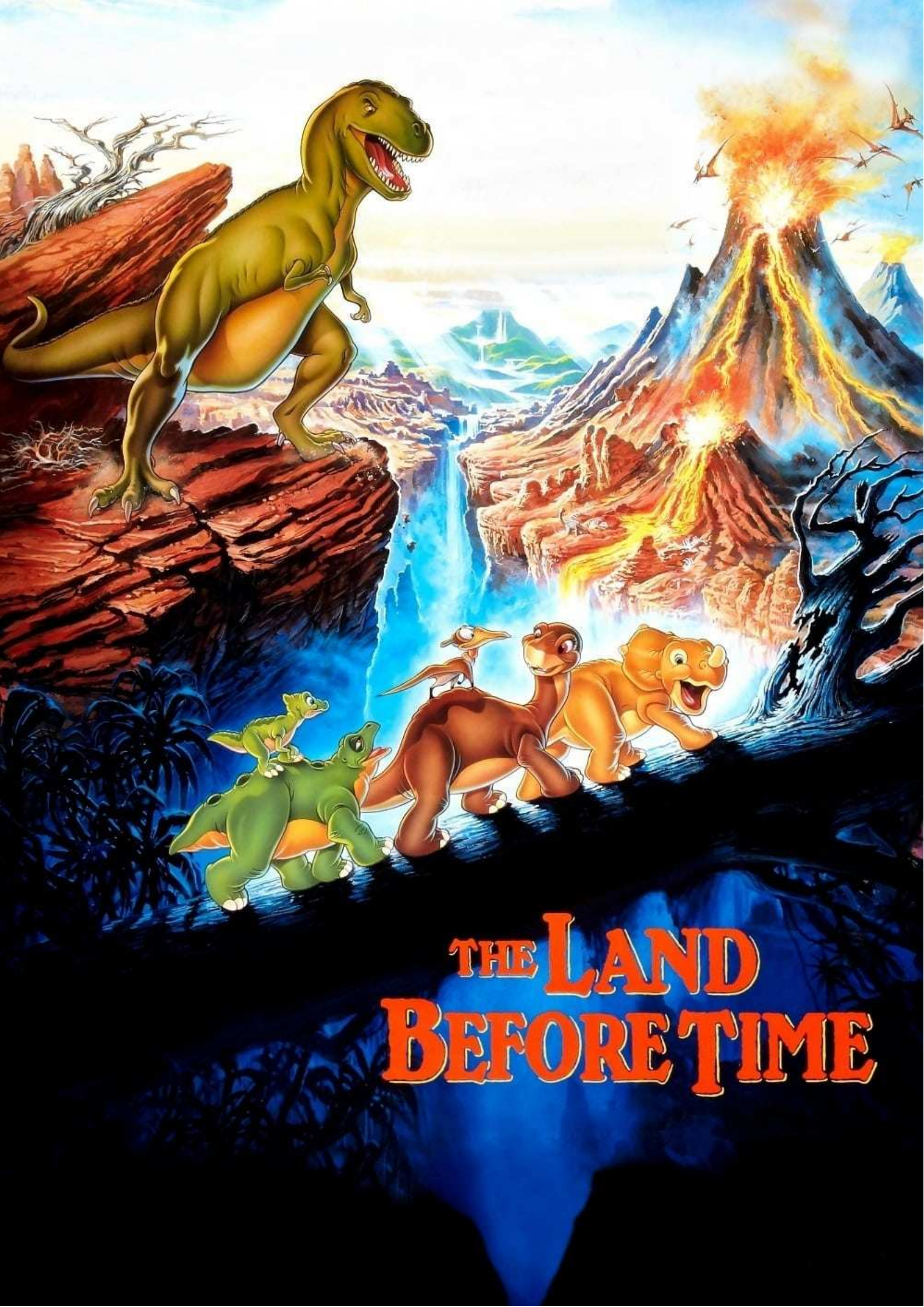

THE LAND
BEFORE TIME

Introduction

Once upon this same earth, beneath this same sun, long before you, before the ape and the elephant as well. Before the wolf, the bison, the whale, before the mammoth and the mastodon...was the time of the dinosaurs.

Now, the dinosaurs were of two kinds: some had flat teeth and ate the leaves of trees, and some had sharp teeth for eating meat, and they preyed upon the Leaf-Eaters. Then, it happened that the leaves began to die. The mighty beasts who appeared to rule earth were ruled, in truth, by the leaf.

Desperate for food, some dinosaur herds stuck out toward the west, searching for their Great Valley--a land still lush and green. It was a journey toward life. It was a march of many dangers. Sharpteeth stalked the herds, waiting to seize any who strayed. The Leaf-Eaters stopped only to hatch their young.

Some of the young seemed born without fear. Yet, even hatching could be dangerous. One herd had only a single baby; their last hope for the future. And they called him...Littlefoot.

Welcome, Jumper, to a story that began eons before the emergence of humanity. The world is changing, the continents are shifting, and great herds of Leaf-Eaters are on the move, desperate for food and shelter. Sharpteeth, too, roam the land, some simply seeking food and shelter of their own, while others, cruel and bloodthirsty, hunt not just to survive, but to kill.

In a world that is slowly changing, many of the great beasts will find themselves dying to forces beyond even their control. Yet the great circle of life carries on, and even though not everyone shall make it to the end, life shall continue. And now, it is your turn to join the great circle of life yourself.

But who will you be, in this world of behemoths and titans? Perhaps you'll be one of the great Longnecks, or a proud Threehorn, or a silly Flier, or an adorable Bigmouth? Perhaps you'll be one of the more vicious Sharpteeth, or one of those who simply kill to survive rather than out of malice? One need not be a Leaf-Eater to be good, nor be a Sharptooth to be wicked.

Whoever you are, take **1000cp** as you begin your own journey on the great circle of life. And remember, some things you see not with your eyes, but with your heart.

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. Those of the **Last Hope** origin may determine their age through a roll of five plus a 1d8, while those of every other origin may determine your age through a role of 30 plus 1d8. You may, alternatively, choose your age by paying 50cp. Any of the following origins may be taken as Drop In origins.

Last Hope(+100cp): The world is cruel, and countless herds have met their demise simply because the young died before they could replace the old. Which is why hatchlings are considered such a blessing, for Leaf-Eaters and even some Sharpteeth. Hatchlings like you. You are a young dinosaur, probably close to the age of Littlefoot and his friends, and in times like this, where the world is changing and predators roam the land searching for easy prey, that can be dangerous. Yet it can also lead to wonderous adventures, friendships that can last a lifetime, and achievements no one thought possible.

Great Guardian: But perhaps, rather than a hatchling, you are a parent or grandparent instead? Maybe the elder of a herd or pack looking after the younger ones, or simply a traveler who has taken others under their care. Whatever you are, you'll be having your metaphorical, or literal depending on your species, hands full soon. Great earthshakes will separate families and herds, scavengers and predators will pick off stragglers and hatchlings, and even well-meaning leaders can make mistakes that will see many of their kin dead. Still, there's also great joy in seeing your pack or herd achieve success, and while it may be difficult, there's a special kind of reward in seeing your hatchlings not just survive, but thrive.

Scheming Scavenger: Yet not all dinosaurs are so well meaning. Even among Leaf-Eaters, there are bullies and brutes, and among Sharpteeth, there are plenty of opportunists who'd cheerfully snatch up an egg or hatchling for an easy meal. Like them, you've got a cunning mind, and a bad attitude, pushing others around to obtain food or territory for yourself. While this isn't evil in and of itself, you're the type who's got a nasty way of going about getting what you want. And with times being the way they are, with the green food vanishing and the tree leafs being so scarce, with prey being so vanishingly rare, can anyone blame you for doing what you can to survive? You've got to look out for yourself!

Maniacal Monster: But there's a difference between even a selfish scavenger and someone like you. Like a certain Sharptooth, you don't hunt just to survive, you hunt because you enjoy it. More than a predator, you're a killer, a beast that would take evil glee in devouring frightened hatchlings or attacking other dinosaurs where they think they are safe. And while the great earthshakes and fiery mountains might be dangerous even for you, the fact that so many herds and hatchlings are now vulnerable is definitely a bonus, at least for someone such as you. Just do be careful your lust for blood doesn't prove your undoing. Even the greatest Sharptooth can still die...

Species

As you might imagine, the variety of species roaming the Earth is truly massive, and it might take a lifetime to list every last one of them. So instead, you will be given choices depending on the size: Small, Medium, or Large. These sizes will be based on the adult size of whatever species is being mentioned.

You may pick dinosaurs not mentioned in each category so long as they fit the general size range and are from the Jurassic and Cretaceous periods. You may also import dinosaur alt-forms from other jumps, if you'd like, though they do have to be dinosaurs, and they have to fit within the size range.

Small: Generally speaking, you're pretty small for a dinosaur. Whereas so many other species are great, big lumbering giants, or walking, talking tanks, dinosaurs like you tend to be scavengers and sneakers, only really able to threaten the young of other species. This isn't necessarily a disadvantage, however: what you lack in raw size and brute strength, you make up for in your ability to get places larger dinosaurs couldn't, letting you make quick escapes, hide, steal from others, or discover resources your larger brethren never could. Plus, due to your small size, you require far less food to keep going compared to creatures like Longnecks or Threehorns. In a time where food is so scarce and Sharpteeth are constantly on the prowl, that's a great advantage.

Medium: Ah, now these are the kind of dinosaurs you'll probably see the most of around here. Depending on your species, you might be built like a tank, moving on four legs with a large, stout body made of muscle and scales, like the Threehorns or the Clubtails. Alternatively, you might have a body built more for speed and agility, with incredible swimming or running abilities, moving along on two legs like a Bigmouth. You are the middle ground between the Small and Large groups, having more than enough strength to fend off most predators while also generally being more agile than larger beasts. Being the middle ground also means, however, that there might be predators too big for even you, and you still need quite a bit of food to keep going.

Large: The kings and queens of the Land Before Time, the greatest beasts to roam the earth. This is a category primarily dominated by Sharpteeth, though the Leaf-Eaters are not left out either. For the most part, the dinosaurs in this category tend to bigger, stronger, tougher, though usually slower and less agile as well, with some exceptions. Once again, the exact body type depends on the kind of dinosaur you are: Leaf-Eaters of this size are usually some variety of Longneck, with a larger overall body, a long and whip-like tail, and a long neck meant for reaching higher sources of food. Sharpteeth of this size tend to be bipedal beasts with similar features: large heads, short arms, big teeth, and powerful tails, though nowhere near as powerful as an adult Longneck's tail. Though they are not quite as big as a towering Longneck, they are close enough in size to pose a threat to the larger beasts. Yet all that size requires a great deal of energy, and with food growing scarce, that might be difficult to find...

Locations

With the world itself crumbling, it might not seem to matter where you are, but you would be surprised. Some places are dangerous, some places are secure, some places are even safe. So where are you starting your journey on the great circle of life? Roll a 1d8 to determine your starting location, or pay 50cp to choose it freely instead.

1. **Mysterious Beyond**: In this time, most of the herds are travelling through the Mysterious Beyond, a desolate place full of very little green food and plenty of hungry Sharpteeth, desperate for prey. The most dangerous Sharptooth of them all is hunting here, slowly picking off the various herds. Yet there can be strength found in adversity, and you never know what wonders you might discover in a place that no one truly knows. New friends? New family? Or perhaps, a new home? Littlefoot, Cera, and Duckie are with their families and herds right now in this place, though that will soon change.
2. **Mountains That Burn**: A truly dangerous place, with unsteady terrain, burning lava, tar, and a pack of predators that live here, the bone-heads. The Mountains That Burn is a place where only Sharpteeth, scavengers and predators, can truly thrive, picking off any foolish or desperate enough to venture into their domain. And yet, even here, there is hope that can be found in the desolation, for past the Mountains that Burn lies the way to the Great Valley, a true paradise for Leaf-Eaters, full of green food, safe from any Sharpteeth that might seek to prey upon them.
3. **The Great Valley**: If the Mountains That Burn were a place wholly inhospitable to Leaf-Eaters, then this place is very much the opposite: a virtual promised land, full of plenty of greenfood, like tree-stars, for Leaf-Eaters to eat! Not to mention a safe haven from Sharpteeth, who would need to find the secret entrance to the Great Valley just to get in, let alone start hunting, and that's assuming they can even find it to begin with. Right now, all the herds are desperately moving to the Great Valley, as it is their only hope for survival. You should consider yourself lucky to be here.

4. **The Land of Mists**: Once upon a time, this place was another Great Valley, a place of safety and security and plenty of food. But that changed after a heavy, seemingly-never ending rainstorm that turned it into a wetland. Those who didn't drown in the great floods found themselves dealing with not only a different environment, but with new creatures, including new Sharpteeth. Soon, the herds that once lived here were forced to leave, with the new creatures either eating all the food the Leaf-Eaters needed or preying on the herds. This land is now encased in a heavy fog, yet for those willing to brave the dangers, the Land of Mists is home to the Night Flowers, a miracle cure which only blooms here, and only at night.
5. **The Mysterious Island**: A domain for both Leafeaters and Sharpteeth, this one of the few places with plenty of greenfood, yet the existence of prey also means the presence of predators, such as a pair of great Sharpteeth who are looking forward to having a child of their own soon. It sits atop the Big Water, far off from the shore, though right now, there is a bridge connecting the Mysterious Island to the mainland. An earthshake may see it damaged and covered in water, however, cutting that connection off. Fortunately, there seems to be a friendly swimmer who might save little Leaf-Eaters and carry them back to shore. There's also swimming Sharpteeth in the water though, too, so don't stay in the Big Water too long!
6. **Threehorn Peak**: One of the many mountains that seem to resemble either a Leaf-Eater or a Sharptooth, Threehorn Peak resembles one of the great Threehorns, though it is unique in that it is also a Smoking Mountain. Perhaps that's fitting, given how hot-tempered Threehorns tend to be! This place isn't all that important right now, but will be in the future, as a Stone of Cold Fire crashes into it as part of an odd test. Who could be behind such a test, something that seems almost supernatural? Well, to answer that question, you'll have to think beyond the Mysterious Beyond...
7. **The Hidden Canyon**: Huh. And here I thought there was only one entrance to the Great Valley! This place is filled with all sorts of greenfood and tree sweets, plenty to fill up a hungry group of young Leaf-Eaters. It is also spacious and big enough for a group of Sharpteeth to come through and enter the Great Valley, though the entrance can be blocked with a rock.

8. **Free Choice**: Well now, aren't you lucky? You can choose where you start for free! You can choose any of the previous locations, or if you want, you can choose another location that was seen during the adventures of Littlefoot and his friends. The mysterious home of the equally mysterious Rainbow Faces, however, is not an option. Sorry.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Last Hope

They'd Called Him Littlefoot(100cp): Well now, aren't you just adorable? There's something truly precious about you, making you appear cute even to other creatures, and more adorable still to your relatives. Just as Littlefoot represented the last hope of his herd, you too are someone who will bring hope to your family, making them dote on you and look after you even when you do something foolish. You can still get in trouble if you act mean or bratty, but that won't change the fact that you're cute and huggable. Even other species will find you cute, though Sharpteeth will probably still see you as a meal, cute or not.

Yep Yep Yep!(100cp): You have a boundless optimism to you, a joy and kindness that stays even when things get bad. Somehow, even in the grimmest of situations, you can find joy, seeing the good within the bad. This is an infectious kind of joy, the kind that can help someone struggling with sorrow and despair find their way, like throwing a raft to someone lost at sea. It's the kind of joy that will keep you alive, as during this time, with earthshakes and Sharpteeth roaming about, the worst possible thing you can do is give in to despair. Just keep on keeping on, and you'll find your way to a much better place!

SHARPTOOTH!(200cp): My, but you do have a powerful set of lungs, don't you? That's not an insult, believe me: for one so young as you, having such a loud cry is incredibly useful. Whether it be crying for food, crying out to your parents so you can find out where they are, or crying out that there's a colossal, sadistic Sharptooth coming to kill you and that some help would be very much appreciated. And while normally such a thing would also alert predators or enemies, you're now far more lucky having your shout reach your friends or guardians instead of those who want to hurt you. While crying out for help might hurt your pride, in the end, your pride is worth a lot less than your life, right?

You're Going The Wrong Way!(200cp): Here's an interesting fact: in one version of Littlefoot's adventure to find the Great Valley, he actually finds the Valley alone, after Cera and the others left him. He goes back for them, of course, but the key was, he went the right direction, while the others didn't. You've got a knack for directions yourself, never being led astray or going down seemingly easier paths, constantly moving towards your destination, no matter how vague and mysterious the path might be. You do need to have some idea of where you're going, of course, and you may not actually be able to complete the journey, but you'll never have to worry about getting lost along the way. This is also useful for escaping a hungry, angry Sharptooth.

Do You Remember The Way To The Great Valley?(400cp): Perhaps you don't. You're young, and you may have forgotten. There's no shame in that. And that might not be the only thing you've forgotten, either: the name of a friend, the point of your mission, a lesson that you've already learned again and again and again, all of these things can be forgotten. Yet do not despair. Whenever you are most in need of it, you will find something reminding you of the important details you need to succeed, whether it be directions, a certain technique, or just some important detail like an enemy's weakness. And when you forget yourself, lost and hopeless, you may find a voice there to encourage you, to lift you up, to guide you. Is it an illusion? A memory? The spirit of a loved one now gone? Who's to say. But you will hear that voice, and you will rise again.

I'm Coming!(400cp): Has anyone ever told you you have a knack for appearing at just the right time? Because you do. Somehow, someway, you have a talent for helping others when they need it the most. A friend would find you showing up the exact moment they need advice, a sibling might see you show up when they're in danger, and your group might find you charging in just in time to help them knock a boulder on a giant Sharptooth. And you seem to share that talent with others, as they come to your aid when you need them as well. You'd be surprised just how many times Littlefoot and his friends will escape death solely because a friend or guardian rescued them at the exact right moment. Don't grow too reliant on this, however, because if you're separated, they may not be able to help you.

He Can't Swim!(600cp): I can't tell if you're lucky or clever or both. You've got a great mind, the kind that can come up with all sorts of plans and ideas if given the chance, and the good fortune to find the tools you need for those plans. You and your friends are dealing with a group of hungry predators? How convenient, there's a tar pit nearby, you can use that to make yourselves appear like a great monster! There's a Sharptooth nearby that could kill your powerful parent, let alone a child like you? Oh hey, there's a huge boulder and a deep pool of water, you could knock it onto the Sharptooth and make him drown. He can't swim with those little arms of his anyways. Of course, your good luck just provides you with the tools, you need to do the follow through yourself, but maybe, with your friends, you'll pull off a miracle.

Somethings, You See With Your Heart...(600cp): Listen. If there's one lesson that keeps being repeated countless times in this world, it's that anyone can be a friend, no matter how different they might be. Even if you're a Longneck and they're a Threehorn, even if you're a Leaf-Eater and they're a Sharptooth, you can strike up friendships and bridge gaps that the more cynical adults never thought they could, uniting herds that would have never done so before. And the friendships you create are true, solid, sturdy, the kinds of friendships that can last a lifetime, that can see you through even the toughest and most dangerous situations. When you make a friend, as long as you don't go out of your way to ruin that friendship, they will always be your friend, and you'll find that your friendship with them can bring even your herds together. It's true not everyone will be your friend, but anyone can be your friend.

Great Guardian

Here I am…(100cp): There's something about you that's simply comforting. You radiate a soothing aura, your voice the kind that can reassure a frightened child and gently guide others. Even when times are rough or frightening, just your mere presence is enough to bring peace to your friends and loved ones, especially your children. On that note, you also have the makes of a great parent, knowing just the right tricks to teach and guide and care for a little one even when food is scarce and danger is plentiful. It's a skill that will be of great use to you now, and maybe the key to your family surviving and reaching a better place.

Stubborn Mister Threehorn(100cp): Stubbornness isn't always a bad thing: sometimes, you need to be stubborn, whether it be dealing with a disobedient child or staring down a scoundrel you know is up to no good. You have a strong will, able to endure tough times and brush aside the flattery of a schemer. Though while stubbornness is not always a bad thing, it's not always a good thing, either. There are times where you need to simply admit you were wrong, and pursue a different direction, a new strategy. You know when to let go of your stubbornness, and you can give it up easily if you want to. A role-model for hard headed Threehorns everywhere!

The Great Circle of Life Has Begun(200cp): Death is a constant, even in this era. Whether it be death from disease, starvation, predation, or something else entirely, death is part of life. But that's okay. We live. We die. We leave behind something greater than us. Yet this can be hard for the young to understand. You have a way with words, a skill for communicating difficult concepts to others without destroying their innocence or causing them further pain, lifting them up and helping them to grow. Your words alone may not be enough to pull someone out of their grief, but it can help them to understand their grief, to work with it. In general, you have a talent for offering sage advice: a few minutes listening to you might be remembered by someone for the rest of their life.

I'll Be In Your Heart...(200cp): Yet what if your words aren't enough? What if they need to hear you, see you? It might not seem possible, but somehow, some way, it will happen. If someone you care about is in need of your guidance, even if they're far away, even if you yourself are dead, you'll be able to communicate with them, if only briefly. Perhaps you'll appear in the water caught in a tree leaf, maybe you'll form out of the clouds of the sky for a moment to talk to them. You won't be able to give them a long message, but you will be able to provide them some form of guidance. It might not seem like enough time, but a minute of your voice and help might be all it takes for someone to take the last step to a wonderful new life.

Don't Mess With Hatchlings(400cp): It is, generally speaking, an extremely bad idea to threaten a child while the parents are nearby. That fact is true for Leaf-Eaters and even some Sharpteeth. You may or may not be a parent yourself, but it is also a very bad idea to mess with the ones you care about as well. When someone you love is being threatened, you find yourself filled with an odd kind of strength, a strength to keep fighting no matter how badly you're hurt, to take on a foe who's killed so many like you and win. This strength is tempered with love, so you won't ever have to worry about accidentally hurting the ones you love while protecting them. With this, you could even survive being mortally wounded, at least for long enough to protect your loved ones and speak to them one last time...

It's A Wonderful, Beautiful Place(400cp): It's one thing to protect your children from predators. But protecting them from hunger, from cold? Well, that's a very different story. Even the mightiest Longneck can't smack down disease with their tail, nor even the most powerful Threehorn slay thirst. Fortunately, something about you seems to bring good fortune to you, and those you love. Whether it be finding food in a time where it is scarce, finding a safety in a world full of danger, or escaping the perils of illness and disease, it is as if you are a lucky charm, keeping you and you herd in a state of good health. You may not be totally sated, and you may yet thirst, but this will give you the time you need to find a place where you will have to worry about these things no longer.

Lone Dinosaur(600cp): Once upon a time, there was a Leaf-Eater who decided he was tired of running. He turned, and took on the meanest Sharptooth to ever live, a terrible beast that had killed so many of his herd. And he brought that monster down, the first Leaf-Eater to fight back against a Sharptooth and win. Is the story true? Maybe. But whether or not Doc really is the Lone Dinosaur, you might as well be his successor. You're a true fighter, knowing exactly how to use your strengths to take on foes that should be more dangerous than you. Whether it be countering your foes strikes, battering them around, or taking them down, you could face even some of the most dangerous Sharpteeth without being one of them yourself. And no matter how old you get, you'll never grow weak or lose your touch. You're a timeless hero in the Land Before Time.

Old One(600cp): You might not be old, but you certainly have the same leadership skills as the Old One who leads Ali's herd. You have a certain charisma and wisdom that entices people to listen to you, and the ability to actually lead them even when times get tough. You're the kind of leader who can guide your people in a nomadic life through natural disasters, dangerous predators, and a changing world, always finding food and shelter for them and keeping them moving, when it would be so easy to simply give up. Finally, something about you demands respect from other leaders: it might be grudging respect, depending on the person, but they will acknowledge you as a fellow leader. Guide your people out of the mist and into the light.

Scheming Scavenger

Your Dear Old Uncle(100cp): Pterano has many, many, many flaws, but you can't say he doesn't have a certain slimy charm to him. You're a flatterer, a swindler, and you've got a way with words that would have all but the most stubborn or suspicious willing to at least tolerate you, even if they already suspected you were up to no good. For those who don't know your true colors, they'd practically worship you, thinking you must be the smartest, bravest, and most wonderful creature in all the land! This can be lost, however, if you show your hand too much, and acting abusive to those that do follow you will quickly see them turning on you, but well, that's the trick when you're a con artist, isn't it?

I'm Bigger Than You!(100cp): Sometimes, being smarmy and charming doesn't work. Sometimes, you need to impose your will on others by force! And why shouldn't you? You're bigger and smarter, after all! You've got all the tricks for intimidation that a bully should have, knowing exactly how far to go to intimidate or push others around without going so far that you'd get in trouble for it or make it obvious to everyone what you're doing. This can be useful for driving off rivals, keeping them from eating the food, be it green or red, that rightfully belongs to you! It can also be handy for just messing with people you don't like. Just try not to pick a fight with someone who's capable of fighting back, or your luck might just run out.

Who Needs You?(200cp): It should probably not come as any surprise that you, and those like you, are selfish. You want food, you want power, you want all that and more, but you might not be able to get it all by yourself. Luckily, you have a knack for finding help! Not friends, mind you. Remember the part about being selfish? Your type doesn't need friends. But you can find someone who, like you, is selfish and greedy and most importantly, hungry or desperate enough to work with you. Your partnership is a fragile one, of course, bound by self-interest and self-interest alone, but hey, if you're both eating, then you're both fulfilling those selfish interests. And if they leave or betray you, eh, you didn't need them anyways, right?

No Harm Will Come To The Swimmer(200cp): It's easy for others to think you're a brute. A villain. A cad. And maybe you are all of those things, but that doesn't make you stupid. You know that buttons to push to make others listen to your demands, such as holding a friend hostage, or offering food to one in need. And while anyone could simply grab someone and take them hostage, you know how best to leverage your advantage, ensuring that your demands are met. Even if you can't outright scare those you're threatening, you can leave them so unprepared, so confused and unsure of what to do, that you'll have enough time to make a getaway. Do be sure you get far enough away that those you've threatened can't catch you and take revenge.

Let Him Lead Us To The Stone(400cp): Pterano fancies himself a very important creature, and perhaps he is. He's also vain, and that vanity blinds him to obvious treachery. For some reason, people never really suspect you of treachery. Oh, they may not like you, they may think you're a scoundrel or a fiend, but they never really connect the dots and realize you're planning to backstab them until the time when you backstab them. This is very handy when you're trying to obtain ultimate power, or at least lots of food, for yourself, letting you trick someone into showing you the way to get exactly what it is you desire. After that? Well, all that's left for you is to make them a very dead creature.

Is That Really Fair?(400cp): That your punishment has been reduced? Probably not. Somehow, you have a tendency to get off lightly, avoiding the punishments you so rightly deserve. Lead a whole herd to their death because of your pride, and then try to act like you're blameless? Oh, no one will like you, but they won't try to punish you or take revenge on you, even if you got their loved ones killed. Kidnap a hatchling, using her as a hostage, and putting her life at risk, along with the lives of her friends who came to save her? Well, you also helped save those kids, so you'll only be banished for a few years. Even though they were only in danger because of you Depending on the act and your culpability in it, you may need to perform some act to make up for what you've done, and eventually, you may find others no longer willing to give you another chance. But maybe you'll use this chance to change your ways?

They Were Wrong(600cp): This is a cruel sort of luck. Not cruel for you, but cruel for others: you have a particular luck when it comes to finding those who are alone, vulnerable, and ready to be attacked, taken advantage of, and killed. A herd, lost and bewildered in the wild, why that sounds like a feast for you and your fellow Sharpteeth! A hatchling, stumbling into your grasp, allowing you to steal them away while no one can stop you? A perfect hostage, wouldn't you say? And oh, the eggs, the eggs that are so vulnerable and so delicious, what luck that you find them right when their parents aren't there to protect them! In short, you have a special talent for taking advantage of others at their most vulnerable for your own gain.

Good Inside(600cp): But maybe, deep down, you aren't really as wicked you appear to be? Oh, you might be arrogant, selfish, self-righteous. But maybe you have good intentions despite it all. Somehow, that will always come across to those who know you, even if they dislike or mistrust you, even if you've hurt them in some way. They may not agree with you, they may still wish to see you punished or thwarted, but they still acknowledge that you're all that bad. Because of this, they will be willing to serve as character witnesses for you, potentially lessening your punishment. Because of this, they would be willing to help you fix your own mistakes, acknowledging that you're trying to be better and doing the right thing. Because of this, they'd even try to save your life, even if you hurt them, because you don't deserve to die. This doesn't really work if you have a truly black heart, of course: there is no good inside of you, then.

Maniacal Monster

Run! Danger!(100cp): There is a difference between you and others like you: there are many Sharpteeth, and even some Leaf-Eaters, that make others feel fear. You? You make them feel terror, the kind of terror that would make even large Sharpteeth flinch, and many Leaf-Eaters shriek and panic. You inspire the kind of terror felt by someone who knows their very life is in danger, and that terror can be a very useful tool if used properly. You also know ways to enhance this terror, to make the fear and panic worse as you continue your hunt. It is not impossible for this terror to be overcome, however, if one is brave enough or has a strong enough will. Don't play with your food too long.

Meanest Sharptooth There Is(100cp): Even in the Land Before Time, reputation can be very important. Grandpa Longneck's reputation makes him respected and seen as a wise figure. Pterano's reputation will make him mistrusted, misliked. Your reputation? It makes you feared. You have the image of a big, bad monster, the kind of creature that others make way for. When you go hunting, other beasts, even some Sharpteeth, go running, getting out of your way or trying to hide from you. This can be very useful, as it means rivals will stay out of your way and prey will believe they can't fight back. This reputation can be lost, however, like say if you were repeatedly and easily defeated by a group of children. You may toggle this on and off.

Sharptooth is Dead!(200cp): I know it might offend your pride, not to mention your stomach, but sometimes there are small upsides to defeat. Whenever it appears as if you might have died, whether because you were knocked down a long fall or because you faked your death, you'll find your would-be victims very hard pressed to believe you're still alive. Even an eyewitness to you still being alive would be dismissed, for the most part. This will change if enough witnesses see you moving around, still alive, but their sheer shock at realizing you're not dead might give you the opening you need to eliminate them. A good way to celebrate your return, don't you think?

Sharptooth Was Hunting Them(200cp): Prey? Escaping you? No. No no no. Not now, not ever. They might get away in the moment, but you'll never stop hunting them, no matter where they run or hide. You have an instinctive sense as to where those you wish to hurt or kill are running or hiding, being able to track them even in a world ravaged by earthshakes and changes in the very climate and environment. Even if it looks like you've lost their tail, you're still right behind them: say your prey go into an area that you can't, for whatever reason. You're too big to get in, the area is dangerous for you, or some other reason. You can find another path and still catch up to your prey, somehow. Sharptooth caught up to Littlefoot and his friends, after all.

Red Claw(400cp): A tyrant king is still a king, and a king should have servants, shouldn't he? As long as you're big and bad enough, you'll find others like you, villains and killers and hunters, willing to serve you, loyally acting as your helpers and your minions. It's a loyalty born of fear and self-interest, of course, but it's still loyalty, the kind that will endure even if you are repeatedly defeated and humiliated. How many are willing to serve you depends on you: despite having the reputation of the 'Meanest Sharptooth of Them All', Red Claw will never actually be able to live up to the name. Yet he still had two raptors eagerly serving him. Build up a big enough reputation, and actually live up to it, and you might find yourself with packs of admittedly lesser but still dangerous servants helping you in your hunt.

Evil Joy(400cp): Fortune sometimes favors the wicked. Not always, not even most of the time, but isn't once enough? Your luck, in particular, helps you to find ways into the safe havens and sanctuaries of your foes. The Sharptooth that killed Littlefoot's mother was the first to discover the entrance to the Great Valley, even if he was unable to break in due to his own death, and Red Claw, for all his failures, discovered another entrance even those who lived within the Great Valley didn't know about! Likewise, you will find that you always will be able to find a way into even the most secure sanctuaries, to the shock and surprise of those within. Even Red Claw was only caught because Littlefoot and his friends were already there, and no one would have caught Sharptooth in time if he'd won. No prey is safe from you.

I Could Hear Him Breathing...(600cp): It will be a question for the ages how the Sharptooth that killed Littlefoot's mother survived his final clash with her. Battered, beaten, having taken multiple powerful blows from a Longneck's great tail, slammed into rocks and sent careening down a chasm to what should have been his death. It's something that killed even another Sharptooth of similar power and ferocity, the one the Lone Dinosaur defeated. Yet Sharptooth lived. Recovered. And hunted again. Once per jump, you may survive something that should have killed you: a mortal wound, a terrible fall, the kind of things that would fell lesser creatures. This won't revive you from truth death, simply save your life and help you quickly recover.

Tyrant King(600cp): Perhaps the answer to the mystery of how Sharptooth survived is simply that he was a freak of nature. A monster instead of a dinosaur. You are like him: you may not be a large Sharptooth like he is, but you are a similarly monstrous representation of your kind, whatever it might be. Other Sharpteeth are considered impressive for making a short leap across a small chasm. Sharptooth could jump up from the bottom of a waterfall to its top. Other Sharpteeth could be injured or incapacitated even by a tail strike from another of their kind, let alone the mighty tail of a Longneck. Sharptooth survived and endured the attacks of Littlefoot's enraged mother, continuing to fight after suffering blow after blow. Other Sharpteeth need to work to lift up a large stone. Sharptooth smashed stone with a charge and lifted it up with wild thrashing. There is only one true tyrannical king. Or at least, there was, until now. Until you. This will affect any race you become in future worlds as well.

Items

Even dinosaurs need food and places to live! And there are many other mysterious things that can be found in this Land Before Time. You may discount two items in each section, save for the 600cp section, where you can only discount one item. Discounted 50cp and 100cp items being free, and other items being half-off.

Land Before Time Movies, Books, and Merchandise(50cp): Well I don't know how much good this will do you here, unless you're able to play movies, or have the ability to teach those that live here how to read. But here you have a collection of every bit of Land Before Time merchandise there is, from the movies to the books to the toys, so on and so forth, all for you! And look, there are versions of what you've collected that feature you and your companions as well! Why, by time you leave this world, you might have a collection of movies and stories as grand and expansive as Littlefoot does! If these are lost or stolen, they will be replaced within a week.

Tree Star(50cp): Now, I'm sure you know what this is! This is a tree star, one of the symbols of Littlefoot's adventures, and the gift left to him by his mother before she passed. This particular tree leaf is big enough to completely cover a young Longneck's head, and cover smaller creatures entirely. It can shield your head from rain, or catch it if you want a drink; it can serve as a blanket or bed if you're small enough; and it's just surprisingly comforting to hold onto, as if it were something a dear loved one gave you, and its presence reminds you of them. It's also very nutritious if you're a Leaf-Eater. If it is lost, destroyed, or eaten, a new tree leaf will find itself carried by the wind towards you the next day.

Eggs(50cp): Of course, not everyone is a Leaf-Eater. Sharpteeth need to eat, too! So I present to you a clutch of eggs, full of delicious food for a predator like you and the rest of your pack. Don't worry about them hatching or any parents coming by to stomp you for threatening their children, these eggs are purely for consumption. They have all the vitamins and nutrients proper Sharpteeh needs to grow up big and strong, so you can kill some other Longneck's mother! Or at least try, that particular Sharptooth was a whole different kind of animal. If these are lost, destroyed, or eaten, you'll find a new batch of eggs the next day.

Treestars/Groundstars(100cp): It's a tree! Or maybe it's a bush? Whatever it is, it's packed with plenty of green food, which will always be something you can get to, no matter what kind of dinosaur you are. The three is big enough to feed a herd of Longnecks for a day, and a smaller group of Leaf-Eaters for even longer. The tree will never wither or die because of drought or disease, and will replenish very quickly, within a week at the most if it's completely and totally depleted. If the tree is otherwise damaged or destroyed, say by a natural disaster or rampaging Sharptooth, a new tree will rise up within a week.

Prey(100cp): Sometimes, eggs just aren't enough. Oh, they're delicious, to be sure, but you need more! More meat, more energy, more food. Well, here you have a pack of helpless prey, odd creatures that seem completely unaware they should be running from you, even if you're eating their fellows right in front of them. Devouring these creatures could leave even the greatest Sharptooth satisfied, and they'd feed a pack of smaller sharptooth for a week. If all the prey are devoured or otherwise killed or stolen or lost, another pack of prey will suddenly appear within a week.

Nest(100cp): Well, it's not much, but it is home. Here you have a nest, perfectly sized for you and your family, whether they be your children or your pack. Your nest is secure, protecting any eggs from unwanted predators or the elements, and it's also comfy to simply lie down and sleep in. The exact size of your nest will, of course, depend on your size and the size of your group, but is generally the perfect size where you'll have just enough room without having too much room. If it is ever destroyed, a new nest will appear in a week, feeling just as comfy and cozy.

Night Flower(200cp): Now we're talking! This flower, which blooms at night, is truly beautiful, but beyond its beauty, it has another, very special aspect to it: it is a miracle cure, capable of curing even the most deadly disease. Grandpa Longneck will one day be brought back from death's door by consuming night flowers that Littlefoot brought back, recovering in mere hours. Depending on the size of the being you're trying to cure, and their state, you might need more night flowers. So here, a whole meadow, just for you! If the meadow is destroyed or depleted, it will be restored within a week.

Waterfall(200cp): You know what else is important to life aside from food and shelter? Water. Living beings need water in order to survive, and so, this is a gift for you and yours: a grand waterfall, leading into a stream that provide water for an entire valley. It is a source of fresh, clean water, free of any disease or pollution or anything else that might make you sick if you drank from it. And you'll never have to worry about the water running out or stopping, as it will manage to clear any blockages placed within it by itself. With this, you'll never have to worry about water again!

Dinoeggs(200cp): Are you a parent, Jumper? Or perhaps you simply found these eggs that had been left behind by another of your kind. Whatever the case, what you have here is a nest of eggs that will one day become hatchlings. You may choose if the hatchlings will be your own descendants or born from another dinosaur. Either way, the hatchlings born will automatically see you as a parent, or at least as a guardian, and will be happy to follow you, fully trusting you. If any of these hatchlings die, a new egg will appear within a week to replace them. In times like these, this is a gift any dinosaur would dream of. Please take care of them.

Oasis(400cp): Well now, this is a very different kind of home, isn't it? This is a special place, full of water and food, big enough to house a whole herd. It is a place of rest and comfort where you and your loved ones can live out the rest of your lives without having to worry about food or water or shelter. You also won't have to worry about predators or rivals, as something about this place seems to ward off any who would try to interrupt or spoil your cozy life. This won't protect you from anyone specifically looking to harm you, just keeps out any who would invade your home for their own selfish gain. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Island(400cp): Perhaps the Oasis just isn't your style. Perhaps you'd prefer something wilder, something less peaceful. This is the ultimate hunting ground for a Sharptooth, full of prey you can properly hunt and feast upon. Not just you, either, but your whole pack, you and all your family and friends! There may be the occasional rival predator here, but they won't be anything you can't handle, and they will always serve to sharpen your skills rather than serving as a true threat to you and yours. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Herd/Pack(400cp): If there is one lesson this world seeks to teach, it's that friendship and family are the most important things you can have! So why should you be all alone? Here you have a small group of dinosaurs like you, sharing the same species you do. They look upon you with love and respect, seeing you as either a beloved child or as an admired leader. If you are their leader, then they'd be willing to follow you everywhere, trusting that you know what is best, and that you would never lead them to harm. And if you are a child, they will fight even the most ferocious predators and enemies to keep you safe, never backing down even when their own lives are at risk. They are your family, and they love you. Any member of the herd or pack that dies will come back within a month. These count as followers for future imports.

Great Valley(600cp): If this is not the Great Valley, it is at the very least a paradise like it, not unlike what the Land of Mists used to be before the endless rainstorms. It is filled with countless different Leaf-Eater herds, from swimmers to flyers to Longnecks and Threehorns and more. You might even find some other critters, like the Tinysaurs. All these herds will live in peace together, and will have plenty of food and water and shelter to meet all their needs. This place might actually be more secure than the Great Valley, as you will never have to worry about blockages in the water supply, illnesses, or other issues the Great Valley would face, even if they would be easily overcome by those who lived there. If you have a herd of your own, they will be integrated here as well. Even if you are a Sharptooth, so long as you don't attack any of them, they will accept you as well. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Sharptooth Paradise(600cp): The Land of Mists was once like the Great Valley. Now, it's a haven for aquatic Sharpteeth. And the Mysterious Beyond is filled with hungry, wild, dangerous Sharpteeth, looking for a fresh meal. You have in your possession a land like those, where Sharpteeth reign supreme, feasting on plentiful prey and fighting amongst themselves for hunting ground. They seem to give you at least grudging respect, however, willing to let you hunt as you please so long as you don't put their lives at risk, either directly by attacking them or indirectly by eating their own food supply. If you are a Leaf-Eater and pick this, for whatever reason, they will leave you and yours alone, not seeing you as worth hunting unless you provoke them. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Companions

Companion Import(50-400cp): Like I said before, friendship has a special power here. Even the bad guys aren't always alone! And if they're not alone, why should you be? You, too, have friends and/or minions who want to help you! And if you haven't already, you can make them here. Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin and dinosaur species, and have 600cp to spend on perks.

Canon Companion(100cp): Or maybe, you've made friends here that you don't want to leave behind? Clever Littlefoot, steadfast Sera, cunning Pterano, or even one of those dreadful Sharpteeth? Well, that's up to you, both when it comes to picking who you'd like to come with you, and convincing them to join you on your adventures in other worlds! I'm sure at least some of them would be interested in seeing what lies Beyond the Great Beyond. And besides, it's always nice to bring your friends along with you, yep yep yep!

Sweet Child(50cp): Whether it's a sweet child of yours or someone else, this is an adorable hatchling who's decided you are simply the best thing ever. Energetic, curious, excitable, and with a heart as good as gold, she can't help but see the world as beautiful, wanting to explore it and discover what she can about it. This can mean she gets into trouble, but somehow, she also manages to make friends that help her get out of it. She has an open heart, willing to accept others, no matter how different, and she wants you, most of all, to be happy. She's naive and silly now, but with your help, she can grow into something great. Is she your child? A friend or sibling of yours? Some little brat you stumbled upon who you happened to grow fond of? Well, that's up to you. But what she is for sure is on your side. She possesses the **They'd Called Him Littlefoot**, **Yep Yep Yep!**, **You're Going The Wrong Way!**, **Do You Remember The Way To The Great Valley?**, and **Somethings, You See With Your Heart** perks.

Old Protector(50cp): Hmm. Maybe Doc isn't the Lone Dinosaur after all. Or maybe he's not the only one to pull off such an incredible feat. What you have here is an old, even ancient dinosaur, one who has lived countless years, seen countless cold times, and who stands undefeated even after facing down countless Sharpteeth. He's the kind of dinosaur you can depend on, in a fight and out of it. For some reason, he's come to serve as a mentor towards you, seeing potential somewhere inside of you. Depending on your age, he might even serve as a parent in addition to serving as a teacher. He might even be your parent, if that's what you want. Whether that's the case, or he's simply your teacher, you can rest easy in his shadow. He possess the **Here I am...**, **Stubborn Mister Threehorn**, **The Great Circle of Life Has Begun**, **Don't Mess With Hatchlings**, and **Lone Dinosaur** perks.

Terrific Trickster(50cp): She's great! She's glamorous! She's bold and brash, and she's so full of it it's coming out her ears. What you have here is a prehistoric con artist, always coming up with new scams and schemes to get food for herself, then pretending to repent so she can get out of trouble. She's gleefully tricked everyone from wise Longnecks to proud Threehorns to even other scavengers stupid enough to think they can outwit her. Yet for all her greed and self-interest, there's a glimmer of goodness in her, a desire to help others. Perhaps that's what drew her to you. Maybe she saw you as an easy mark turned friend, or a child in need of protection, or a kindred spirit, or a terrifying boss she can't scam or defy. Whatever her reason, she's sticking with you. Will you encourage that spark of inner goodness, or snuff it out? Either way, she has the **Your Dear Old Uncle**, **I'm Bigger Than You!**, **No Harm Will Come To The Swimmer**, **Is That Really Fair?**, and **Good Inside** perks.

Right-Hand Monster(50cp): ...oh dear. I'm not sure whether to congratulate you or offer my condolences. What you have here is a powerful, intelligent, sadistic, bloodthirsty killer, not unlike the Sharptooth that killed Littlefoot's mother. He relishes in the hunt, in the spilling of blood, and he's taken an interest in you. Oh, not to eat or kill or hurt you, of course! No, no, you see, he seems to think you're his best chance at facing proper challenges, at getting to indulge in his sadistic delights. And he more than back up his boasts, being a dangerous and powerful freak even for one of his own kind. With him by your side, there aren't many creatures who would threaten you, or would even dare to try, given his reputation. But the question is, is that worth it for having a bloodthirsty, if loyal, monster by your side? He has the **Run! Danger!**, **Meanest Sharptooth There Is**, **Sharptooth Was Hunting Them**, **Evil Glee**, and **Tyrant King** perks.

Drawbacks

Even in the Land Before Time, perhaps especially there, there is danger. Predators and diseases and problems everywhere. Yet these dangers can also come with rewards if faced with courage. Are you willing to take up the challenge?

Canon Before Time(0cp): Right, so let's get this out of the way here and now. The story of the Land Before Time is...expansive. Very expansive. So much so that it can take you ages to go through all the different stories, even if, at a certain point, they all seem to be telling a different variation of the same story. But which of these stories actually happened? Well, I'll leave that up to you. You may pick and choose whether the movies that took place after the original Land Before Time are canon or not, same with the TV show. You may also choose whether your story takes place in the original movie or the book, where Sharptooth is explicitly evil and Littlefoot finds the Great Valley before reuniting with his friends.

Haven't We Done This Already?(100cp): Let's just get this out of the way: the Land Before Time repeats the same moral message that 'different isn't bad' again and again and again. And no matter how many times everyone learns this lesson, they seem to forget it the next time it comes up. Like everyone else here, you seem to have a tendency to forget certain moral lessons. Have a problem with lying? You'll go through a harrowing adventure where you learn that honesty is the best policy, and swear never to lie again...only to start lying again a few weeks later, requiring yet another harrowing adventure. And you will, again and again and again, have to re-learn the moral lesson that you should accept others who are different instead of looking down on them.

We Never Do Anything Together(100cp): And here you have the other end of that particular issue: others accepting you. For one reason or another, you're just seen as 'different'. You might be accepted among your own kind, like if you were a Threehorn among other Threehorns, but other groups will find it hard to accept you at first. Even kindly dinosaurs like Littlefoot's mother didn't think dinosaurs of different types could do things together, imagine the issues you'll have with more stubborn types! It's not impossible to win them over, per say, simply difficult. But with each new group, you'll have to go through this all over again. Say, for instance, you managed to find acceptance amongst the herds of the Great Valley. You would then have to struggle to win over Ali's herd, or herds from other areas if you're a Longneck. Expect to experience a lot of frustration if you're looking for friends that aren't part of your 'group'.

Some I Won't Miss So Much(100cp): You are...well, let's face it, not the most pleasant person around. I'd even outright say you're grumpy and stubborn at best, and a hot-tempered mess at worst. You have a tendency to be irritable, grunting and growling at slight inconveniences, and outright roaring at even loved ones if they do something that offends you. You also have a tendency to think you're right, and a proud attitude that makes it hard for you to admit you're not, no matter how glaring the evidence. This doesn't make you evil, per say, as you can still show love and kindness and guilt. And you can, with great effort and struggle, let go of your pride. But expect a lot of personal problems because of your bad attitude.

It Wasn't My Fault...(100cp): You didn't mean it. You truly thought you knew what was best. All the death, all the bloodshed...it wasn't your fault! ...was it? Some time ago, you went through a great tragedy, one what warped your personality significantly. Pterano was always arrogant, but he never developed a god complex until he saw the herd he was supposed to lead be slaughtered before his eyes, seeking power in an effort to create a paradise, making up for his mistakes and proving he was right all along. You may not fancy yourself a very important creature like he does, but you've been similarly twisted, doing nearly everything to make up for your mistakes and prove that you could have done it, that it wasn't your fault, that you aren't a failure who led innocents to their death. Like Pterano, you may still have certain limits, like not harming children, but expect to go far beyond what you might have before.

Company He Keeps(200cp): If you can judge someone's character by the friends they keep, then I'm afraid you'll be judged very harshly, because your friends are awful. Greedy, cowardly, violent, malicious, perhaps even all of the above, they are unpleasant to be around at the best of times, and more often than not pose an active threat to others. You can, in theory, keep them under control, batting them around or holding them back, but even if you could overpower one, overpowering all of them might be more of an issue. And there may come a time when they decide it's high time to get rid of you. When that day comes, I hope you've made real friends who will help you.

Sharpteeth?!(200cp): Oh yes, Sharpteeth. And lots of them. Every week or so, you'll run into a new problem involving Sharpteeth. Perhaps a pack of fast biters has come for you and your herd, eager to feed upon your flesh. Perhaps a larger Sharptooth is on a rampage, either eating your own prey or coming to make you its prey. Maybe there are some Sharpteeth who are out to steal your eggs or the eggs of your herd, and you need to stop them before it's too late. No matter what form they take, you will find Sharpteeth proving to be a nuisance at best and a real threat at worst many, many times during your stay in this world. Expect to hear the cry 'SHARPTOOTH!' frequently.

Grandpa Is Sick!(200cp): It might not be your grandpa. It might be your lover, your child, your best friend, someone you care about and would be heartbroken to lose. But someone you know is dying of a terrible illness, and they need a cure. Nothing seems to be working, until you hear of something that can only be found in a distant, dangerous place. You will have to make the journey to this place yourself, risking your own life to save the life of the one you love. It will not be easy, and you're on a time limit, with failure spelling the end of this precious person, a loss that will haunt you until the end of your time here. Succeed, however, and their life will be saved. If you succeed, you may take them as a companion at the end of your time here, assuming they agree.

Problem of the Movie(200cp): Wasn't the Great Valley supposed to be a paradise without any flaws or danger? While usually paradisiacal, it does seem to have problems rise up from time to time. Like a horde of swarming leaf gobblers eating all the green food, or the waterfall providing water to the Great Valley being clogged, or something similar. All problems that can and will be solved, but problems that will prove to be a frequent headache for Littlefoot and his friends. Like them, you will frequently find issues popping up where they really shouldn't, anything from minor annoyances like a bully keeping you out of the hot spring to real issues like a disease running through. All of these problems can be solved, but they certainly get annoying after a while.

EARTHSHAKE!(300cp): Even the mightiest beast is no match for the power of the earth. The clashing of the continents is happening here, now, and it's happening everywhere. Earthshakes split the land apart, mountains that burn erupt, families and herds are separated by the cruelty of chasms and ruptures in the earth. No matter where you go, you will find no true escape from this. Go near the Big Water, and you will find great waves crashing down, destroying land bridges and seeking to drag you under. Travel by land, and you'll find the earth cracking and splitting beneath you, potentially dragging you under if you're not careful. And the already dangerous smoking mountains will become more dangerous still, as magma pours out of them. It will take ten years for the planet to finally settle. Can you survive until then?

I Saw SHARPTOOTH!(300cp): Oh no. Oh no no no. A terrible beast has caught your scent, and it is hungry for blood. Your blood. As terrible and dangerous as the Sharptooth that killed Littlefoot's mother, this is a beast that doesn't even seem natural, possessing strength and agility and durability far beyond any its kind should actually have. And it will use all of that to find you, to hunt you, to kill you. And it just will not seem to properly die, no matter how many times you seemingly kill it. For ten years, you will live with a sadistic monster on your tail, more than happy to kill your friends and loved ones as it hunts you, perfectly aware of what it's doing and how it would hurt you. At decade's end, you will finally have a chance to truly kill this evil creature. Make sure you do so.

Rainbow Faces(300cp): The Stone of Cold Fire that Pterano found was sent to crash on Earth on purpose to serve as a test for the inhabitants of this world by a mysterious duo who claim to hail from Beyond the Mysterious Beyond, before leaving and taking off into space. Yes, my friend, they were aliens. And while the exact capabilities of these beings are unknown, if certainly beyond that of modern man, they've taken notice of you. Oh, not with any malicious intent, mind you, but with curiosity. They want to see what your values are, what you believe in, how intelligent you are, what you're willing to do to succeed, so on and so forth. For the next ten years, you will be dealing with the tests and plans of these eccentric creatures. At the very least, it should make for some interesting adventures.

The Once Great Valley(300cp): The Land of Mists was once like the Great Valley, before the rains came. Now, it's a wetland, a home for vicious Sharpteeth. Who's to say the Great Valley won't eventually share its fate? Well, it will now: the Great Valley will be destroyed by some terrible disaster, destroying the seeming last hope of the Leaf-Eaters. And while that might not seem like such an issue for Sharpteeth, the loss will see a mass die out, making food even more scarce than it already is. Sharpteeth will clash with Sharpteeth over prey, Leaf-Eaters will struggle to survive, faced with both hunger and despair, and if there is some other safe haven to be found, the path towards it may be too dangerous even for the bravest and strongest of souls. There may not be a happily ever after at the end of this story.

Ending

The story of the Land Before Time might not be over, but your story within it might be. You have three choices in front of you:

Go Home: The Great Valley was not only a place for food and shelter, but a place for rest for the old and tired. Perhaps you need rest as well. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe you don't want to leave this world just yet? Maybe you want to explore even Beyond the Mysterious Beyond? If so, you may choose to end your chain and remain in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

Why is the Sharptooth that killed Littlefoot's mother so special?: Because it was, genuinely, just built different. No other Sharptooth we see is as durable, strong, or agile as he was, not even other Tyrannosaurus Rexes. For other Sharpteeth, it's considered impressive to just make a relatively small jump. The original Sharptooth went from the bottom of a waterfall to the top of the cliff the water was coming from in a single jump.

The Giganotosaurus that was fighting both of Chomper's T-Rex parents got incapacitated by a single swipe from a T-Rex tail, and a one on one between other T-Rexes and a Longneck usually ends with the Longneck winning. The original Sharptooth took multiple swings from Littlefoot's mother's tail to the head, was smashed into rocks and slid down cliffs as a result of said tailswipes, and was still fighting up until a last swipe sent him plummeting down a cliff. A fall he survived, by the way.

Not even mentioning how he was smashing through stone or lifting up the rock around him just by thrashing about after being knocked down by Littlefoot's mother. If we go by the illustrated book, he also has a powerful sense of smell, able to smell the dinosaurs in the Great Valley after Littlefoot and his friends led him to the entrance by accident. He's legitimately just more dangerous than any of the other Sharptooth, T-Rex or not, we see in the series.

What's up with Maniacal Monster talking about evil? Aren't these just dinosaurs?: That's based on how the book version of the Land Before Time describes Sharptooth. Multiple times throughout the illustrated story, we see from Sharptooth's point of view about how he's enjoying hunting Littlefoot and his friends down, how he feels things like rage and a desire for revenge that someone would dare hurt him, and the sheer evil delight he feels upon discovering the Great Valley and all the prey within.

Note, the book explicitly says 'evil' multiple times to describe his emotions. Sharptooth enjoys killing for the sake of killing rather than just for ensuring his own survival. Deleted scenes from him attacking Littlefoot and Cera seem to hint this would have been canon there as well as he seemed to be toying with them, though Don Bluth himself saw Sharptooth as just trying to survive.

Importing Dinosaur Forms from other Jumps: The dinosaurs from Jurassic Park, while genetically altered, are still dinosaurs, so they would still count for imports, while something like a human being would not count. Likewise, while Godzilla is a dinosaur, even his smallest size is fifty meters tall, putting him well outside even the Large size range. You may still import dinosaur forms from earlier periods, however, if you wish to a dinosaur not from the Jurassic or Cretaceous periods.

Size Examples for Dinosaurs: Examples of the small size are the Tinysauruses, which are only a few inches high, the Hypsilophodons, which are around three feet in height, with the largest 'small' dinosaurs being Velociraptors, around the same size as an average human at six feet.

Examples of the Medium size are the Triceratops, which were around twenty-six to thirty feet in length and nine and a half feet tall, weighing anywhere from six to twelve tons, or the Parasaurolophus, which were around thirty-three feet long, fifteen feet high. Pteranodons are another example, with smaller main bodies of around eight and a half feet at maximum but a large wingspan of twelve to twenty-five feet.

For the Large size, the canon examples for Leaf-Eaters are Apatosauruses and the Bronchiosaurus, with a real world height of nineteen feet and a length of seventy feet for the former, and thirty-nine feet in height and eighty-two feet in length for the latter. Sharpteeth are a more complicated matter, however, as their size tends to vary depending on the shot and the angle: the Sharptooth that killed Littlefoot's mother could go from a towering, kaiju-like beast to a smaller but still large and long creature. The real world example of a Tyrannosaurus Rex was forty-two feet in length, standing above twenty-one feet in height if it stood upright. Fanwank as necessary.

There are aliens in Land Before Time?!: Yep. In exactly one movie, The Stone of Cold Fire. They appear, send what's either a spaceship or a meteor crashing down, set a test before the inhabitants of the Great Valley, then teleport away and leave the planet after congratulating Littlefoot, spouting out what's probably their equivalent of the Prime Directive.