Story of a Ruler
Gatherer

Jump by Pionoplayer with help from Paradoxdragonpaci
v1.2

You wake up in the sky. Floating so far above the ground that all you can make out is clouds. In front of you is a figure, indistinct and slowly fading. A figure that is very distinctly not your Benefactor.

"Greetings traveler.
I cannot hold a full conversation with you, there is not enough time.
I am here to make a request of you.
Below you lies a garden. A tranquil space left for the people who I wished to guide into the future myself.
They are my children, in a manner of speaking, and they know no war and little strife.
That is going to change soon. Someone has placed a terrible curse upon these realms.
I have already fallen to prolong the peace of this place, but over the next decade it will crumble as my essence is fully devoured by my final work.
You may stay here for ten years as you normally do then move on before the worst arrives...
Or you may grant my request.
Take my children, and shepherd them out of this place when the way opens.
If you do this you may be called back to aid them again in the future. Please do so until they and their progeny are safe.
Please... I have no one else I can ask…"

Welcome to a story. A new story, or perhaps an old story. This is a story of civilization and conflict, of tragedy and triumph. This is the story of a ruler, or at least it might be.
This story is a story yet unwritten. After all, it's one of the stories about you, jumper. You have, as standard, **1000 CP** to use as you see fit in starting this story.

Important Notice: This Jump is part of a special series of scenario jumps. More details will be given below but it is recommended you make your decisions with the understanding that they will likely stay with you for longer than this one jump.

Personal Specifics:

Species: You may choose to enter as you were before, your basic bodymod form, or you may take on the appearance of the race you will design further down, gaining it as a new altform.

Age: you may start out anywhere from "coming of age" on up. For humans that's around 18 years old but it may be different if you arrive as a different race or insert as a new member of your designed species.

Gender: Something as trivial as sexual dimorphism and related personal identity should not and will not hold back a true ruler. You may choose as you wish.

Origin: There's no two ways about it, you're an outsider here and have no memories of the world. Discounts will be tier based instead, as you are automatically a Drop-In.

The Kingdom:

All purchases in these sections apply to the world of SoaR and, barring you choosing the generated species altform, do not give fiat backed benefits to other jumps and instead will define the setting and provide benefits for the scenario.

Species Creator:

Here is where you will learn how much power the god has placed into their species, as opposed to the environment or you. Keep in mind that if you choose to pursue the scenario these selections will carry over into all future jumps in the series.

The exact appearance and details of the species are not fully defined here of course, but anything you might consider a "major nonstandard benefit" needs to either be purchased here or not included. They can even be humans or another race you already know of if you dish out the required CP and really want to.

Fitness: choose one.

This selection determines how physically powerful the people of the garden are.

(0 CP) Ordinary: The people of the garden are not exceptionally physically well built, but not particularly weak either. Consider them probably on par with humans, capable of surprising feats in some areas of fitness, but also sometimes surprisingly frail. Their exact physical focus might be different from humans though, giving them a different racial "specialty".

(100 CP) Rugged: The race you have been assigned here is rugged and well built. Despite the peaceful idyllic mini world they live in, all but their most out of shape individuals seem on par with practiced human athletes and laborers.

(300 CP) Fit: These people are strongly built. Fast, durable, good endurance. All around they seem superior to humans even outside the places they seem built to excel.

(600 CP) Powerful: The inhabitants of the garden seem almost like a people taken straight out of legend. Scaling trees by jumping, tossing small boulders around... If you didn't have the advantages that come with being a jumper you'd far and away be the frailest one around and if you've come here early enough you might still be outmatched by most of them if you haven't taken the altform.

(+300 CP) Frail: When you look at the summary of the people you quickly see that these poor folk are rather cautious as they go about their lives, and for good reason. They seem to be rather physically weak on the whole. Not truly glasslike frailty, but they sicken more easily, they're quicker to take wounds and slower to heal, not to mention below human standard for most of their more active physical attributes. This might make life difficult for them should they ever leave their current home.

Friendliness: choose one.

How good at coordination and social organization are the people here? As a side benefit it will note how easily you integrate with them, though you will be treated as if you're one of them even if you don't take the species altform.

(0 CP) Mixed Bag: Much like Earth humans, this race seems to have a mix of those who are friendly and willing to work together with those who aren't. The end result can feel a little lukewarm, and sometimes gaining traction in their groups can take a bit longer than it feels like it should, but they can cooperate with you if you know how to talk to them.

(100 CP) Warm: The people here are innately friendly it seems. Not to an extreme, but generally even those who are suspicious of you are willing to give you the benefit of the doubt unless they have an actual or perceived reason not to. Likewise, established groups tend to have an easier time coordinating once they've decided what to do.

(300 CP) Friendly: The disposition of the group in general is immediately friendly. Even across different groups and cliques, some measure of cooperation on shared goals is regular, and you find that even without really knowing what's going on you can quickly find a place among their numbers so long as you don't make trouble.

(600 CP) Lift Together: As a race, coordination and cooperation is the name of the game. Ready to accept a new member (even if they look a little strange) from the get go, and capable of impromptu group works that might seem almost supernatural to someone used to human bickering. They communicate, they cooperate, and they know how to settle differences when needed.

(+300 CP) Hostile: You arrive to find that you are immediately mistrusted. Just like everyone else. Despite a landscape that caters to most of their needs with even a token effort put in, these people just seem suspicious and socially hostile at base. Proper coordination, even within established groups, seems to only happen under duress of some kind.

Intelligence: choose one.

This notes how intelligent the people are, on average. There's always variation in mental acuity.

(0 CP) Simple: While not truly slow or stupid, these people tend to stick with established patterns of thought more often than not. While capable of ingenuity, it is most likely to happen when inspired or pressured by outside circumstances instead of just out of curiosity or through good problem solving.

(100 CP) Clever: You find the people of the garden to be close to human level. Intelligence varies as all things do, but in general they are predisposed to casual grade problem solving when the need arises and are smart enough to make good use of their environment.

(300 CP) Intelligent: Creative and inventive, the people you find here are intellectually well suited to exploring the world around them, exploring and understanding what they find almost as a matter of course.

(600 CP) Genius: These people are almost alarmingly bright, regularly using astute observation, planning, and advanced problem solving just as part of their day to day routines. If you didn't take the altform you might find yourself easily mentally outmatched by all those around you.

(+300 CP) Stupid: No bones about it these people aren't terribly bright. They're not darwinianly stupid, just kind of slow witted, but it means that when forced to rely on their problem solving skills instead of established methods they tend to struggle even when they do eventually come to the right conclusion.

100 CP Features:

Physical Specialty (first is free): Every creature and critter in the wild is better at some things than others, and sapient races are no different. This may be taken up to six times, once for each specialization: strength, endurance, speed, dexterity, physical durability, and ability to recover from wounds, sickness, and similar. Taken specialties increase to match the level of fitness above the one you took, or comparable to an extra level if you took Powerful for that choice.

Amphibious: Well maybe not actually amphibious. But this race takes to water like fish... to water... Either way, they're good swimmers and accustomed to living around water.

Heat Resistant: The people of the garden are very heat resistant. While not fully immune, they could make a very decent desert dwelling race and can easily handle temperature spikes in their environment.

Chill Resistant: On the flipside, perhaps the race is very well adapted to cold climates, being resilient to low temperatures and unbothered by most regular levels of snowfall and windchill.

Natural Weapons: In spite of what seems like a near total lack of threats, these people have notable natural weapons of some kind. Unusually sturdy claws, chitin covering parts of their body, or stingers with a weakening toxin. Choose two or three minor advantages for combat or

one significant one along the lines of a fully armored body, fully lethal venom, or sharp quills they can fire from their body. May be taken repeatedly.

Climbers: The people of the garden are natural climbers, to the point that climbing up the side of steep hills is more common than finding a proper trail up. Trees, rocks, whatever is reasonably available is a valid choice for climbing. While this doesn't allow for scaling extremely sheer surfaces, it still greatly increases their mobility.

200 CP Features:

Aquatic: Some races are just as at home in water as they are on land. With this feature, the people of the garden are one of them, being able to breathe underwater and work unhindered while submerged. If taken with Amphibious your people are both extremely fast and graceful swimmers, and capable of living their whole lives in the water if needed.

Hardy: Food and water are near universal requirements and issues even for sapient creatures, but you find that the people that live here need markedly less of it than you would expect from a race their size.

Extrasensory: While there are a handful of senses and sensory suites that are the primary method of detection for people, many races have something else special. Choose an extra form of sensory perception like life force sensing, x-ray vision, or magnetic field sensitivity. This may be purchased multiple times.

Silent Communion: The people here have some kind of supernatural bond with each other, allowing them to speak to each other over short distances without any kind of perceivable phenomena such as sound or movement to accompany it, though it has limitations that make regular communication more commonly used unless discussion actively needs to be hidden for some reason. Perhaps it is very draining to use, or requires direct skin contact. If you are not part of the race, you are able to engage in it as well but only with members of the race.

Toxin Resistance: One of the worst ways to die is slowly, knowing for certain well in advance. Fortunately the people of the garden are totally immune to almost all mundane or semi-mundane poisons, and, as a bonus, are massively resistant to disease.

Numerous: You will find on your arrival that the garden is surprisingly lively. Crowded some might say, but everyone seems comfortable. The race you will be with will reproduce and grow up startlingly quickly, and are well adjusted towards maintaining stability despite their increased numbers.

400 CP Features:

Spirituality: You quickly find that these people are a very spiritual lot. Not in the form of organized religion, but that they are naturally given to trying to understand themselves and the

world around them. This acts as a grounding and stabilizer for them culturally, socially, and individually and gives them a better grasp on handling things they just don't understand yet.

Elemental: The race you meet here turns out to have some kind of power innate to them. Choose an element: air, water, fire, earth, ice, or lightning. The people of this species have an innate connection to it and both noticeably resist negative effects from it and can exert minor control over it with focus. This can be bought up to six times, once for each element.

Natural Empathy: In this realm there *are* other denizens; the normal plants and animals that populate it. They are all generally much safer and more docile, but without this purchase that would be the end of it. Instead with this you find that the people are naturally inclined towards understanding and taming all of the creatures and plants here, often keeping the animals as pets and companions and growing the plants for their own uses. Even beyond the garden this will serve them well, both in domesticating new species and in understanding the state of the natural world.

Flight: It is very clear just from looking at them that these people are at home in the sky, possessing powerful wings and an aerodynamic frame that somehow manages not to make them more flimsy. Normally this is akin to a normal bird's flight, potentially graceful but requiring space to get started and maneuver. If you combine this with Climbers however it upgrades to be closer to hummingbirds, greatly increasing their ability to maneuver up to limited hovering.

Latent Power: There is something odd about the people here. Sometimes it feels like there is something lurking just below the surface of their skin. Sometimes as well, they seem to be unreasonably lucky, when extremely distressed or on the rare occasions they are in danger, things around them just seem to change or shift in just the right way to benefit them though never in major ways. The true nature of this choice will not be clear during your time here, but will manifest properly in later jumps in the series.

Divine: The people here seem just a little bit... More. More beautiful, grander of stature, more graceful, more healthy. A very minor boost in every area to be sure... But in just about *every* area. The true nature of this choice will not be clear during your time here, but will manifest properly in later jumps in the series.

Species Flaws:

(+100 CP) Vulnerable: You discover soon into your time with this race that they have some sort of vulnerability. Maybe their eyes are sensitive to bright light, maybe their legs are prone to damage and crippling. Whatever it is, it's something that can cause significant grief under the wrong and reasonably frequent circumstances. Can be taken up to five times. Vulnerabilities must be something that could come up in daily life if not deliberately worked around, and vulnerabilities *can* overlap but doing so causes anything that hits multiple vulnerability choices is increasingly severe to the point where hitting 4 with the same thing is potentially lethal and hitting 5 with the same thing is certain death.

(+100 CP) Skittish: After the third or so time they scatter at unexpected noise despite there never being real danger its easy to clue into this race's serious case of nerves. They are a very anxious bunch, which while making them more aware of their surroundings also makes it harder for them to focus on single tasks for very long.

(+100 CP) Foolish: Curiosity killed the cat, and if this place weren't so safe it would be killing quite a few of these people too. They have something of a penchant for doing things that are of questionable wisdom without thinking it over first. Higher intelligence levels can keep them from doing the truly idiotic things as often... But also means they will find more unusual ways to get into trouble to compensate.

(+100 CP, Incompatible with Hardy) Hungry: Something about this race's biology greatly increases their nutritional needs. They need roughly three times as much food to keep themselves sustained as you would expect of similar size and activity species. Alternatively they have a restrictive diet that makes finding appropriate food three times as hard. You can take both for an extra +100 CP.

(+200 CP) Dehydrated: This race can become dehydrated very easily. We mean frog or amphibian easily, if they are not near water at all times they run the risk of drying out and dessicating over the course of a day or two instead of taking a week or so to die of thirst like normal, and drier climates will make this even worse.

(+200 CP, Incompatible with Toxin Resistance) Weak Constitution: These people are very sickly you have discovered. What little disease and poison exists in the garden seems to be enough to seriously threaten the life of the unlucky few who catch it, and their recovery from illness and injury is likewise much slower than the level your Fitness purchase would normally indicate.

(+200 CP) Short Lived: Live fast, die young. A questionable mantra at best, but one these people are forced to live by. For some reason or another, it seems these individuals rarely live to be much older than 20 or 30, and their maturation is only barely shortened to account meaning they only spend a little under half their lives fully developed. These people will not retain their cultural memory very well, and you are likely to be considered a proper elder just in the time you have with them this jump.

(+300 CP) Deaf: Detection of sound is a critical ability, even in this strange new world you find yourself in. These people cannot do it, leaving then with a critical weakness with regards to detecting danger or catching unexpected events. You may not purchase anything with Extra Senses which would replace its function in detecting danger and maintaining spatial awareness.

(+300 CP) Blind: Equal in difficulty to loss of sound is loss of sight. These people do not have the ability to see, leaving them with a much more limited field of detection and a greatly decreased ability to quickly absorb minute details of objects. Much like with Deaf you cannot replace this capacity with a new sense that can handle the same issues with regards to long

range detection and examination of their surroundings.

(+600 CP) Violent: Violence is a universal language, and you discover that it's this people's first. They are constantly at war with themselves, scuffling and fighting each other all the time and seeming largely unconcerned with the injuries and damage it causes, even with the occasional fatalities. This does not interfere with the cooperation setting you chose, a friendly race might still brawl all the time to extremes but be very cordial about it and consider it a proper and regular social bonding experience. Something seems wrong about this option, please do not pick it.

Garden Creator:

Having acquainted yourself with the people of the garden, you must also know of the garden itself. The place you are shown is idyllic, a proper garden of Eden. Centered around a large hill that overlooks everything else, going far enough in certain directions leads towards new biomes, close enough together to violate the normal rules of geography given that the entire garden is barely the size of a medium-large city.

Notably, all of the areas and subsections seem to be focused around "teaching" something to the inhabitants. Fish are easier to catch with better catches rewarding those who get better at fishing, or raw materials collected from the forest and ground being better suited to the construction of tools. The inhabitants are largely carefree enough to not have really invested in this, but even just the passive engagement will likely be enough to give them a head start if you lead them back out to the wider world.

Speaking of which, it seems that you can't really leave easily. The entire garden is placed in a confined pocket dimension held separate from the main world beyond. The garden seems stable enough, but if the figure before you is telling the truth... Well, you'll know by the end of your decade here either way.

Edge of the Garden: choose one.

The garden has a barrier around the edge that marks where you can't find anything more or go further out.

(0 CP) Cliffs: The edge of the garden is marked by massive cliffs that seem to be only slightly higher than the tallest point in the main garden, at least until approached. Once you approach them they seem to stretch upwards and upwards forever instead. You can dig into them to make caves if you wish, but the further you go the harder the rock gets, and any attempt to climb or fly over them will only ever find the cliffs reaching ever further into the sky.

(100 CP) The Mist: The boundary of the garden is surrounded by an obscuring mist that is utterly impenetrable to sight, sound, or other methods of perception beyond a few feet. Aside from that, it is quite harmless and moving through it for half a minute or so will result in you

coming out on the opposite side of the garden, a feature the inhabitants semi regularly use to make traversal easier.

(200 CP) A Malleable Boundary: The edge of the garden is marked by a place where the air becomes watery and thick, requiring you to push *against* it rather than just through. Significant amounts of effort can allow you to push a few inches into it, and several people working together can push it back several feet or more; far enough to reveal more ground and give a few days before it closes back up again. More than this, such activities as planting new growth or diverting water and rock into these areas before the barrier encroaches back in can cause the new expansion to stabilize, allowing the denizens of the garden to gradually enlargen their home when needed.

(+100 CP) Nowhere: There is nothing beyond the edge of the garden. Not an edge, not a void, just nothing. Attention slides away from the edges, and actively making yourself stare into the emptiness reveals that there is indeed nothing to look at, and causes eye strain as well. Attempting to move into this nothingness always inexplicably fails, generally resulting in walking in circles at the border instead or landing just at its edge if the exit attempt is high velocity. The nothingness is rather disconcerting and most denizens of the garden prefer to live a distance away from it.

(+200 CP) The Precipice: The edge of the garden is a physical edge, a sharp drop off what seems to be the top of a monumentally massive pillar. The space below it is pitch black, and anything or anyone that falls off is never seen again. Barring patches of crude fencing to try and prevent mishaps, there is not a lot near the edge, as one might expect. Falling into the void without a way back up of your own counts as dying.

Weather: choose one.

Like most places, the garden has weather, though likely much nicer than most other places do.

(0 CP) Calm: Saying that the garden has weather would be moderately disingenuous. The sky is always clear whether day or night, and temperatures are stable within each region of the garden, tending towards being just right for the species where possible. The most change you will ever see within an area is the occasional light breeze.

(100 CP) Pleasant: The weather in the garden is pleasant. It changes from wind, clouds, rain, sun... But never to extremes. The worst that might happen is getting rained on because you weren't paying attention to the clouds, as the upcoming weather is always extremely well telegraphed a day or two out in advance.

(200 CP) Perfect: The weather is perfect in the garden. Rain when people need rain, clouds or sun when it would best be appreciated. This even lends itself towards bizarrely precise micro weather, where it can be downpouring over a single individual's abode because they need a cozy rainy day while it is completely sunny everywhere else around them.

(+100 CP) Ordinary: the weather in the garden is not exceptionally unusual. Fluctuating between rain and shine as places are normally wont to do. No truly bad weather ever filters through, but it is quite possible for inconvenient wind or rain to ruin a picnic or planned outing.

(+200 CP) Real: Much the same as Ordinary, but more. Every once in a while, actually disruptive weather comes through. Thunderstorms that leave the ground slick and muddy, wind that kicks up dust or knocks over more precarious structures. It is relatively rare, and taking proper care will prevent even minor injuries, but it is a flaw in this otherwise pristine paradise.

Deterioration: choose one.

The garden is dying. Slowly at first, not even noticeable unless you are looking until your third or fourth year, but by the end of the tenth the peace of the garden will have been broken and its end will arrive by the end of the thirteenth.

(0 CP) Withering: As time goes on, the realms of the garden begin to decay. Plants wither and fail, animals turn up dead, towards the end even the ground itself seems to sicken as once rich clay turns to ash-like dust and rivers dry up. By the end of the decade, the once bountiful land will become harsh, with food becoming hard to come by and what little is easy to find must be carefully prepared to not poison the imbiber. Within a few years of your initial stay ending, all that will remain is a grey waste that will gradually blow away to nothing.

(100 CP) Dying: A quieter death. Instead of withering poison infecting the land and leaving parts of it uninhabitable bit by bit, the land will die from the outer edges of the land inwards. A creeping blackness that causes that which it overtakes to still and silence. People may venture out into recently lost areas to recover personal effects, but eating or drinking anything from these areas will result in falling into an irreversible coma. Peacefully sleeping as their body quietly shuts down over the course of several more hours. In the end, the quiet blackness will creep over the entire garden and the dimension itself will drift off to nothingness.

(200 CP) Fading: A soft death. The garden simply begins to fade. Nothing lethal will come over the garden, but it will seem to get smaller over time. Places and things slowly vanishing, with people who choose to stay in a spot even once it becomes clear it is fading going with it. Eventually there will be nothing left, the garden having faded away in its entirety.

(+100 CP) Crumbling: A harder death. As the garden begins and continues to die, it will crumble. Hills will tumble, rivers will dry up as the wellsprings turn to harsh vapor and in the final years pieces of the ground will begin to break apart and tumble into a yawning abyss below the earth. There will always be warning of an incoming catastrophe, but those who don't move quickly will be caught, crushed, or lost with the failing pieces.

(+200 CP) Shattering: A screaming death. Instead of the gradual buildup, the garden will simply one day go from fine to beginning to die in the fifth year. Pieces of the garden will abruptly crack

and shatter, howling vortices of destruction and tumbling caustic energies tearing apart entire sections with only barest minutes or even seconds of warning before catastrophe. By the end, entire sections of the garden will disintegrate before the eyes of those watching up until the final deadline when the entire remaining garden will disintegrate into howling oblivion.

Features:
You may take up to 4 for free, on top of the default freebies. Features beyond that come at 50 CP apiece, or 2 for every 100.

(Free, Mandatory) Heart of the Garden: At the center of the garden is a large hill, the same one mentioned before, in fact. Surrounding it for some distance out is flat grassland, interspersed with smaller hills and alcoves that are sheltered from the elements (such as they are). Most of the people live here, and move out to other spaces only as they wish to. Foraging is good here, as there are a number of other plants ranging from bushes to tubers to scattered trees throughout the grasses, and a number of small huntable animals (though this might be less useful to a herbivorous species). When the world goes through its death throes, the hill and that which lies beneath it will be the last things marred by the fall.
-(Free, Mandatory) Under Hill: Under the central hill of the garden is a temple. More like a bunker complex admittedly, but according to the people of the garden once you arrive it is where the maker lives when they visit. Supposedly it remains locked and off limits at other times, but given the message you received on arrival it may be good to investigate. You will find the door unlocked, and whatever defenses might have been here before disabled. It is quite extensive, though finding your way back out will generally be fairly easy, and various rooms that likely were meant to hold a greater purpose at some point can be found. At its heart is a great doorway, though it is currently closed and inert.
-(requires Heart of the Garden) Rocky Fields: Scattered around the plains are sections of larger exposed rocks and boulders. The inhabitants use them for climbing, athletics, and even basic shelter construction sometimes, passively training up those skills. If nothing else, it adds more variety to the central area.
-(requires Heart of the Garden) Burrows: Around the various hills at the heart of the garden are a number of small cave systems and warrens, seemingly (and probably) made specifically to act as housing. They are quite clean inside, have good drainage and air flow, and are generally more comfortable to live in than you would expect from a more normal place. These act as a location for the inhabitants to practice house making skills without even realizing it, as the burrows are effectively readymade houses needing only the upkeep skills to make into a proper home. Some of these burrows can be found further out into the garden, but most are near the center where they are most needed anyways.

Woods: In the southern corner of the garden there is an expansive forest. Numerous trees and smaller plants grow here, but you can generally always see the sky through the canopy. These woods covertly help the locals practice navigational skills and handling rough terrain.

-(Requires Woods) Bountiful Flora: The plants within the woods are truly varied and flourish exceptionally well, with many different effects, often beneficial in various ways. This provides both a greater variety of food for the people here and subtly improves their skills at herbalism.
-(Requires Woods) Hunting Game: The woods are also full of animals. None hostile (unless you take the drawback for that) but all are good for something, whether that be clothing, meat, or companionship. Obviously having something to hunt gives greater opportunities to train hunting and animal handling skills.
-(Requires Woods) Deep Forest: The far edges of the forest get dense and deep. Perfect, believe it or not, for hide and seek, climbing, and similar games that benefit from increased verticality and dense foliage. The presence of these denser woods silently improves the people's skills with both stealth and tracking.

The Lake: The northern edge of the garden is taken up by a massive lake, and significantly more rivers run through the rest of the garden than otherwise might have. The water features give options for play, quick travel, and generally improved hydration. With this, your people will be much better adapted for water of all kinds with skills such as fording and boating being things they've practiced from birth.
-(Requires The Lake) Something Fishy: The waters of the garden aren't any more dead than the land, however. A staggering variety of delicious and pretty fish and other aquatic creatures can be found in the rivers and the Lake, giving the people incentive to learn fishing skills.
-(Requires The Lake) Archipelago: The side of the garden with the lake seems to stretch out noticeably further than the other edges, with a chain of small islets out in the further waters. They can be hard to find, even in spite of the shorter distances, but often have fun trinkets or extra delicious foraging, which incentivizes the locals to learn better seafaring and ocean navigation. Nobody ever seems to drown, always washing up on the main shores before serious harm befalls them.
-(Requires The Lake) Sea Stones: The lake has many useful and pretty rocks on its shores. From seashells and limestone to flints and even the occasional obsidian. These are very good for crafting, and as such the people will hone their craftsmanship without even realizing it to make simple tools and jewelry.

Winter Wonderland: The East of the garden is taken up by a large snowy tundra and taiga. Plenty of resources exist to keep warm in the area, and the area helps improve the people's winter survival skills as they journey in search of unique items and or come just to have fun in the snow.
-(Requires Winter Wonderland) Lesser Peaks: At the far end of the tundra is a range of small mountains. They're barely tall enough to be considered mountains, but nevertheless are tall enough you can see pretty much the rest of the garden from their peaks. Steep terrain climbing and navigation are trained here.
-(Requires Winter Wonderland) Ice and Snow: Some sections of the tundra, the ones that have the tastiest forage morsels and most interesting things to find, are covered in much deeper snow drifts and patches of ice. These can be nice for some things but overall make traversing the terrain harder, so its presence and allure improves the difficult terrain navigation skills and general winter survival abilities of those who come here.

-(Requires Winter Wonderland) Crystal Cave: Near the inner edge of the tundra there is a large cave opening. Inside the cave, which is significantly warmer than the outside, there are a large variety of crystals that give the caves fantastic acoustics. This is a great gathering place, and will subtly encourage practice at organizing larger group events, and also the sort of cultural things that go well with it such as performances and music.

Shifting Sands: To the West of the garden's heart lies a desert. Sand, oases, and cacti galore. Finding good things is difficult (and strenuous due the heat and dry air), but what can be found there is treasured highly, and so people still spend time here learning general resource management and logistics.
-(Requires Shifting Sands) Shimmering Canyon: Deep in the desert is a canyon that shimmers with mystical light. It can be hard to see into its depths and mirages make the shifting ground treacherous at times. Those who travel in search of its secrets inadvertently train up their ability to deal with magical and otherwise unusual locales.
-(Requires Shifting Sands) Replicated Ruins: Scattered around the desert are the remnants of buildings. Not actually remnants, as they are forged beneath the shifting dunes with new forage and treasures over time, ready for exploration when revealed, but they function much the same as real ruins would. Those who delve them have their urban and ruin navigation abilities improved.
-(Requires Shifting Sands) A Starry Sky: The sky above the desert is clear and gorgeous except during the strongest of garden storms. At night, you can even glimpse into the stars of the world outside through some method. This allows the people of the garden to train up their astronomy abilities, and also their weather forecasting skills due to the clearer view of incoming weather.

Additional Environmental Flaws:

(+100 CP) Dreamtime: Something about this dimension makes time weird. You'll still spend the same amount of time, but its flow seems more malleable, making keeping exact track harder.

(+100 CP) Cramped: The garden would have normally been large enough for a large town or a city, but it seems its creator never got to finish expanding it, as it is significantly smaller now, decreased in size enough that there's not even really enough room for all the people to live in the central area, often forcing them to spread out into the less ideal living areas.

(+100 CP) Weedy: This place is paradise, perfect for the who live there. You know what else likes perfect conditions? Weeds. Patches of the landscape are overrun by thistles and rough grasses. They'll never overwhelm the whole garden (even taking the incoming collapse into account) but it can still be a pain having to deal with them.

(+100 CP) Lockout: For some reason or another the safety mechanisms on the underhill temple didn't just disable-they outright broke. The door into the complex won't open for anyone, and will need to be forced open or circumvented somehow.

(+200 CP) Hunger: It turns out foraging and food gathering is going to be an important skill from the beginning. Whereas without this gathering enough food to at least stay fed would have been trivial, now the abundance only just hits a consistent "plenty for everyone with serious work". Once the death of the garden begins to set in, pickings might begin to get rather lean...

(+200 CP) Consequences: Normally the land of the garden would be predisposed to aiding the denizens. Deep water would wash floundering individuals up on shores before drowning, ice and snow might part just enough for someone lost to find help or their way back to warmer areas. Not anymore, consequences will be had, and people will die if they aren't careful while exploring the garden's bounty. Which will likely only get worse once the deterioration sets in.

(+200 CP) Hostile Creatures: Once the wildlife would have been tame and docile for the people of the garden. Not so anymore. The animals, still tailored to the unusual environment, are more than willing to attack residents who tick them off, or even just get too close. This will ramp up as the garden starts to die, to the point that by the end the remaining wildlife populations might just be outright attacking on a semi-regular basis.

(+200 CP) Disaster Strikes: Every once in a while, roughly twice a year, actual honest to goodness natural disasters will strike the garden due to some unaddressed imbalance in its construction. Tornados, hurricane force storms, floods, fires, earthquakes... You'll likely see a variety. These won't get *worse* as the garden dies and they fortunately will generally be on the lower end of what these disasters do, but expect the damage they *do* inflict to seriously compound what's already happening.

The Ruler:

Of course, if you are to lead these people to their future, you need a way to show that there is good reason for them to follow you. The following purchases are personal, with the perks, items, and drawbacks all functioning as usual.

Perks:

There are no origins, so instead you may choose to discount one perk of each price tier, with perks costing 100 CP instead being free if discounted. You may choose to use discounts on something below their tier, so you may for example use the 200 discount to receive an extra 100 CP perk for free instead of discounting a 200.

100 CP Perks:

Tranquility: You have found yourself in a new world. One that is much more peaceful and happy than you are probably used to as a jumper. Take some time off while you have it! This perk makes it easier for you to relax when there are no threats around, unwinding so you can be at your best when it's time to work again.

Dinner Time: Everyone's gotta eat, and you'll find that that's true even here. You are now an excellent cook, able to prepare excellent dishes even with only simple options and crude

utensils. Use this skill well and you might find it makes you rather popular in these parts. Or in general, everyone appreciates a good meal.

Timing: Timing is everything, and you have an exceptional sense for it. When it's good to bring things up, when it's best to leave someone else alone, and most importantly of all; when it's time to get out while the going is still good.

200 CP Perks:

Voice of reason: It does you no good trying to convince people of important things if you sound like a lunatic in the process. Fortunately you have something of a knack for explaining even the craziest things in a way that seems logical and reasonable. This won't convince people on its own, but will certainly help.

Inner Light: There's something about you, some kind of "glow". Others feel warm and comfortable around you. You could drive this feeling away on an individual basis by ruining your relations with others, but something just seems to make being around you kind of cozy, making you seem just that bit more trustworthy and nice to be around.

New Face: It's always tough being the newest face around, but this perk gives you a bit of an advantage. Whenever you're new in a place, joining a new group, or similar, you find that people tend to take a shine to you just that much quicker. This won't help much if they're much more suspicious of outsiders than usual, but it's a good way to get to be part of the group fast enough to be a true member in the short time jumpers often have.

400 CP Perks:

Natural Leader: It's difficult being a leader, and even more difficult becoming a leader. Fortunately you seem to be a natural fit, at least to others. People will gravitate towards putting you in charge of any projects or organized happenings you express interest in heading, and are often more willing to overlook mistakes and failures than they normally would be. Just try not to be too incompetent, there's not enough politics for you to get away with *just* being a politician around here.

Crisis Management: People panic in a crisis. Anything you aren't trained and ready for is difficult to deal with when it's sudden and life threatening, so it's a good thing you're here. You are very skilled at being the level head in an emergency, not only good at keeping calm yourself but also easily able to get people to calm down and cooperate when cooperation is essential to getting people out in one piece. Things might still go wrong, but at least you can try and react with a level head.

Prime Specimen: Being average sucks, get stacked instead. You are now at peak performance for effectively all aspects of being human. Mentally, physically, ability to learn and become more skilled... Unless of course you import as your new species, in which case you are peak whatever the race you made in the creator is.

Items:

You have 200 CP to spend exclusively in this section. Companions do get the bonus CP stipend, but are similarly restricted to using it just in this section.

100 CP Items:

Flower of Paradise: This is a small, beautiful, and fragile looking flower. It reminds you of simpler times, never withers despite its appearance, and if lost or destroyed you will find it again should you simply look around in a quiet space.

Walking Stick: This is a firm and straight wooden branch, perfectly shaped for use as a walking stick. It is quite heavy, and the tip is good for stability when putting your weight on it, but besides the usual benefits of fiat backing there's nothing supernatural about it.

A Tiny Pet: Within your first few days, you manage to attract the attention of a small critter, somewhere between the size of a dragonfly and something like a falcon or parrot. It likes you and will generally hang around and be playful. You can even train it if you want, though they aren't that bright. If seriously injured they will heal up over the course of a few days and if killed will miraculously reappear as if nothing happened to them after a week. What exactly they are is chosen upon purchase, and whatever it is there's more of them in the garden. Nothing overtly supernatural allowed for this, any supernatural effect they have should be close to equivalent with something a real world animal of the same size can do.

200 CP Items:

A Larger Pet: Is a small bird not big enough? Instead, an animal from the upper limit of A Tiny Pet all the way to the size of a large wolf takes a shining to you. This one is also a bit more intelligent, and although this makes them more willful it also makes training them more useful. Rules for selection and adverse effects of injury and death are the same as with A Tiny Pet.

Forage Basket: This large reed-woven basket is perfect for holding stuff when you go out into the woods to find things to eat. Just in case though, it fills up with enough forage goods from the local area to feed one person every day on its own. If nothing edible can otherwise be readily acquired through scavenging in the area you're out of luck, but indirect things (food that has to be cooked first, money in a large city, moss that you wouldn't have realized is edible, and other stuff things) will fit the criteria if needed, but still only just enough to keep yourself fed.

Soup Pot of Plenty: Actually a large hollow rock with the inside smoothed and cleaned, this "pot" is surprisingly good for cooking. Soups and stews in particular come out even better than they would normally, and in as little as half the time needed while also providing as much as twice the normal nutrition on top of that.

Companions:

(0 CP) New Friends: You may freely export anyone you find in this jump as a new companion. All you need to do is convince them to come with you after you've explained your nature as a jumper, at least in close enough terms that they'll understand the general gist of what it will mean for them.

(100-300 CP) Old Friends: With this option, you may import pre existing companions or design new ones. 100 CP gets you 2, 200 gets you 4, and 300 the full suite of 8. All companions get 500 CP to spend on perks and items, as well as the perk discounts and the item stipend. They cannot pick anything for The Kingdom, but *can* take personal drawbacks.

Drawbacks:

These are personal drawbacks, and unlike the ones in the racial and setting options all are fully dispelled at the end of the jump, and will not plague you in future jumps of the series. Take as many as you think you can handle.

(+0 CP) No Gods, Only The King: This jump is really low power. Low danger even, too. It might feel a bit unfair to be coming in here as a total god already. This is a pseudo gauntlet toggle, disabling your warehouse and all outside purchases except for your body mod, but *not* reducing your starting CP stipend. You still get 1000 CP to start (and your companions get their 400), there's too much groundwork for future jumps in the series for full stipend nuking to work. In exchange, dying here simply constitutes failing the jump, removing all your purchases and sending you onwards. Additionally all setting-related purchases (everything besides the perks and items basically) are discounted (100s become 50, not free). Show the world that you are truly a worthy ruler for these people.
A few important notes: Companions cannot take this drawback, as it affects all of you, and will respawn in the warehouse instead of the jump if killed leaving them unable to return for the duration if they die. Additionally, if you want to take this in any future SoaR jumps you need to take it now as well. While you will be able to turn it off in the future if you feel the need you will *not* be able to turn it back on after doing a jump in the series without it active.

(+100) Hunger: Something about this garden's food doesn't sit well with you. It's like eating air almost, you need to eat three times as much as anyone else here just to stay full. Fortunately there's plenty for everyone so you should be fine, but it's still a hassle.

(+100) Allergic: A veritable garden of Eden, with all kinds of plants and animals perfect for those who live here. Except you, you're allergic to *something* that grows in this place, and have a pretty much permanent case of the sniffles (or closest equivalent) as a result.

(+200) Ugly: Now I'm not saying... Actually I am. You're ugly. Not monstrously ugly, not truly hideous, but you're kinda unsightly and people don't like looking at you a whole lot. If you just came as yourself instead of doing species import you might not even look different than normal you're just ugly to the rest of the denizens of the garden. All squishy and pink. Ew.

(+200) Exhaustion: There's something about this place that makes you want to lie down and take a nap. You're always tired, no matter how much rest you get, and strenuous physical labor gets you winded much faster. It'll be hard to explore and get things done like this.

(+300) Disliked: Man what did you do? The people around here just really don't seem to like you. The dislike is only fiat backed at first impression and general feelings, so you can (and will have to if you're doing the scenario) overcome this with time and effort, but it can be hard being someone that everyone immediately dislikes on sight.

(+300) Crazy: There's something off about you. No matter what you do to try and fit in, the way you act gives a very strong impression that you're not all there in the head. This gets even worse when trying to talk about or explain brand new or extreme things like, say, the impending end of the known world. Everyone's always going to be wondering what's wrong with you, even after you wind up being right.

(+400) Harbinger: This garden is dying, jumper. You already know this, but if you take this drawback then the end you selected above accelerates around you. Disasters intensify in the area of the garden you live near, things just seem to go wrong or *be* wrong where you walk... The garden's death is accelerated by your presence, ever so slightly, and the people here will take notice as it gets worse. Tread carefully, if they connect certain dots together a dying dimension will not be the only danger present...

With your personal selections made and information on the state of the garden given, the figure bows their head and fades to mist. Shortly thereafter, you awaken at the top of the central hill, overlooking the garden and its denizens. Your decade begins now, but it's still up to you whether you will answer the quest given you.

Story of a Ruler

This scenario is, by raw technically, completely optional. But it must be completed in order to take later jumps in the series. Additionally, failing or abandoning the scenario has no consequences besides not obtaining the reward so long as you didn't die. If you're past your 10 year mark though abandoning the scenario will move you on immediately.

Now then.

You have been given a request. The people that live in the garden are still blissfully unaware that their beloved creator has died, unaware that their world will begin to crumble.

Your goal is simple in principle, but perhaps complex in execution. You need to become a trusted member of the society that exists in the garden, enough that they will trust you when you say they should enter the previously off limits underhill temple. Enough that you can guide them away from danger when the garden's death begins to break down the world they know. Enough that when the portal to the world beyond opens, they will follow you through.

You have around ten years to accomplish this, whether through charisma, reliability, or kick-starting positive changes in the group as a whole. Six months after your jump would have ended if you didn't accept this task, the large gateway at the heart of the underhill temple will activate and open. At least a hundred individuals from the garden must make it through, enough to ensure the beginning of a stable population on the other side. Should enough die in the garden that you can't reach that number, you will have failed the scenario.

The exact details of what you need to do to gain their trust will vary based on the garden and the people in it, and likely on yourself as well. The story is yet unwritten and your purchases here are only setting the stage.

Fortunately, they do not have to all step through the portal at the same time. Through some power or another, once you step through, you will find that you and everyone else who crossed the threshold at any point have materialized at the same time in an abandoned temple within a small but lush valley. Winter is soon to set in and the passes out will be blocked by snow, but the lower regions will remain reasonably warm. You will have one extra month here to teach and prepare the people you have brought for their lives outside their original sheltered home, at which point the jump will end and you will move on.

Strictly speaking, getting them out of the garden is the win condition for this scenario not them surviving afterwards, and barring very high casualties and poor species choices (you would need to gain more cp from them than you spend at the very least) they would be able to muddle through on their own without your help and the more of them you shepherd out the better their chances in adverse conditions will be.

That being said, should you manage to bring them out of the garden but doom them to dying after your departure you will not be able to take the next jump in the series. If your people can't govern themselves enough to survive after you are gone you are not much of a ruler, nor do you have anyone left to rule over were you to come back.

Regardless, how well you teach them, how many of them survive escaping to the world outside, and how well you have set them up with your purchases earlier in the document will determine how well they are doing when you return in the next part of this story. Do the best you can, but don't worry *too* much as all but the greatest of failures can be amended when your help is called for once more.

Scenario Reward: *Edenic Garden*
Of course, we can't leave you empty handed for your contribution. It's perhaps not very much, but as reward for completing the scenario whether you come back for the second jump or not, you receive a pristine, pre-decay, unpopulated replica of the Garden as a warehouse extension. The wild and plantlife have been restored, any of the more active features remain as they were defined in the selections you made. The only differences are the lack of native inhabitants, being

fiat-backed instead of sustained by a fading divine power, and the fact that it's not suffering from the effects of "death of the garden".
The entry to the garden will be in the underhill temple as it was before, just connecting to your warehouse instead. It will maintain additions and upgrades, but in the case that you want to reset the garden to its starting condition, you can "cut the power" so to speak and the garden will die over the course of the next decade/next jump whichever is faster, and then be replaced as it was when you received it upon conclusion of its destruction.

Bonus Objectives:

While the main goal above is your primary objective, there are a few other tasks you can aim for that may make things easier in the future. All of these require you to complete the main scenario in order to reap their rewards, if you fail or abandon it you may not beat these secondaries. They are also, unlike the main scenario, entirely optional to continuing, but you may receive something special should you complete the bonus objectives all the way to the end of the series.

Bonus Objective 1:

In one of the deeper rooms in the underhill temple you will find a strange collection of capsules, along with pictographs of some of the various plants and animals of the garden. If brought into contact with a specimen of the thing shown, the capsule will absorb it and hold it in stasis until released. If 10 samples of a species are acquired (at least 4 of each gender if it is a gendered species), empty capsules can generate new specimens inside themselves, though species with supernatural capabilities or true sapience are incompatible, and even something as small as a cat will take a day or two to generate.

Your goal is simple: Obtain sufficient samples to generate new specimens of at least 5 useful species of plants and animals within the garden, each. At this point whatever magic sustains them will stabilize, and the full set of roughly 1000 capsules will survive the trip out of the garden, enabling the people to establish and domesticate the plants and animals they were already accustomed to using once outside even if they didn't bring any out themselves.

Extra Scenario Reward: *Pocketballs*
As a personal reward you gain your own set of 100 reusable capsules. They start out with all of the specimen data you successfully sampled in the jump, and you may continue to add new ones as you move forward in your chain according to the rules already outlined. The pocketballs themselves are reusable, and will be replaced about a week after lost or destroyed.

Bonus Objective 2:

Within the garden there are a number of unusual individuals. Not "outcasts" per se, but "weirdos", who for one reason or another were more distant from the creator and the main group in general. They are generally predisposed to discovering things on their own, desiring to learn

and memorize without the direct assistance the creator had once given, and they are not nearly as close knit as the rest of the garden's inhabitants (however close knit that may or may not be). Your goal here is to gather up several of these individuals, at least 5, within the following you create. And above that you must help the others become accustomed enough to their unusual mindsets that they are not only accepted but trusted and valued members of the group. Gaining their trust will likely be a bit more difficult, and helping them integrate will take some degree of social skill, but do so and their worth will quickly become visible upon leaving the garden.

Having spent time learning on their own, they quickly pick up the knowledge needed to adapt garden skills to the real world, and pass them on as elders and storytellers, ensuring that those skills learned in the garden will be passed down to others even if not immediately useful to the first generations of the tribe.

Extra Scenario Reward: *Storyteller*
For your accomplishment here, you pick up a new ability that reflects the gift you have given: you are now a master storyteller, capable not only of memorizing stories, legends, and advice but delivering it in a way you can be certain will be understood. This also allows you to imbue those stories you tell with a sort of power, ensuring that they will be passed down through the generations and become part of the oral culture where it was told.

Bonus Objective 3:

In truth, the garden only still lives because a fragment of the god who made it still lives. Withering, fading, slowly going out after the main form died, but still there for now. If you are willing to brave the total and final collapse of the garden, you could perhaps repurpose this final fading spark of divinity.

Two and a half years after the portal to the outside world opens, the garden will finish decaying and the sputtering spark that sustained it will materialize. However, the disasters that struck before the portal opened pale in comparison to the utter dissolution that will be enacted by the end, even the temple at the center will not be safe by the final days so you will need to remain ever vigilant. The portal shall remain open until the very end, so should things get beyond where you can muster you may escape at any time, but dying constitutes jump failure, with all the penalties that go with. But survive until the garden's final moments and claim the ember, and you will be transported as if you had entered the portal out, granted a new power.

This is, effectively, faith based godly empowerment, increasing the more people that believe in you as a major (though not required to be divine) and worthy role model. Its effects outside of this setting are lesser, elaborated in the reward section below, but here they will scale almost directly with the civilization you build. During your last month here the powers will be negligible, you might not see real returns until tens of thousands place their faith in you, but as the civilization grows throughout the series.... So will the power you gain to match it.

Extra Scenario Reward: *A Divine Ember*

Outside of this series of jumps you gain the same ability but to a lesser degree. Specifically, the power suffers from diminishing returns. While ten thousand devotees might grant significant gains to your personal abilities, ten thousand might only be triple that power, with the increase for each x10 falling lower and lower. It will still put you in the realm of immortals... Just not proper godhood on its own.

Special Reward: *Spirit Guides*

There's a special reward awaiting you however if you accomplish all three bonus objectives, the three other bonus rewards will synergize to create a new complementary power.

Any organisms that you release from the pocketballs are now capable of acting as spiritual guides for the people who interact with them. While they will still be animals/plants and thus limited in their communication options and not having an exactly human (or whatever your people are) mindset, they will still do their best to impart wisdom and lessons to those who connect to and with them, and do so for the lessons you would want them to impart with or without your input. They have a greatly extended lifespan, but when one of them dies one of their descendants (if they have any) will take up the mantle of spirit guide their ancestor held before them, allowing the spirit guides to persist after you release them.

This does not just spread your personally preferred philosophy among other people however. The real benefit is that the philosophy(ies) derived from the teachings of your spirit guides will count as devotion to you specifically for the purpose of A Divine Ember. This not only ensures that your devotees will be replenished and added to over time, but it allows you to benefit from the divine power boost without having your name attached to the kind of fanaticism the usual requirements are prone to inciting.

One Chapter Ends...

Your time here has come to end, but the stories you will live have not. Barring your untimely death outside of pseudo-gauntlet mode, you have a choice.

You can always **Go Home**, your days as a wandering traveler between worlds over.

Or you may **Move On**, to write new stories into your life. If you have succeeded in the main scenario you may well return here when the time is right.

You cannot, however, Stay Here. There are strange things afoot, and your people must take some time to learn and grow away from your guiding hand for now.

You *can* however, if you are willing to forfeit your chance at the rest of this jump series, give your people **A New Home**. This will give you the sum total of the people who defer to you as their leader as followers, as well as the territory/land they can rightfully claim as their own, to carry with you on to your next adventures. This does not require you to have beaten the scenario and

can be taken whether you choose to Go Home or Move On, but *does* require you to both have surviving people under your banner as well as to have not failed the jump itself.

Notes:

v1.2: Minor content update
-Replaced Stones Of Return scenario reward with Edenic Garden
-Added Spirit Guides scenario reward
-Added A New Home exit option.
v1.1: Major formatting and editing run to make the doc more readable, but few content changes. There *are* a lot of changes where overly flowery language obscured the intent of selections and have been fixed however.
Actual mechanical changes are:
-Replaced Tool Makers with Aquatic
-Changed Animal Empathy to Natural Empathy
-Increasing Deaf flaw to +300 CP
-Added some incompatibilities that should've been in the first version.
-Removing erroneous discounts for repeat purchases
-Lockout changed somewhat to make it more of a setting drawback than a personal one.
-Decided to go ahead and give companions the item stipend.
v1: jump created

Thanks to u/Delluran for the suggestion that tipped me into making 1.2

As a word of warning, this jump and those that will follow it are designed with the intention of being taken scattered throughout a chain instead of one right after the other. As such the power scaling is going to seem a bit weird if you intend to take them all at once. Or maybe not, the endpoint is pretty high but some sections of the community have made a game out of getting as OP as possible in as few jumps as they can.

For others looking at putting this into their chain in a compelling way as opposed to just another feather in the cap of a power fantasy, this one should be right at the beginning of your chain, before any serious perk buildup has happened. This jump was designed with the intent that it could easily be the first jump in your chain, and could pretty reasonably be completed in its entirety even without a bodymod.

Of course you can always use the pseudo-gauntlet toggle, that's what it's there for after all.

This has been stated before, but deserves a bit of elaboration: the garden is placed in a pocket dimension, and the valley you exit into is overall fairly small. The world will be expanded on later in the series, but right now it isn't important. That said if you're impatient and use your jumper

powers to exit early instead of handling the scenario it exists and could theoretically be explored in the ten years you have.

When the jump mentions "treasures" and similar things, particularly in the garden builder, this is not stuff that a more advanced civilization would consider treasures. It might be nice looking trinkets, usefully shaped rocks or maybe even prefabricated crude tools on extremely rare occasions. As a jumper you aren't likely to have any real use for them post jump, but they act as nice incentives to the people of the garden.

Yes you could theoretically use fiat backed technology uplifting or similar features to try and give these people a head start but keep three things in mind before getting cocky about it;
1: The laws of physics are different here than in real world Earth and other jumps. Just about anything you would introduce more advanced than a sword (and maybe even that depending on what metals you want to use) will need at least some minor details tweaked to work all the way, and you'll need to do your research to make sure you correctly account for the differences.
2: Anything fiat backed is dependent on your presence and will break down the instant you leave. If they're dependent on your super robot armies or whatever for survival they will scatter and die when it explodes the instant you leave, resulting in you technically beating the scenario condition but being unable to return for jump 2, so don't do this.
3: Introducing tons of technology all at once without giving thought to cultural development can be really disruptive; play your cards carefully instead of just dumping future tech on them all at once or you might find them in considerably worse condition when you return than you expected them to be.

That said, there's nothing actually *preventing* you from using this kind of thing as an extra advantage, it's just not an instant victory button so don't sabotage yourself by thinking it will be.

The Under Hill temple: This actually is just straight up an unfurnished doomsday bunker complex, with most of the rooms here are functional but incomplete. Workshops without tools, indoor farms missing their soil, sunlamps, and water, or rest areas without their furnishings... And there's others that are unstarted, leaving totally empty, but free, rooms. Consider this something of a DIY base. If you get some help and teach people the basics of agriculture you could probably set up the base well enough that a significant portion of the garden's inhabitants could live there, which may be useful closer to the end of the garden's life.