soiree or the Fun Fright Fest with ease or just plan a celebratory banquet for whatever new discovery/dead animal the Commission makes. The events you put together will burn brightly and warmly in the memories of all who attend.

Felyne Perks

Mortal Clawmbat (100 CP, Free Felyne)
While you won't be surpassing the strength of a hunter, you'll certainly be outlasting them. You're nimble; able to float through the air as if on the moon, and when launched by a raging monster attack you'll land on your feet from all but the worst of assaults. There are also a bevy of unique items reserved for palicoes in the field, and now you're a natural with them, able to perform a variety of actions to aid your allies or strike your foes.

Meowsekeeping (100 CP, Free Felyne)
Felynes have a lot of important transportation and resource-based roles in the Commission, i.e. cooking, housekeeping, air/watercraft piloting, the works. Basically, the boring stuff that has to be done so the kids can have fun fighting dragons or firing cannons or whatever. As such, you've got all skills required to perform any boring supportive or homely work down "cat."

Monster Wrangler (200 CP, Discount Felyne)
You're capable in the practice of allying with small monsters in the wild, with the skills to craft and use a blend of pheromone cocktails with old-fashioned animal husbandry to make a companion of any horse-sized or smaller beast (relative to yourself).

The average allied beast won't fight to the death for you, but will face down threats they would not normally face if you're by their side, even if their species is naturally hostile to you and yours. This allegiance lasts for one week at a time, but can be refreshed indefinitely as long as you have access to your companion's natural environment to find the right reagents for the cocktail.

Team Purrk (200 CP, Discount Felyne)
A palico must be flexible and goal-oriented, no matter who they work with: hunters, researchers, tailraiders, grimalkynes, gajalakas, boaboas, etc. This perk symbolizes a truly enviable ability to work harmoniously and responsibly as a leader or a member in any team format composed of people across any culture and species while making it work, no matter how different in biology, values, or even language the members have, so long as your goal is both clear and straightforward.

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

Prowler (400 CP, Discount Felyne)
The felynes who are given unique training to battle monsters in the field independently of hunter partners

are known as prowlers. Your skills with the standard palico weapons are the equivalent of an A-Lister among palicoes - that is to say, among the best in the world. You gain skills letting you fight like a ferocious whirlwind of claws, blades, and boomerangs as you sting your quarry from up close and afar.

Wyverian Perks

Mind Like Water (100 CP, Free Wyverian)
Though it may flicker and ebb from time to time, water never stumbles in its path nor decays with time. Your thoughts will become clear like a crystal pool, and your memory will never falter from this day forward. Some wyverians lament their gift of longevity, for heartbreak comes ever so sharper when their comrades inevitably succumb to age time and time again. But what will you do with this knowledge?

Observer (100 CP, Free Wyverian)
If it all goes south, you can always melt into the background. You are good at navigating a world without drawing attention to yourself, or alternatively by leaving hints for only the right people. A sufficiently determined or swift pursuer would still be able to track you down, but nothing so large as an entire organized force; it's mostly limited to individuals with vested interests.

Atop The World (200 CP, Discount Wyverian)
The First Wyverians have lived in the New World for longer than even the gajalaka and lynian tribes have, and wherever one deigns to appear before a member of the Commission, wisdom is bound to be doled out. Wisdom regarding the grand movements and forces affecting the world, and times of great upheaval. So too will you be unclouded by the passing mortal coil or minutiae of current times, able to contemplate matters of incredible import for years if needed, all to arrive at a definitive and lasting conclusion.

In Silence, Wisdom (200 CP, Discount Wyverian)
The Seeker seeks, to and fro. Where he goes, we do not know. Wyverians may often seem cold and distant to their human counterparts, but oftentimes it's more because the wyvernkin have learned when it is most useful to speak and when it is… not. After all, those who live the longest may deliberate upon their words most carefully. Now, you are an exquisite linguist, able to choose your words so precisely as to keep any secret you wish not to be found, and to speak clearly and purposefully when it is useful. With these skills, you may be an excellent liar should you so choose.

Steps Aglow (400 CP, Discount Wyverian)
…because you're *light footed*, get it? Anyways, this grants you a supreme grace so that you can dance about between a monster's feet, weapon whirling like a windstorm and landing blows with precision and focus. You will also become winded much less often; all physical movements now take merely half as much energy as you'd expect.

The End of All (400 CP, Discount Wyverian)
It is in the steps of the mighty and powerful that you walk, jumper. You will find yourself much more capable of tracking down the great movers and shakers of each world you visit, and in observing their influences even when it may not be so apparent, as with the Old Everwyrm or Xeno'jiiva.

In following them, you may even pick up a small measure - a trifle, really - of their true natures; why they do what they do, their potential next steps, and perhaps even an inkling of how they can be stopped.

Though this may seem a miniscule blessing, know that humans, who can face and overcome even the mightiest lords atop this world, are relatively small indeed.

Background Perks

Hunter Perks

Clashing Combos Split the Silence (100 CP, Free Hunter)
With the number of threats coming their way, the hunters of the New World must improvise and adapt in order to overcome. Already, the smithies have developed a new tool to help them soften the hides of monsters from up close - the clutch claw.

This perk represents the acumen to more easily refine and develop offshoots of your abilities and skills. This growth facilitates the development of new techniques that incorporate brand spanking-new technologies or powers into the fold, making a style that is both very effective and very *you*.

Jungle Grip (100 CP, Free Hunter)
This perk lets you reinforce your extremities so that your grip is damn near impossible to dislodge, even if you're hanging onto the spiky back of a thrashing monster or if you're sleeping mid-flight via wingdrake. Your arm muscles can also apply an inhuman amount of leverage, allowing you to wield the massive weaponry of hunters. I'm sure you can find more creative uses for this.

Intimidator (200 CP, Discount Hunter)
Now, there are certain monsters that lesser beasts of the land *really* don't want to tangle with, such as elder dragons, the voracious Deviljho, and a few others. Hunters, too, can attain some measure of this natural warding aura through decorations or armor. With this perk, this is built-in for you. The way you walk, the way you carry yourself, even the way you smell - all of it screams "do not engage!" for all beings physically lesser than a Great Jagras. Perhaps not a supremely high metric, but to turn 'annoying' into 'irrelevant' can be quite valuable when you're pursuing your mark. Let no small fry stand in your way.

Pack Rathian (200 CP, Discount Hunter)
Hunters must be resourceful and judicious in the field, everything in their possession used wisely and with care. And then there are people like you. You've got all kinds of tricks and talents that enable you to pack in twice what you'd otherwise be able to carry on your person without any of it getting in your way. This includes ammunition, reagents, or consumables you need for all kinds of purposes. Hell, you could even bring along several huge weapons into the field at once!

Exploit God (400 CP, Discount Hunter)
It matters not what seemingly-invincible visage a monster holds, each beast has a glass jaw; a flaw of some kind, that once kicked in, will bring the whole beast crashing down soon after. This perk bestows upon you a special talent at exploiting weaknesses or cracks in even the sturdiest of things, and at the very least, your blows on a foe's weak spots will hit half again as hard.

Iron Body (400 CP, Discount Hunter)
This perk grants you absurd constitution, enabling you to weather blows far above your paygrade by sheer willpower (assuming you were at least comfortably healthy beforehand), but you'll also find that unless

inflicted in a fashion specifically intending to do so, your injuries won't reduce your ability to move and fight, all the way until you drop dead. Goodbye broken bones, lost limbs, and concussions.
Finally, if you're knocked out, so long as you weren't totally smashed to paste, you'll wake up within a minute, a little dinged up but back in fighting shape. But it only works a handful of times in a short period. Your vitality may be great, but it isn't enough to simply outlast a powerful monster blow-for-blow.

Where Winter Sleeps (600 CP, Discount Hunter)
The finest hunter does not rush in blindly, but chooses their moment to strike true. This perk causes a font of icy bioenergy to form within yourself while you maintain concentration on your opponent or goal but are not directly striking at them. The more this aura builds, the more potent your next blow or motion will be, genuinely greater from the explosive release of your mind-tempered aura.

Given enough practice, willpower, and built-up focus, you could strike with all the fury and force of an avalanche condensed into the length of your blade. However, with each explosive exertion, the built-up power will diminish precipitously, and after only a handful of moments, all of its benefits will be spent. They will only return when your assault ends and you begin to sharpen your composure again.

Elderseal (600 CP, Discount Hunter)
With a single touch, you can enforce 'mundane' reality by subduing the miraculous powers of the elder dragons and other beings that break the traditional rules of engagement. Your blows will cause auras to flicker and empowered states to waver. Enough punishment and you can cause their heightened states will fizzle out or exotic energies (i.e. anything aside from hard vitality/stamina) to temporarily vacate their form, cold turkey. Your silencing touch lasts longer the more damage you inflict on your target.

Maker Perks

Endless Energy Works! (100 CP, Free Maker)
You're decent with weapon and armor making - that much is a given. Materials you're comfortable with include metals and monster parts of all kinds. Moreover you're also experienced with harnessing fuel and natural energy sources as well as designing infrastructure to relay and store said energy, such that you can draw up and construct a powered settlement in mere days given the proper materials.

The Hardest Monster (100 CP, Free Maker)
Many hours have been spent grinding away at the Steamworks for its various random loot. This perk will ensure that any games of chance will be more likely to end in your favor. When dealing with such things, by the end of the night the worst you could do is turn a small profit. Furthermore, the unpredictable New World-style method of refining decorations from feystones will beget you valuable pieces more often.

INSPIRATION! (200 CP, Discount Maker)
You are a master at cosmetic forging, able to make any weapon, clothing, or armor you make appear as any other you've observed if it's of the same 'class', like swords to other swords or hats to other hats. You can't change weight or center of mass, just appearance. Plus, you may always choose to build stuff with Monster Hunter's 'cave punk' aesthetic while sacrificing none of the function or comfort.

Siege Master (200 CP, Discount Maker)
The knowledge to repair, build, and best use the variety of siege weapons available to the Commission is

yours - everything from classics like the ballista or Dragonator to recent developments such as the Dragonrazer, and you could improve upon those models given time and resources. These weapons not only use metals and ore, but often use biological components, too; for example, Dragonators are often crafted out of monster bone, and Dragonrazer fuel can be harvested from blast sacs or the ground.

Streamstone Smithing (400 CP, Discount Maker)
When bioenergy concentrates in the land or in a powerful monster, mineral deposits called streamstones are produced. Equipment can be enhanced by tapping into the bioenergy found in streamstones. Parts harvested from monsters in the Guiding Lands display remarkably similar properties to streamstones.

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

Slinger Plus Stinger Equals…? (400 CP, Discount Maker)
You may now use the forge to graft something onto something else and it'll just *work*. Put a retractable claw on a slinger, boom - clutch claw, new way to grapple, weaken, and redirect monsters. Slap on a shield to your longsword for improved deflecting and bludgeoning capabilities, clap a pair of chains onto your charge blade shield for maximum shredding range, staple a few monster scales onto an otherwise mundane bone blade, and… well, actually don't do that last bit. Whatever the case, this perk is for the gestalt crafter looking to get weird with their creations.

To Affinity and Beyond (600 CP, Discount Maker)
You know when you just 'feel' a tool's ins and outs, such that you might find your blade hitting much harder than usual or your hammer correcting a flaw you hadn't even noticed before? That's Affinity. This perk raises your 'Affinity' with anything you've made to the maximum level (100%).

This doesn't make crafted weapons better than they'd otherwise be, and it doesn't make their wearers automatically more skilled or powerful. It means their weapons will be joyous and fluid to wield in battle, and they never run into usage mishaps. A user would know their weapon's kinks in and out so it'll come much easier, but they'd still have to train to maintain their fitness, technique, and muscle memory.

You can also forge things for specific users such that they will achieve 100% 'Affinity', but only one other such user can be determined per item and it must be at creation. If none are chosen, then the first to seize your creation in a heightened emotional state will 'imprint' onto it.

Industrial Ascension (600 CP, Discount Maker)
Locating the boundary between the known heights of power and the greater horizons that lay just out of sight isn't a matter of if, but when. Such is the essence of Skill Secrets, but with this perk, now it applies to all of your visible horizons of technology. You are very good at pushing your crafts - whatever they are - to the limits of what is possible. And when you do, you'll find a crack in the horizon line of possibility, a way forward to the unseen future. Over the years, you may even lay the groundwork for a new era in the field.

Thinker Perks

Pretty Good Ears (100 CP, Free Thinker)

This perk represents talent in one profession of your choice, as long as it relates to the Research Commission's studies in the New World. Monster biology, endemic life, and botany are only a few of the pursuits you might have a role in. No matter which you choose, you'll become an observant multitasker, able to quickly pen down clear and concise notes while paying full attention to your surroundings and the important guy spouting exposition across the room.

Carpe Diem (100 CP, Free Thinker)
Though the First Fleet set out forty long years ago and their original purpose stands fulfilled, a fire still burns within each and every member in the New World. This perk is that same fire; you'll find yourself always intrigued, amused, and engaged by what you encounter in life, and you'll never grow tired of the long years or the same-old people, places, and things.

Hermetic Hermit (200 CP, Discount Thinker)
This perk grants you a variety of field research skills: Firstly, you're a dab hand at wilderness survival, without a lick of civilization for years or even decades at a time, both physically and mentally. Indeed, isolation and a lack of 'high-level stimulation' will never strain you.

Secondly, you'll have skill in predicting and working around environmental hazards such as dangerous weather, effluvial mist, or frequent tremors, as well as in avoiding the course, attention, and ire of monsters if you care to take the time. Finally, you're good at studying or acquiring the things you need in the field proper without needing to bring them back to base.

Let's Eat! (200 CP, Discount Thinker)
An elder dragon's zombifying the Ancient Forest!? Alright, put it at the end of the list, because in the New World, these kinds of fiascos are mundane. It's only fair that you get your 'you time' every now and then!

You'll always be able to find the time to kick back and unwind doing something you enjoy free of guilt or judgement, be it eating, reading, or whatever, even with the pressing issues of the world thundering about. So long as you aren't obviously avoiding the problem, you'll be able to get enough breaks between bouts of action to keep going without losing effectiveness.

The Moon's Close By (400 CP, Discount Thinker)
Just like the Handler, you'll be an absolute prodigy on paper, be it writing or interpreting. You've got the endurance and focus to work day and night in the realms of fact and fiction, and will have a brain capable of juggling papers for a dozen different assignments at the same damn time… over breakfast. If you turn your talents from the path of science and discovery, you could become a prolific and successful writer.

A Tingling Taste (400 CP, Discount Thinker)
Upon purchase of this perk, you become unflappable in your pursuits. Specifically, your brain takes all fear and turns it right back into utility and curiosity. Hell, you could even be stranded from all your resources in a hostile, completely unknown environment for two decades with your only escape vehicle in pieces and the only thing weighing on your mind would be all the new data you could turn up!

Secret Tunnels (600 CP, Discount Thinker)
You're very good at getting to where you need to be, having a knack for finding secret 'backdoor' passageways connecting the places you've been. For example, you can intuitively navigate the New World

using underground waterways running throughout the Everstream. At parity, they allow you to cut travel time to a mere third of what it was, plus you'll find yourself running into ambushes or abnormally dangerous hazards while alone a much rarer occurrence.

Burn It All Away (600 CP, Discount Thinker)
Within this vast and untamed world, there are some things, some existences, that are truly better left unsaid. Left unknown. Left alone. And there are those who would seek to keep this order for the sake of order itself. And yet… the mind yearns, wanders, stretches to fill the gaps. No matter how many efforts are placed to quash discoveries or silence rumors, there will be a certain few who slip through the cracks.

With this perk, you will hear a whispering voice within, that offers exactly how you might find and probe any power, place, or being that has been sealed away, left alone, or forgotten for the better. The methods it offers may be unconventional, even unsavory - but they *will* get you what you want. Just make sure you can handle the truth when it emerges into the light of day, at the inevitable end of your search.

Provider Perks

Fight Hard (100 CP, Free Provider)
You're a solid leader and organizer, with the ability to comfortably juggle and prioritize several concerns, in particular the wellbeing of your people and the integrity of the very world. This can optionally come with a starting Commission rank roughly equivalent to the Field Team Leader's in whatever discipline your background implies.

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

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

Bringing In Reinforcements (200 CP, Discount Provider)
Sometimes, the job can't be done alone. Whenever you wish to call in a favor from an old friend, an acquaintance, or a higher-up in your organization, you'll have an intuitive sense for knowing which figures you can receive aid from in a timely manner, and how best to approach them without seeming desperate. Or you can play the desperation card, which can work too.

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

Delightful Disposition (400 CP, Discount Provider)
Most people in this world - or, at least the Commission - are surprisingly friendly and forthright, as a certain witcher found. You get a sense for how best to cultivate this mindset in the people around you.

In particular, you get a skill in opening people up to others with your words and actions, setting aside their preconceptions to work for a shared goal. They'd have to want to open up deep down, but surely with time and mutual effort, even the most guarded and closed-off will be able to relax and jive with the rest.

Open the Path (600 CP, Discount Provider)
If you're there to shine a light across the darkness, then people will come, like moths to a flame. This perk gives you an infectious drive and an intuition for spotting potential allies, friends, or even successors. Furthermore, you gain talent as a publicist and recruiter who knows just how to ensure that your group will be seen as, if not virtuous, at least innocuous.

Every Good Mess Has Its Charms (600 CP, Discount Provider)
The hustle and bustle of growing and safeguarding a new settlement or the logistical nightmare of launching a continent-wide expedition and moving pieces across six diverse biospheres at the same damn time can get to somebody, it really can. Just not you.

You thrive in the chaos, the mess, the rush of being here and there and everywhere at once in person and in spirit. This perk helps you comfortably orient in messy situations, messy places, and messy times so that you will always be able to come out with a clear direction in line with your intentions. Navigate a horrifically cluttered room and remember the name of the fiftieth person you sought out today. You'll never cross your own directives or lose track of what you said yesterday, to whom and when.

Monster Perks

Invader-saurus (100 CP, Free Monster)
Velkhana, Savage Deviljho, Ebony Odogaron, Fulgur Anjanath, Banbaro… the New World is stuffed to the gills with beasts roaming lands completely different from where they'd be expected, fine and dandy.

This perk represents such an affinity; you could comfortably waltz through the volcanic region of the Elder's Recess while covered in fur or endure a blizzard without any kind of heat regulation. The dangers of unfocused windstorms and floods seem to flow around you rather than batter you about or hurl things into you. You could breathe without worrying about effluvium or other hostile particulates. And so forth. This lets you endure the gigantic storms, wildfires, and weather effects of an elder dragon without much issue, so long as you avoid the beast itself - no protections will be granted against its focused strength.

Safety Switch (100 CP, Free Monster)
In future worlds, it'd be hard to enjoy life while constantly exploding as an Alatreon does, or whipping up huge windstorms as a byproduct of just getting around, like a Kushala Daora. As such, this perk grants you the ability to selectively suppress the hazardous physiological functions of your forms, so you can kick back and relax on the beach in your monstrous body without passively murdering everything around.

Variant (200 CP, Discount Monster)
Arising in response to specific and usually more strenuous conditions, 'variants' are powerful individuals

of a monster species with exaggerated species-specific traits who are often visually distinct from their base forms, such as Blackveil Vaal Hazak. Individuals displaying significant mutations who nonetheless belong to the same species, such as Savage Deviljho, also fall into this category. Buying this perk ensures that you will manifest traits befitting a variant during this jump. The specifics are up to you. In future jumps, this perk lets you begin as a 'variant' of your starting species.

Crazy Blue Bitch (200 CP, Discount Monster)
In this world, one is never alone; even monsters follow this truth. Just as a wounded Teostra is viciously guarded by its Lunastra mate, this perk represents the ability to always know whenever any person or place close to your heart is in danger, as well as wherever they are. This won't remove the bad situation by itself, but hey, facing a Savage Deviljho with a friend is better than facing it alone. Likewise, your allies will get a similar feeling when you are in danger.

Energy Shaper (400 CP, Discount Monster)
The currency of the natural world is bioenergy, and the Everstream, a massive subterranean web of tunnels across the New World, serves as the main infrastructure by which energy moves about and shapes the land's ecologies, be them physical or biological.

This perk grants you the ability to perceive and manipulate the fundamental flow of bioenergy in the New World by proximity, similar to Safi'jiiva or Shara Ishvalda, and to carry this intuition into other worlds with similar energetic circuits, like the Force, mana, chi, or what have you. Examples of applications in this setting are to reshape or nourish biomes and to drive migration or cause mutation in species. Eventually, you'll be able to even create your own ley lines and energy forms without relying on existing groundwork.

Life Springs Anew (400 CP, Discount Monster)
Though not so clear to those without the blessing of longevity, even the mighty elder dragons of this world grow old and die, becoming weaker and more docile as their mortal coil nears the end. Yet some who visit the Elder's Recess, Confluence of Fates, or Guiding Lands find their bodies becoming more limber, more capable regardless, as though the bioenergy replenishes the ailing and stays the hand of death.

Now you, in all your forms, are like an energy-to-lifespan converter, such that so long as you're charged with a surplus of nutrition, your body will always remain in its prime and you won't age, even developing new variations of your natural abilities the more time and life you absorb. With time, even a Barioth could go head-to-head with a monster as powerful as Velkhana.

My Rage For All (600 CP, Discount Monster)
You become very skilled at forcing things - a project, a pursuit, a fight, etc. - to come to a resolution. The conclusion may not be amenable, or even survivable for you, but it *will* bring closure - such as forcing a pursuing party into a decisive confrontation to finally find out whether they're up to the task or not.

The benefits are tailored to the nature of the event. If you wish simply to iron out some minor concerns with someone, you'll know how to tastefully initiate the conversation. If you divert a chase into a death match, you'll become a better combatant. This cannot surpass the scale of an individual's influence, and as such won't let you easily end something so grand as wars or a conspiracy by itself. Rather, it is useful for your current situation; for example, the efforts of a single siege or a particular local cell of cultists.

The Legend Descends (600 CP, Discount Monster)
A monster must earn its position in the ecosystem by its own merits. So what strength befits that which rules atop the savage throne? Truly, that power belongs to only the noblest of beings. Yet civilization creates an easy out. That the hordes of scampering weaklings could overcome even the mighty and august beasts is an atrocity against nature; an atrocity against *you*.

No longer. The pampered peoples of the world shall bleed and fall for their transgressions.

You are a roaring cataclysm, striking fear from afar and overwhelming the senses from up close. Indeed, your abilities are massively increased in impact and scale. What were previously fastballs of flaming gas now scream through the air, blowing chunks out of ramparts and rattling the bones of nearby opponents.

Furthermore, before entering each jump from now on, you can choose to weave a common tale into every society that tells of the danger you pose to their existence. If so, your power will begin to grow with each passing day such that you could reasonably threaten all of civilization, given enough time. As if the world itself responds, its peoples will all bear witness to long-fabled omens in association with your arrival and they will all prepare. When they face you, if one rises to match your might with their own… then perhaps their place in the ecosystem was rightfully earned, after all.

Items

Take +200 CP to spend in this section only. Fiat-backed items will function normally in future jumps (duh).

General Items

Familiar Footprints (50 CP or 100 CP)
You can import a species into the history of this world. This species can be one you have encountered in the past or one you create using the Monster Creator Supplement at any ecological tier, though you must pay 100 CP for Conqueror-tier and up. These species can be woven into future worlds at your discretion. This item can be purchased multiple times.

Resources (50 CP)
Really? You sure? Don't wanna take the other options? Okay, I guess you can start with 100,000 zenny worth of stuff, including monster materials if that's your thing. For the record, that would be enough to live relatively comfortably for a couple years in the Old World.

Ancestry Items

Human Items

Chocolate (100 CP, Free Human)
A bar of Hershey-brand chocolate. Somehow, you'll always be able to pull it from a concealed spot on your person in pristine, non-melted or sticky condition with perfect consistency, even if you just ran through an interdimensional thunderstorm, wandered around in the baking desert sun, and face-tanked a building-breaking explosion. You'll always be able to pull out the exact number of bars you need.

Mysterious Rune (200 CP, Discount Human)
An otherworldly stone depicting a magic sign, said to be gifted from a warrior from another world. Indeed, it normally carries a small fire spell that can be cast by anybody, including those without magical training or talent. You may store a minute power that you possess into this rune, and the bearer will be able to call upon it so long as it is on their person. You begin with one rune and the knowledge to make more.

Felyne Items

Weapons of Mass Hisstruction (100 CP, Free Felyne)
Palicoes of the Research Commission have a truly diverse array of equipment at their disposal, all of which will be granted with purchase of this item. A few will be described here. The most commonly-used tool by Commission palicoes is the Vigorwasp Spray, a bug-attractant for a species of insect with restorative honey, so that you can periodically summon a green healing bubble when on the hunt. Mixed with certain natural ingredients, this honey can even revive people who were recently knocked-out.

The Flashfly Cage is self-explanatory, a triggerable flashbang that can disorient monsters, knocking them out of the sky to your great advantage. Another tool is the Shieldspire, whose bearer becomes the fixation of nearby bestial creatures in place of their more vulnerable allies. Then there's a Coral Cheerhorn, which

can be blown to grant various buffs to one's team, and its big brother the Coral Sonicgong, which can be struck at such a resonance to briefly stun nearby monsters. The Plunderblade allows one to sever/harvest valuable ingredients and materials from active monsters, and finally the Meowlotov Cocktail is a portable rolly-cannon capable of blasting monsters with sheer flaming ordnance.

Furthermore, grimalkyne cultural exchange has granted palicoes even more possibilities to play with. You've got two lilypad-like rafts which are quite resistant to any element upon which they drift, such as flesh-dissolving acid, and bestow such qualities to their riders as well. Finally, you have a self-deploying vine trap that can be affixed to any natural object, such as a dying tree or a rock wall. When a big creature comes into contact with it (usually by stepping on or running into it), the trap springs, binding it for around ten seconds. The trap is reusable, but loses efficacy if used many times in short succession.

Frequent Felyne Friends (200 CP, Discount Felyne)
The New World is inhabited by grimalkyne tribes. They're always happy to help hunters and palicoes in a pinch, and very open to exchanging culture and technology. Now, in each future jump of your choice, there'll be local grimalkyne tribes, eternally friendly to you and your factions.

They won't join you directly unless given a really good reason, but you'll always be able to escape any immediate danger in future jumps by finding one of their numerous world-crossing burrows that'll end in a small encampment of grimalkynes, who'll give you supplies and a safe place to rest for at least 24 hours a week. They're mostly happy to have you for as long as you need, but their own safety is not guaranteed.

Wyverian Items

Tool of Defense (100 CP, Free Wyverian)
This single weapon - of any of the kinds available to hunters or a customized 'cave-punk' grade item such as an air-pump crossbow - has served you well in your life, sure to persist as long as yourself. It may not be avant-garde, in fact it's far from this world's top quality stuff, but it won't ever fail, stall, degrade, or dull.

Melding Pot (200 CP, Discount Wyverian)
The curious art of melding previously exclusive to wyverian masters is now yours to command. You can dump materials and items collected from monsters into this 6-foot high cauldron, and as long as it's filled to the brim with liquid, you'll be able to meld things into new shapes, becoming anything from gemstones that enhance armor to monster materials to potions to even weapons for certain kinds of inputs.

Background Items

Hunter Items

Hunter's Essentials (100 CP, Free Hunter)
Hunters receive a set of High Rank armor and a single High Rank weapon of their choice, as well as slinger, a clutch claw, a scoutfly lantern with a small colony of its own, and a whetstone that perpetually repairs itself. The slinger is self-explanatory, an arm-mounted slingshot. Atop the slinger is a metal claw attached to a retractable wire, used to cling to monsters, injure and soften body parts, and fire point-blank slinger bursts to change their course. Finally, scoutflies can be trained to glow in response to certain kinds of stimuli, such as green for trails left by the monster you're tracking, or red for nearby danger.

At this jump's end, any equipment you own that was made of this world will be fiat-backed, and you can buy any ammunition required for weapons of this world by filling out an order form in-Warehouse.

Tailraider (100 CP, Free Hunter)
Inhabitants of the New World have had time to acclimate to the grimalkyne methods of transportation and coexistence with the endemic small monsters, and now so have you. You have a loyal small monster of your choice as an ally and scenthound. This can be a wingdrake to carry you on overnight continental voyages, or a fanged wyvern to ride and hunt with. Available monsters are: Mernos, Jagras, Kestodon, Shamos, Girros, and Gastodon by default, but you could choose any small monster if it fits your fancy.

This small monster won't be dealing significant damage to powerful monsters by themselves, but will be very, very persistent and difficult to put down for all practical purposes against the threats you'll face. They'll also be hyper-vigilant to come to your aid when you're in a low state in battle, and will happily curl up with you for naps if you're in a low state outside of it. They'd like to live in the wilds or in camps, but will be perfectly content to live with you in civilization should you choose. In either case, as long as they're alive and kicking, if you whistle, they'll come to your aid in moments, no matter where you are, in the New World or otherwise. If killed, it'll respawn in your Warehouse the next day.

Special Shawls (200 CP, Discount Hunter)
Part of the effort to advance hunting technology in response to the unique challenges of the New World was the development of fortifying mantles that give their wearer various combat bonuses and smokers that can be planted into the ground that bestow restorative and mind-sharpening vapors in their proximity. You'll get one copy of each, and the knowledge of how to make them.

Toads Aplenty (400 CP, Discount Hunter)
A small population of large toads capable of explosively releasing large quantities of status-inducing gasses. They'll be pretty docile and content to laze about wherever you would like to place them, and on a certain 'trigger', usually being startled or attacked, the toad will release its chemical agents and burrow into the ground, returning to your Warehouse to recover over the next day. Future worlds you visit will have ailments and exotic elements of their own; upon arrival in each, a small population of new toads, whose biologies utilize these new forces, will arrive in your Warehouse.

Maker Items

Smithery (100 CP, Free Maker)
A good-sized forge, with all the nuts and bolts you'd expect of a good smithery in this world, able to work metal, bone, cloth, and any other materials you could find. Each week, it replenishes its basic stock of ores, monster bones of varying qualities, and occasionally rarer stuff like novacrystals.

The Steamworks (100 CP, Free Maker)
A coal-powered steam furnace that puts out enough power to keep a small town alive and kicking. It also has the unique property of also ejecting a trinket, material, or consumable item whenever you pull one of its three levers. Enough pulls will send the Steamworks into overdrive, dumping a bunch of helpful items like fortifying potions, heavy armor-enhancing orbs, and even eggs of solid gold. The Steamworks will naturally generate ten pulls every day, and store up to one thousand unused pulls.

Trap Tools and Torrid Theatres (200 CP, Discount Maker)
A thick, heat-worn manual detailing how to construct and maintain all sorts of enclosing implements, not just enhanced versions of simple pitfalls and boulder traps but also including best practices for creating an arena capable of keeping monsters in, even though said monsters have wings or are strong enough to burrow through solid stone. Written by the same man who designed the Special Arena in the Great Ravine after a massive failed operation, it oozes with his resilience and ingenuity. A thorough reader will be able to turn out a new glimmer of wisdom each time they pick the tome up. It's almost as if it keeps on growing with each new world visited…

Craftsman's Influx (400 CP, Discount Maker)
Bioenergy flows throughout this world, and is the biggest indicator of direct growth in its specimens, gathering in shiny organic and mineral deposits known as streamstones. You have enough streamstone crystals to fill a wagon. The benefits of these crystals, loaded with bioenergy at varying purities, are clear.

Another shipment, which also contains monster and environmental materials from this world, arrives at the end of each week. You can also import streamstone deposits into future settings, manifesting as earthen veins in places of power or in regions with a dense concentration of powerful beings.

Thinker Items

Trusty Journal (100 CP, Free Thinker)
This thick journal will get you through thick and thin. It's made of water-resistant, fire-resistant, ice-resistant, thunder-resistant, and dragon-resistant materials hardy enough that you'll rarely have to worry about it being damaged. It comes with a writing utensil, too.

It also can cause its readers to relive experiences detailed in its notes, as though they were there alongside the writer, although this requires a fair bit of detail and time dedicated to describing the experience in writing.

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

Your pack comes with rations and water that can sustain two, refreshing weekly, as well as gear perfectly suited to climbing and spelunking across all the depths and heights of this world.

Boosted Banishing Balls (200 CP, Discount Thinker)
You get four hollow, flax-and-branch cages each the size of a basketball. A banishing ball has a miniature 'door' and a wick within, which when lit gives off an oppressive but unremarkable stench, burning for about twelve hours before fizzling out. By default, when a biological component (a hair, a scale, etc.) is placed in the cage before lighting the wick, the color of the smoke changes and it emits a mile-wide aura that repels the species that component was harvested from (odor is 'improved' to nondescript for others).

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

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

This tree quickly grows to around two-hundred feet tall, but never quite stops growing. It can be used to cultivate all sorts of herbs, fruits, and trees in one-tenth of the time, and will attract insectoid life of all kinds. It can be planted in your Warehouse, and in any future jump you can drop another large, vibrant tree of numerous local specimens into the world.

Provider Items

Commander's Wraps (100 CP, Free Provider)
What good is a commander who can't fight as well as the young firebrands in the field!? No good, that's what! Now, you get a set of worn hand wraps and gloves that grant the wearer's fist attacks increased force so that they can punch as hard as any melee or ranged weapon that is in their possession (including those that are not currently being carried or worn by you), at least in terms of physical output.

Signal Flare (100 CP, Free Provider)
A flax-and-branch sphere similar in appearance to a Banishing Ball, but smaller and odorless. Indeed, when ignited, it flares up brightly enough to be seen from dozens of miles away with various options for colors and burn type to convey different messages, the most common one being an unbroken white for "SOS!". Provided you can get it high enough, it is useful if you need to send signals across huge areas of land. This comes with a slinger to launch it, if you don't have one already. It replenishes daily.

One-Shot Binder (200 CP, Discount Provider)
This seven-foot long serrated stake has a long, thin and surprisingly heavy wire affixed to it and coiled up inside. It can be loaded into and fired from a ballistae or other firing mechanism, or just thrown if you're really, really strong. While it inflicts no physical harm, upon impact with a creature larger than a human its wiring suddenly explodes into a frenzy, binding the target up in a flash!

This doesn't literally paralyze them, but does restrain the monster for a good ten, perhaps fifteen seconds, even if it struggles violently. If destroyed, you receive another on the following day. Even the giant Zorah Magdaros would be restrained by this miraculous binder, though never for longer than crucial moments.

Observer's Airship (400 CP, Discount Provider)
Roughly the size of the same ships that Fifth used, this air balloon-fitted ship can travel at 30 knots just by using a monster's heat organ to travel. It is able to be piloted by a skeleton crew of four.

In addition, it has the curious property of greatly enhancing the sensory input and vocal projection of those standing on it, to the point of observers being able to closely watch a battle happening half a mile

below, and communicate directly with those of their choice (sounding like someone talking in your ear).

Monster Items

Your Lair (100 CP, Free Monster)
A natural lair of some kind, styled around one of the locales present in the New World. You'll always be comfortable here and its terrain will be to your advantage, should any invaders or pursuers find you. This space has sufficient access to food, water, and whatever other resources are necessary for you to exist. There are always local flora and fauna to feed on and interact with.

The lair can be inserted into any other land purchase you made in this document if you wish, to bestow a small enclave somewhere within the land with these characteristics. After this jump, the lair comes with the surrounding land, roughly ten miles in each direction.

Environmental Insurance (100 CP, Free Monster)
Some species of monsters use their parts of their environment to fight; for example, the Pukei-Pukei can slurp up various status-afflicting mushrooms or pressurized walnuts to save in its mouth pouch for use in self-defense, the Brachydios needs special slime mold to use its explosive powers, and Safi'jiiva likes to lair in land with enough bioenergy to heal from its injuries.

This item ensures you'll always have be able to find such resources to fuel your standard biological processes, at least enough to last you through up to three hostile encounters, or one very challenging encounter, per day while in your monster form or as any being that incorporates natural materials into their strategies, with additional luck in finding more. Essentially, your form's environmentally-dependent powers now use fiat-backed resources.

Streamstone of Holding (200 CP, Discount Monster)
Having a monster form is cool and all, but it's less cool when you've already got the Sword of Promised Victory and a Palantir. Now, you don't have to choose; this item, taking the form of a small shadowy crystal shard, contains a miniature pocket dimension into which you can import any and all of your worn or held equipment. Whenever you wear another form while the stone is on your person, you can choose to let the gem meld with your new form so you can benefit from its contained abilities and statistical gains while in a monstrous form whose biologies are unable to normally use them. Alternatively, your monstrous forms can just 'use' things as well as normally, like swing a huge sword as a Deviljho using your mouth.

Jumper α+ (400 CP, Discount Monster)
This is a set of pristine master-ranked armor stylized to your preference with a baseline appearance of your in-jump species, as though made of its parts. If you did not choose a monster species as part of your background, then it's made with apparel evocative of the standard ore or leather-based Commission gear. More than that, much like the equipment of this world, this armor set has several skills built into it drawing from your own abilities and history. As such, it's not merely a set of monstrous armor, but one attuned to your own nature… as if someone had hunted several copies of you and used their parts to infuse your own essence into the gear. But don't worry, no alternate versions of you died to make this. Probably.

Territory and Properties

You may purchase places here to come along on your chain. They can be copies or the real thing, and dropped into future worlds or just settled in your warehouse at your will.

Your Room (50 CP)
Choose any or all of the in-game room options: a small six-person bunk room, a welcoming open-air study, an opulent private suite, and a multi-floor all-purpose suite. You now have access to a copy of these rooms in your Warehouse, kept by a friendly team of lynians.

Miniature Memories (50 CP)
You gain a fancy forest mansion and the surrounding mile of land, containing a pony-sized statue of each large monster you've defeated in this jump. They're made of stone, but look, move, and sound just like the source monster, except smaller. Pack leaders such as the Great Girros come with a set of three daschund-sized small monsters that follow them around.

These statues can be made animate at your will with a personality corresponding to the source monster and can act as pets or house guards with reduced versions of their living kins' powers and without any environmental effects beyond their 'attacks'. The statues generally follow your directions and are roughly as durable as a granite statue of the same size. If destroyed, a statue repairs itself by the following day.

Home in the New World (50 CP)
A fully-stocked and vibrant copy of both Seliana and Astera with the surrounding 1-mile radius of land around each. Each will come with up to one hundred excitable, determined hunters, engineers, scholars, cooks, and other staff to keep it going. They'll periodically venture out into the 'wilderness' beyond to retrieve materials and receive shipments, though you will not be able to follow them when this happens.

Corner of the New World (50 CP)
Ever wanted to bring a chunk of the New World along with you, on future jumps or just to visit in your Warehouse? Choose any locale in the New World aside from the Confluence of Fates, the Caverns of El Dorado, the Guiding Lands, or Origin Isle. You receive a copy of that locale attached to it, around 500,000 square kilometers (roughly the size of a medium-sized country like Spain) with its own weather cycles and monster species, plus a population of local elder dragons. You can choose to include roaming species like Deviljho. This item can be purchased multiple times. Each time you make a subsequent purchase, you may either increase the area of an existing territory additively or acquire another locale.

Lunar Terrace (100 CP)
Flush with lively hunters, delicious food, and relaxing hot springs, Seliana's Gathering Pub is universally beloved in comparison with Astera's. You now get a copy of the Lunar Terrace to bring along with you as an attachment to your Warehouse, which can also be imported into any future jump as a semi-popular pub on top of some natural hot springs. If placed in the world, this pub can be used as an access point to your Warehouse. It will, by default, be staffed by a nice, if shallow, crew of pub workers and will be restocked every week.

Seliana Supply Cache (100 CP)
This is a copy of a small fort constructed near Seliana, containing armaments like cannons, ballistae, and

a roaming ballista, which is more of a rack-mounted gatling gun than anything else.

Furthermore, it also holds the cutting-edge Dragonrazer, a giant drill cannon capable of slamming down elder dragons with a single hit. Fuel for the device is present. In fact, any ammunition of any kind that you and your allies use while in this location replenishes instantly, even that which isn't native to this world.

Confluence of Fates (200 CP)
The Confluence of Fates is located within the massive crystal at the heart of the Elder's Recess, a sapphire-blue cavern containing the most highly-concentrated bioenergy in the New World. It was previously the crucible of a Xeno'jiiva that had the potential to become far greater than the Safi'jiiva in the Guiding Lands ever could. Due to the bioenergy suffusing this territory, you will find that development of magical or energy-focused powers is hastened by a factor of two when within its grounds.

Origin Isle (200 CP)
Origin Isle is the place that the Tracker's mentor sought to find those sixty-odd years ago. This barren, yet wondrous island in the sea is home only to one monster. Now, you get a copy of it (monster excluded), and the island can be shaped to your personal ideal of enlightenment by your willpower alone. It comes with a truly unique ability that the original article only brushed on. Spiritual development, ethical thought, and enlightenment will be improved in speed and profundity while in this serene earthen isle.

Castle Schrade (200 CP)
Ah yes, Castle Schrade. A storied, nay, fabled kingdom's once-thriving heart before that one ruinous night. Well… now, it's yours. Or a copy, at least. Long ages have worn away at what edifices and armaments remain after the Black Dragon's assault, so it's not in perfect condition, but the foundations of a glorious fortified mountain capital are all there, including unused Dragonators, ballistae, and cannons.

The Caverns of El Dorado (200 CP)
A series of subterranean volcanic tunnels populated by a tribe of gold-revering gajalaka and one Kulve Taroth, the Caverns of El Dorado are a locale created by the movements and behaviors of Kulve Taroth individuals over the centuries.

The metal-attracting abilities of these Treasure Dragons have cultivated quite the vault - the very walls and ceilings are made of valuable earth metals, especially gold; there are hundreds of stalactites and stalagmites of pure gold; the gold here in total can be mined and sold for enough money to fund several opulent lifetimes. It replenishes its resources between jumps.

The Land of Discoveries (400 CP)
An ever-changing island ecosystem that brings all within it to the apex of their strength and that warps to the will of the strongest among them. You can bring along a copy of the Guiding Lands with you. Improvements to all forms of fighting, formal or wild, are hastened so that anyone determined enough to survive its trials will be brought to the apex of their species' physical potential within a month, and even further past that given more time. It will come with large portions covering each of the New World ecosystems, barren ravines, and unique geological formations. Initially populating it are all New World species, but both its ecology and 'roster' will shift based on the environment it is placed in and/or the specimens introduced to it; with time, patience, and a lot of fighting, you'll be able to shape this island into your own monument to nature's might.

Companions

Import (100 CP or 200 CP)
By paying 100 CP, you can import a companion into this jump with 600 CP to spend on their background, perks, and items. For 200 CP, you can import any number of them in similar fashion.

Export (50 CP)
By paying 50 CP for each, you will get a guaranteed shot at bringing someone along from this world. You can still accept people without this option; you'd just have to naturally build that relationship, and they'd have to come to the conclusion that they want to come with you for themselves.

Trusty Partner (50 CP, Free Hunter)
Can you hear it? The call, the sound, known to all across the land, wherever it intones? "Hey, partner!" This is a document and quest handler, your assigned partner should you be a hunter. They are brilliant beyond comparison in terms of enthusiasm and creativity, yet lacking in the common sense department. Aside from their main work in the Commission, they will have one very specific area of New World study that they're planning to publish a groundbreaking paper on before the end of the decade. It wouldn't hurt to help them out, right? You work best as a team, after all.

Hey yo! It's me! (50 CP, Free Maker)
A chatty, craft-happy Commission member who may as well be your very own R&D segment. While they are prone to blurting out strange phrases and have even stranger mannerisms, they're particularly good at making stylish things. They will also often point out and produce some mighty fine diagrams and designs that merge your existing capabilities with recent additions, and some new ones entirely. They have a habit of burning the midnight oil and snacking far past sunset, not that anyone would know given how much energy they normally bring to the table.

Spunky Flunky (50 CP, Free Thinker)
A plucky hunter, a Fifth Fleet A-Lister, no less, who seems to be particularly vested in appeasing and pleasing you. They're always checking in on you when they're not out on expeditions or quests, asking about your research, your day, or other such talk; in particular, they're happy to fill any hunting requests you might have. The truth is that they're trying to work up the courage to ask you whether you'll fill their fertilizing requests without them having to go up and tell you every single time.

Old Pal (50 CP, Free Provider)
An old friend of yours, who has somehow crossed paths with you again. Though the circumstances are up to you they'll be willing and able to help with whatever you've got cooked up. Given the stuff you've seen together, there is really nothing they wouldn't believe if you told them, assuming you're being genuine- and they'd be the first to jump to your defense or your aid if need be. They'd follow you to the end of the earth, but they have this whole self-sacrifice complex, so try not to run them into the ground.

Drawbacks

History (+000 CP)
If you have history in this setting, you may import it here.

Never Prepared (+100 CP)
Never skip the Pre-Hunt. What's the Pre-Hunt? All those things the most careful hunters do before even whistling for the wingdrakes to carry them into the wilds. This includes maintaining your gear, replenishing your travel pack, swapping from a fire-element weapon to a water weapon to take on a Glavenus, and eating at the canteen for the positively gorgeous food (and stat gains, sure).

You absolutely cannot be bothered to deal with all the stuff lying around your crib, so that unless someone else went through the trouble of preparing it for you, whenever you leave your base of operations your item pouch and equipment loadout (applying to gear, prepared spells, and other applicable stuff from outside this jump) seems to be randomly thrown together, as though you had five seconds to plan before heading out. This doesn't ever get better, and your friends will probably find it annoying.

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

The Star Stands Alone (+100 CP)
Whereas normally you'd be offered the chance to hunt and succeed together with others, hunter or monster, now you'll have to take on the significant challenges of survival by yourself, or at least the bulk of each such encounter. In the event that you'd just be totally fine with the idea of going it alone, it seems like your foes, whoever they are, are much more likely to up and leave halfway into the encounter, returning fully recovered when you next see them.

Some Incredible Power… (+100 CP)
The Research Commission is doing incredible work in the New World, cataloging and uncovering every nook and cranny of each of its beasties! …except when they didn't for the past forty years. Yeah, not fully their fault, but you'd also think they'd say something beyond "this monster will attack anything." Similarly, information will be a rare commodity- actually, no, commodity implies you can reasonably *get* it.

Unless you specifically and persistently ask questions regarding a certain practice, monster, or other thing, the tips you'll get from others and their penned literature will be astonishingly obtuse. Any real revelations or important information from another person that you can't just plainly see yourself will be vanishingly rare. As a monster, you'll instead be a member of a very small population in the New World; in fact, even if you chose a populous species, this drawback ensures that their niches and locales will now be filled by another, similar species as a substitute. It's unlikely you'll find any others of your kind now.

Blighted Barry (+200 CP)
To survive the upcoming events, one must be resilient and flexible; able to mobilize at any time, in any place. That's the way of the New World! Too bad that you're unused to life outside a comfortable 'mild' and 'dry', such that in the ear-nipping cold of the hinterlands, the heat of the Elder's Recess, the humidity

of the Wildspire Waste's mires, you'll be positively miserable even in weather-resistant gear. Even a light rain would make you irritated.

And when subject to an elder dragon's shimmering, unnatural aura? You'll have a hard time even forming thoughts beyond 'get me outta here', let alone facing the damn thing! As a monster, you'll be fine in your natural environments, but anything else will be similarly unmanageable.

Judged (+200 CP)
Sometimes in nature, raw power won't cut it. And now the phrase is more literal. Like, physically, you won't be able to inflict any real damage on your foes unless your attack matches their biggest elemental weakness. As a monster, you can only repel your foes after sufficient battle, unless they possess a weakness toward an element you are capable of wielding.

Handler's Compass (+300 CP)
Your environmental awareness is bad. Like, *really* bad. You could walk into some trees and not see, hear, or smell the enraged deviljho standing right there until it just about takes a bite out of you. You can never remember where you've been before, and every journey in the same patch of woods is an arduous effort. This doesn't mean you're lost, though. You'll get to where you need to go after a lot more time than it would have otherwise taken, and will have a few high-octane monster encounters on the way.

Very, Very Impressive (+300 CP)
Once you decide you want to do something, be it to end humanity or to land that perfectly-timed True Charged Slash on that charging Tigrex damn it, heaven and earth could flip orientation and you won't be dissuaded from your goal, pursuing it at the absolute neglect of everything else… even if your friends are getting smashed into paste on the other end of the arena.

Escaton Jumper (+600 CP)
So long as you are awake, you are constantly generating an enormous amount of elemental energy within your body that requires release roughly every six minutes (you cannot control the timing). This release is an enormous Shazam-esque dragon element bolt accompanied with a cataclysmic elemental shockwave that travels outward from your form, decimating everything within a hundred meters. In addition, the sheer buildup of energy causes perpetual discomfort to you, and also elementally charges the surrounding air. If you're a monster, you're now on the Commission's hit-list. Taking this as an Alatreon results in the blast occurring instead every two minutes, tops. Might I suggest staying in a secluded spot for your time here?

Monster Hunter: World of Hurt (+600 CP)
Normally, what would await the Commission after defeating Shara Ishvalda would be a gauntlet of mega-powerful monsters, each with their own increasingly terrifying gigantic super-attack. But what if that was the norm from Day 1? In addition to every monster being seemingly ten times as tough as they'd otherwise be, they're far more… explosive in battle. This also has the effect of giving each one a psychotic, mega-huge super attack that it will use fairly often, assuming they didn't already have one. For example, even something as weak as a Great Jagras will be able to periodically spit a massive watery bomb of half-digested viscera and bone that leaves its victims doused in stomach acid.

Quest Complete!

Well, you've made it to the end of your time here. How has the New World changed? What have you accomplished? Ah, but let's not delay- you have a decision to make, assuming you have not Sparked.

Return Home
Endless though this whole gig may be in terms of excitement and wonder, no hunter can fight forever - not even the fiercest of First. And for you, it might just be time to head back. Be you homesick or satisfied or anything in between, you may finally return home.

Stay
Taken a liking to the hunt, have you? Or perhaps any number of other local wonders may have enamored you. Whatever the reason, you may choose to stay. Both the Commission and this world will gladly have you. Time begins to pass in all past worlds as your journey ends.

Go On
Hm, so this isn't it for you? Hah, I figured as much. So keep on making new adventures with your allies, old and new. You've had your time here and spent it well, but who knows what lies beyond the next horizon? Now then, go forth - and may the Sapphire Star light your way!

Notes

5.0 Too much has changed since the last edition to list, to be honest, but if you want a quick rundown:

- Backgrounds have been simplified to: Hunter, Maker, Thinker, Provider, and Monster.
- Non-monster species now have their own lines of associated perks and items.
- Perk lines have been simplified, with all trees having at least one or two changed options.
    - The hunter and monster background perk trees have been changed the most.
- Item lines have been simplified and somewhat shuffled around.
- Drawbacks have been reworked.
- Scenarios have been removed and put into a separate supplement document.