

LOST EDEN JUMPCHAIN

This is not the world that you once called home, even if it may come to resemble it in a few million years. At the moment, however, this is a world in which many species of intelligent dinosaurs exist alongside several primitive humanoid civilizations. Both groups are threatened by the Tyrann, marauding predators that seek to devour all those who oppose them and reduce the survivors to slaves under the bloody claws of their freakish chieftain, the evil Morkus Rex.

Their first attempt to conquer the world was defeated three generations ago by a human king, remembered to this day as the Architect, for he built mighty citadels across the world, as well as an alliance between man and dinosaur that from the safety of those strongholds was able to first resist and then turn back the first Tyrann onslaught.

Alas, the Architect's heir was an evil man who betrayed his father's lifework and sought dominion for himself, breaking the alliance and tearing down all Citadels except for his own seat of power, the Citadel of Mo. For these and other dark deeds, he would come to be known just as the Enslaver, his true name lost to the ages.

The Enslaver's own son, King Gregor, was kind-hearted, but lacked the courage of his grandfather. Early in his reign, he tried to oppose the resurging Tyrann, but after his wife and daughter were seemingly devoured by the ravenous beasts, he decided to hide behind the powerful walls of Mo to protect his last remaining son, Adam of Mo.

If you do nothing to change the fate of this world, Adam of Mo is destined to rediscover the lost secrets of his ancestor, rebuild the fallen Citadels and bring about the final defeat of the Tyrann menace, but that will not happen until Adam comes of age, five years from now. In any case, you have **1000 CP** (Citadel Points) to prepare for your journey through this Lost Eden.

LOCATION



Roll 1d6 to determine your starting location or pay 50CP to choose.

1- *Citadel of Mo.* The very heart of the kingdom of Mashaar, where King Gregor holds court, is the last example of the Architect's labours and the safest location in the known world for those who fear the Tyrann. Its walls hide ancient secrets and precious artifacts.





2- *Chamaar.* North of Mashaar lies Chamaar, city of the Chorrians. They are a brave and honorable tribe and, by the standards of this world, they are considered members of the human race. Five years from now, their city will be destroyed by the Tyrann and its denizens taken for food, except for a few survivors.

3- *Tamara.* An isolated valley, far to the east that has been overrun by Tyrann bands. It is the homeland of the Tammians. They are brutish and superstitious folk, but they could use some help.

4- *White Arch.* The Great White Arch is the sanctuary of the pterodactyls. They are welcoming enough to visitors, but this is not a place for the land-bound.



5- *Shandovra.* Not far from the very lair of Morkus Rex, there is a valley that resists his attacks still. The people living there are mainly Chorrians led by a woman said to have come from Mo itself.

6- *Free Choice.* Fate smiles upon you. You may choose to appear anywhere in this world.

SPECIES



Choose one:

Human: This includes the humans of Mashaar, of course, but also the other humanoid tribes of this world. Physical capabilities are roughly the same for all tribes, but if you would have the appearance of a Chorrian, one of the amazonian Kobu or even one of the uncanny Castra, you can freely become one of them.

Dinosaur: In addition to the specific creatures described as dinosaurs by science, you may also choose to become one of the prehistoric reptiles that pop culture often describes as dinosaurs. In other words, you can enter this jump as a brontosaurus, a triceratops or a velociraptor, but becoming a pterodactyl or a plesiosaur would also be an acceptable choice.



ORIGINS



Choose one:

Wanderer (optional Drop-In): A foreigner from distant lands. Are you an exile, a pilgrim or perhaps a newcomer with no prior history in this world?



Wiseman: You may be a respected elder armed with the wisdom of your long experience or a mystic trained in the ways of the supernatural, but in any case you are someone unusually learned by the standards of this world.



Hero: Like Adam of Mo, you are a natural leader and have the potential to claim a great destiny. You may obtain glory or disaster, but not mediocrity.



Tyrant: You have chosen to become a force of evil in this world, like the Enslaver or Morkus Rex. Whatever your reasons, know that your darkness will not go unopposed.

Regardless of your origin, age and gender remain as they were at the end of your last jump. If you want, you may pay 50CP to adjust them to your liking, within reason.

SKILLS & ABILITIES (PERKS)

Characters get for free the 100 CP perks associated with both their species and their origin.

Survival (100, free Human)
In this day and age, the tribes of man live in the shadow of living mountains of flesh and bone. And yet man survives, man endures, man advances inch by inch towards the foretold future in which the Age of Dinosaurs will come to an end and the Age of Man will begin.
This is a perk that gives you the minimal qualities needed to survive in this harsh time. You will know how to find shelter, how to lit fires, how to hunt and how to forage. This also comes with a tiny boost to your luck that ensures that just about anywhere, you will eventually find enough sustenance to survive, be it in the form of eggs, apples, edible mushrooms or something else entirely.

Speech (100, free Dinosaur)
In the forgotten days of the Old Order, the mystic powers of the Cube were used to grant some dinosaurs the ability to speak human tongues in the hopes that this would help bridge the gap between man and reptile.

Now, this blessing has been bestowed upon you. It doesn't matter if you are a dinosaur or something entirely different, for even lacking the anatomy to communicate verbally won't stop your ability to talk like a human would.

Friend To All Men (100, free Wanderer)
The importance of a good first impression cannot be understated, so it is a jolly good thing that this perk ensures that the first impression others get of you tends to be positive, unless they have good reason to dislike you, such as racial enmity or a hateful disposition.
Barring such obstacles, you can count on being treated as a friendly acquaintance at the very least and, if you need it, you will have little difficulty convincing even near strangers to give you shelter and sustenance. Moving beyond this first step is up to you, however, since this perk only covers the *first* impression and it will not help you if you decide to be a boorish guest.

Counselor (100, free Wiseman)
Your role might not be that of a leader, but thanks to this perk you tend to have the ear of those who rule. If you offer sound advice, your wisdom will be recognized and your counsel rewarded with positions of considerable influence. Those you assist in this manner may choose to disregard your suggestions, but they only do so after careful consideration.

Born Leader (100, free Hero)
You have a strong charisma and a natural ability for sound leadership.
Forging alliances is easy with those whose interests overlap with your own and, with some effort, you could even convince a population of strangers to grant you a position of leadership and follow you into danger. Talk of your victories and accomplishments tends to spread far and wide, too.

Dread Master (100, free Tyrant)
No weapon can cut quite as deeply as fear guided by a deft hand.
And your hands are so very deft.
You know how to make yourself feared by friend and foe alike. More than that, you have a fine instinct for cultivating the *right* kind of fear. After all, keeping disloyal minions in line does not require quite the same touch as building the kind of reputation that saps the resolve and courage of your foes.
Just be careful and try not to push too far. You know what they say about cornered beasts.

News From Distant Lands (200, discount Wanderer)
This is a primitive world with no technology and very little magic.
News is carried from valley to valley by the few who dare to venture beyond their homelands and all too often such gossip turns out to be a valuable commodity. With this, news of interest about distant lands seem to reach your ears before any others and you have a talent for telling what is truth and what tall tales. A humble ability, perhaps, but there is great value in being well informed.

Gift of Tongues (200, discount Wiseman)
Yours is the gift of understanding others.
It matters not whether you speak different languages or whether those you are trying to communicate with lack the capacity for speech in the first place. When someone tries to tell you something, you will understand their message.

This also gives you a weak sense for the spiritual. You can perceive places that have been tainted by evil and bloodshed, for example, or tell when those close to your heart are alive and well.

Citadel Builder (200, discount Hero)
Like the Architect that designed the Citadel of Mo, you have become a great expert in the design and construction of fortifications. While you will still need resources and manpower to turn your designs into reality, when making a fortress you always know the best ways of using what you have available.

Despoiler (200, discount Tyrant)
Some tyrants are monsters that just want to reduce the world to blood and ashes, but there are others who prefer dominion over destruction, like the Enslaver, the accursed second king of Mashaar.
With this perk, you share that evil man's ability to force an enemy that you have beaten before or whose strength is obviously lesser than your own to submit to your demands, as long as said demands are not absolutely unbearable. Forcing a sufficiently outmatched foe to surrender their most sacred relic without a fight is entirely within your reach.

Outlander (400, discount Wanderer)
Being an outsider is often a bad thing, but it can also have its perks.
With this perk, people will be supremely reluctant to drag you into their internal conflicts. If you choose to involve yourself and provide assistance to one side, as long as you haven't taken arms yourself the other side will always try to capture you alive. This is not an absolute effect, but will tend to work even with the most bloodthirsty monsters… although their reasons for keeping you alive will likely be far from pleasant.

Secret Arts (400, discount Wiseman)
Like the Embalmers, the Ulele Keeper or the Castra Magus, you have been initiated in the secret arts.
You know how to prepare the medicines that heal and the poisons that kill, you know the rites to put to rest the spirits of the deceased and you know how to craft talismans, from trinkets that can enhance the courage of its bearer to mighty artifacts with the power to change the course of a battle.
Of course, creating objects of power is no easy task and making something truly powerful would be a mighty undertaking even for the most accomplished mystics in this world.

Blessing of the Great Father (400, discount Hero)
The Great Father of the Dinosaurs has determined that your destiny is of vast importance to the world as a whole and judged you worthy of this blessing.
Should your spirit end in the afterlife during the course of your stay in this world, this will make it easier to return to your flesh. This restoration of the soul will be accompanied with a burst of vitality that will heal illnesses and other ailments, though on its own it is not sufficient to heal truly grievous injuries. Once spent, the power of this blessing will slowly renew itself over the next decade.

Master of Lies (400, discount Tyrant)
If fear is the tyrant's blade, lies are the shield.
You are an extraordinary liar and can bluster with no tells, even when you are quaking in fear.
More than that, much like a certain Tyrann overlord, you have discovered how to give your lies a semblance of reality through the power of illusions. Like him, you can hide your weaknesses under a fearsome disguise or conjure visions of death to drive your foes to despair.

EQUIPMENT & ARTIFACTS (ITEMS)

Characters get for free the 100 CP items associated with their species.
Equivalent items or properties you already own may be freely combined with the purchases made here.

Weapon (100, free Human)
A mundane weapon like those used by the hunters and warriors of this world. Perhaps one of the heavy clubs of the Chorrians, perhaps an Ulele spear, perhaps one of the heavy war axes used by the defenders of the Citadel of Mo.
No deadlier than the mundane weapons that you could find here, but this one is guaranteed to return to you if lost or destroyed with the dawn of the new day.

Lair (100, free Dinosaur)
A surprisingly liveable cave.
Dry, remarkably clean (for a cavern), spacious enough to be comfortable even for the larger dinosaur breeds and with a pool of clean water. It is not much, but it provides a measure of shelter and you will never have to compete with wild animals for this living space.
Should you lose this lair or move to a different location, a tremor will reveal within a couple of days a new cave of equivalent characteristics somewhere close to your new area of residence.

Flute (200, discount Wanderer)
Graa, the Architect's dinosaur companion, would use a magical bone flute to rally the brontosaurus when their assistance was needed to begin construction of a new citadel. Like that one, this instrument can be used to gain the favour of a specific species.
There is no compulsion here. If you try to make outrageous demands, the designated creatures can and will rebuff you. That said, any music you play with this instrument will be beautiful for that species and a little music will help a great deal with any diplomatic efforts.

Mask (200, discount Wiseman)
A primitive mask that hides your true features from the world and does so admirably well, thanks to a touch of enchantment. If you use this artifact continuously, people will find it difficult to identify even your gender, even when your voice or body shape should give away such basic information. Don't worry, it doesn't need to be the mask used by Eve in her Tahloomi disguise.



Shell (200, discount Hero)
This seashell has a most curious property. Its spiral seems to reach into what lies beyond and makes it possible to listen to the voice of one who has passed into the afterlife. Whether you use it to hear once more the voice of someone close or secure the continued advice of someone like Tau the Sage know that the shell on its own is *only* a method of communication. It cannot compel the chosen spirit to act in any way and may only be used to connect with a single deceased in each jump, so choose wisely.

Lair of Evil (200, discount Tyrant)
This is a large piece of land that contains your evil stronghold. Said stronghold could be a fortified campsite or a cave system, but in either case the defensive value is nowhere near as good as that of a Citadel. That said, if you have ever wanted a kingdom that displays your wicked nature, this is a good pick for you. The default appearance of the land is a barren plain dotted by rivers of lava and the carcasses of giant dinosaurs, but if you want a putrid swamp or a dark forest of twisted trees we can accommodate to your preferences.

Cube (400, discount Wanderer)
This is a perfect copy of a very ancient artifact that currently has been divided in six pieces, scattered across the world.
In times so remote that they have been forgotten, the power of the original relic was used to grant some dinosaurs the power of speaking like humans and, if disassembled, its pieces can be used for communication across long distances.
More than that, Morkus Rex wants this artifact for it grants its wielder the ability to destroy illusions and if it were to fall in the hands of his enemies it would mean his undoing. Guard this well, Jumper, unless you want the monster to win.



Musical Instruments (400, discount Wiseman)
The Rolling Thunder, the Chant of Bells and the Angry Gods.
Lofty names for a drum, a bell and a horn, but these instruments have been imbued with a mighty magic by the mysterious Embalmers. Played in the right order by three different men, these artifacts can call forth a melody that strikes dread in the very soul of the enemy.

Golden Sword (400, discount Hero)
The Golden Sword of Mashaar was the ceremonial symbol of office of the descendants of the Architect. Like that one, this artifact grants two interesting powers, beyond the obvious uses that it shares with all other swords.
First, carrying this weapon makes others treat the legitimate owner of this Golden Sword as someone who is obviously of high station and, if you ever find yourself one of several possible claimants to an empty throne, this blade will put your candidacy ahead of the rest, all other things being equal.
Second, much like the Golden Sword of Mashaar was the key that unlocked access to the hidden labyrinth of Mo, this sword carries a magic that allows it to act as a key for any locked gates you may encounter, unless it is sealed by strong magic.

Evil Horde (400, discount Tyrant)
Your loyal minions, ready to do your bidding.
This may be a warband of a dozen Tyrann if you are a dinosaur tyrant or a company of a couple hundred warriors if you are humanoid. You may even choose to have a pack of unusually loyal

velociraptors. Regardless, this represents a significant amount of military power in this primitive era, enough to put a whole valley under your control before the construction of the new Citadels begins.
If you happen to suffer casualties, fresh recruits will show up to restore the horde to full combat readiness every month, as long as the horde hasn't been *totally* destroyed.

Citadel (600, discount Human)
It has been said before, but the Citadels play a major role in the recent history of this planet. They were the keystone of the Architect's alliance and their destruction allowed the Enslaver to subjugate the world from the safety of Mo.
Therefore, it is something of a big deal that you are now the proud lord of a Citadel of your very own, a perfect match for Mo itself in almost every way. The walls of this fortress provide strong defense and host a sizable garrison of loyal warriors. Its well defended underground levels include personal quarters that are about as luxurious as it gets here, deep crypts that can be used as prison or refuge, a richly decorated throne room and a secret treasure room hidden beyond a labyrinth.
If you are a Human Hero and the Citadel of Mo is your starting location, you may choose to become Adam of Mo's elder sibling, replacing him as heir to the throne of Mashaar. The Citadel appears in your starting location and will follow you to future worlds, unless you decide to turn it into an attachment to your Warehouse. Either way, the Citadel will preserve any improvements you make.

Egg of Destiny (600, discount Dinosaur)
The Egg of Destiny is the most sacred of all dinosaur relics, for it is said to contain the secrets of what the future held for all the dinosaur species. Taken by the Enslaver from its pterodactyl guardians, it would have been eventually returned to its rightful owners by Adam of Mo and opened some years from now. Its emptiness would have revealed that there was no future for the dinosaurs, doomed to eventually disappear and leave the world to man alone.
Well, now you will find in your Warehouse a new egg at the start of every jump, which predicts the fate of a species of your choice. And before you break it open, you get to decide whether you want it to be empty, dooming the species to eventual oblivion, or to contain a living creature of that species, which will influence the fortunes of the whole species for good or ill.
The effects are neither instantaneous, nor absolute, but they are tremendously powerful. The omens you have invoked will only be denied by the direct opposition of powerful supernatural forces. Otherwise, the fate dictated by your Egg of Destiny will come to pass within the span of a few generations.



RETINUE (COMPANIONS)

Companion Import/Creation (50)
For 50CP each, you can import or create up to eight companions. They get a species, an origin, the freebies that go with both and 200 CP to spend on skills or items. As usual, companions cannot take drawbacks or purchase companions of their own.

Canon Companion (50)
For 50CP, you get an open slot that you can use to turn someone of this world into a companion. If you have someone specific in mind, the purchase ensures that you get a first meeting in favorable terms, but things are up to you after that. If you fail to secure their agreement before the jump ends, you get your points back and can save them for the next jump.

DRAWBACKS

If you require further CP, you may obtain some additional points by taking no more than two drawbacks.

Coward (+100)
It seems you have the reputation of being a bit of a coward. Sadly, you deserve this reputation.
It is not something crippling. You will not fall to pieces in the face of danger and if you are really determined, you can overcome your fears for a time. However, you are overcautious and that is going to negatively impact you on several levels, including dealing with those whom you don't trust completely.

Old (+100)
You are not feeble, but you are pretty old for your species. You may want to be careful in your journeys, since this weakens perks, powers and abilities that negate the effects of aging and you may have difficulty keeping pace with the young'uns without hurting your health.

Tongueless (+200)
Your tongue has been removed, making you unable to communicate verbally. This is a bigger issue here than it would be in other settings, given that sign language is not really a thing around these parts and there is something of a dearth of writing materials.

Marauding Tyrann (+200)
Tyrann warbands will hound your every step. Even if Morkus Rex has been defeated and you have killed enough of the beasts to drive the species extinct thrice over, these predators will show up on an almost weekly basis to ruin your day. And if you are careless and allow them to take a bite out of you, you'll discover that they actually can, regardless of any powers that ordinarily would prevent such a thing.

A Tiny Frightened Creature (+300)
You are not a dinosaur. You are not a human.
Instead, you are a rat-like mammal of the same species as the true self of Morkus Rex and pretty much anyone on this planet could kill you with no more effort than stepping on you. It negates alt forms and

powers that enhance durability, provide regeneration or the like, but leaves the rest of your abilities intact.
It is very strongly recommended that you avoid taking this with ***Power Loss***.
Companions are not affected by the transformation, but their own abilities cannot be used to directly improve your survivability.

Power Loss (+300)
This is the kind of drawback you have probably seen in other worlds.
You can keep your Body Mod or equivalent, as well as any skills or perks from previous worlds that don't go beyond the human limits of the real world. Everything else, including your Warehouse? Gone for the next ten years. And this applies to your companions, too.
Of course, this offer only applies if you have something to lose. If this is your very first jump and you don't even have a Warehouse, you cannot take this drawback.
Avoid taking this with ***Feeble Creature***. The combination of both drawbacks is likely to lead to a messy death.

CODA

Ten years have passed, all drawbacks have been lifted and it is time for the final choice.

Continue - You are not yet done with the chain. Onwards and upwards!

Return - You have decided that your journey has come to an end. You can retire in any world you have passed through before with all your powers, items and any companions who prefer staying with you over returning to their own homes.

Stay - For some reason, you have chosen to stay here. The Great Father of the Dinosaurs feels flattered by your choice and offers an extra 600CP for you to spend in purchases from this jump.