The Mysterious Cities of Gold CYOA (Jumpchain-Compliant!)

(Version 0.1)

It is the sixteenth century. From all over Europe, great ships sail west to conquer the new world, the Americas. These men eager to seek their fortune, to find new adventures in new lands. They long to cross uncharted seas and discover unknown countries... To find secret gold on a mountain trail high in the Andes. They dream of following the path of the setting sun that leads to El Dorado, and the Mysterious Cities Of Gold! These Cities of Gold were built long ago by the people of Mu, a utopia in the Pacific Ocean that harnessed the Power Of The Sun! One day, for reasons unknown, war broke out between them and an evenly matched empire – Atlantis! The two had equal technology and manpower, and were thus unable to decide the conflict until they used the Weapons Of The Sun! These weapons of unimaginable power annihilated the two civilizations, but not before the king of Mu had his followers preserve their people's knowledge in the Cities of Gold deep underground!

To help you on your journey towards the Cities of Gold and in surviving the ten years you will spend here, starting in 1532, you have:

+1000 CP

Now, go on and find your way to the wonders of the New World!

Section 1: Identity

Roll 1d8+16 to determine your age, or pay 100 CP to choose your own gender and your own age within the rollable range.

Spaniard [Free] – You appear as you are in your chosen or rolled location. Given that the peoples of the New World do not recognize you, they assume you are a Spaniard, and it seems the Spanish themselves have no problem with this.

Inca [100 CP] – One of the proud people of Tawantintsuyu, you are filled with resent at the recent Spanish conquest of your homeland. You know the paths of the Andes Mountains like no-one else, and can read the knot-messages known as quipus.

Mayan [100 CP] – You are one of the Maya of Mesoamerica, and you live under the oppression of the mutated Olmecs. Your knowledge of astronomy and of the jungles of Mesoamerica is nothing to be scoffed at.

Amazon [100 CP] [Female only] – You are a member of a tribe of warrior women who live along the Amazon River. Great strength resides within your frame, and few dare to threaten your freedom.

Chinese [100 CP] – Hailing from the vast Orient, you have crossed the Pacific by some means, possibly seeking the fabled Fusang, or perhaps searching for evidence of a voyage here by Zheng He.

Atlantean/Muan [250 CP] – You are one of the very few descendants of the great solar empires of old. Whether from Mu or Atlantis, you have an heirloom of their glory, and are poised to unlock the true secrets of the Cities of Gold.

Section 2: Location

Roll 1d8 for location, or pay 100 CP to choose for yourself.

1 – Cuzco: The ancient capital of the Inca, now ruled by the Spanish. The city is a mere shell of its former glory, but perhaps this could be changed...

2 – Coyoacan: A small town on the shore of Lake Texoco, from which one can see the now-ruined Tenochtitlan.

3 – Village of the New Sun: A Mayan village led by the warrior Wynacocha, which is near the Mountain of the Burning Shield.

4 – Amazon Village: Situated along the Amazon river, it is home to the warrior women native to that land, and ruled with a fair hand by their queen.

5 – Galapagos Islands: Located off the shores of South America, these isles are home to the last known surviving Muan, a boy named Tao.

6 – Cahuachi: Located near the great glyphs called the Nazca Lines, this city was abandoned over a thousand years ago. Perhaps they left something interesting behind?

7 – Carrack/Junk: Just off the eastern coast of the New World, a Spanish ship prepares to make landfall in the wild. Alternatively, a Chinese ship approaches the New World's western coast for one reason or another. Regardless of which, you are on board this ship, whether as a sailor or a captive.

8 – Free Pick: Lucky you! You may choose any of the above Locations or anywhere in the New World within or south of modern-day Mexico without paying 100 CP!

Section 3: Skills and Abilities

Navigation [100 CP, free Spaniard, Chinese] – You have the skills it takes to navigate the open ocean, whether Atlantic or Pacific.

Strength [100 CP, free Amazon] – You now have the strength to lift boulders... or dent them with your bare hands.

Quipu Reading [100 CP, free Inca] – You can read the Incan knot-code, which can lead you to hidden treasures of many kinds.

Jungle Forestry [100 CP, free Mayan] – You seem unable to lose your way in the thickest of jungles, as well as knowing which of the plants are good to eat.

Ancient Knowledge [100 CP, free Atlantean/Muan] – You know how to operate the devices left behind by the ancient solar empires – if you can find them.

Artillery [200 CP, Discount Spaniard] – You have extensive knowledge of the use of cannons, their aiming and maintenance especially.

Incendiaries and Explosives [200 CP, Discount Chinese] – Flame and black powder are tools you know well – you can make and utilize grenades, fire-lances, flamethrowers, and more.

Orichalcum Forging [200 CP, Discount Atlantean/Muan] – You know the secrets of the mysterious ancient metal used by the old solar empires. Not only can you make weapons and armor from this metal, but you can teach others these methods as well. The metal is strong, certainly stronger than steel.

Astronomy [200 CP, Discount Mayan] – You know the night sky like few others do, and can orient yourself by the stars. You will also never be without the correct time.

Intimidation [200 CP, Discount Amazon] – You strike quite the imposing figure, and in this way can convince the weak-willed to follow your bidding... if only out of fear of what you might do to them.

Mountaineering [200 CP, Discount Inca] – You can breathe at high altitudes with ease, and climbing becomes second nature to you.

Horsemanship [400 CP, Discount Spaniard] – You have a near-supernatural way with horses and their

ilk. Not only are you a great rider, but if it has four hooves, a long face, isn't sapient and runs quickly, it will do anything it is physically capable of that you ask of it. You also look more respectable while on horseback, even in your laziest wardrobe.

Trapping [400 CP, Discount Mayan] – You know how to use the resources around you to set all kinds of traps – from simple pitfalls to fake soldiers filled with bees.

Leadership [400 CP, Discount Amazon] – Not only is your will difficult to break, but those who follow you willingly will have heroic levels of confidence so long as you are there to guide them.

Pathfinder [400 CP, Discount Inca] – Wherever secret paths may be hidden, you can track them down. It may take some time, but you'll never be without a shortcut from point A to point B.

Solar Harnessing [400 CP, Discount Atlantean/Muan] – You can construct articles of technology that harness the power of the sun for their functions, or upgrade existing devices to do so. Man-portable weapons should be a breeze, but larger constructions will take more time and effort.

Outsider's Perspective [400 CP, Discount Chinese] – When attempting to solve puzzles or riddles, you'll never find yourself without an unorthodox solution, and these will, 9 times out of 10, work perfectly.

Fellow Travellers [300 CP for first one, 100 CP per subsequent] – Someone who has joined you on your journeys before can easily join you on this one! They receive a Background in this world (save for Atlantean/Muan) and appear at the same location that you do when you arrive.

Overlooked [400 CP] – For some reason, the mutated, oppressive Olmecs don't seem to notice your activities, even with the advanced technology they scavenged from what little their ancestors received from the Muans.

Section 4: Items and Gear

Cache of Silver [50 CP] – An amount of silver Spanish coins equal to about $10,000.

Compass [50 CP, free Chinese] – A magnetic compass.

Rations [50 CP] – You have a 10-days' supply of food rations and a bag to carry them in.

Macuahuitl [50 CP, free Mayan] – A wooden club-sword with obsidian blades embedded in it.

Espada [100 CP, free Spaniard] – A steel sword.

Grenades [100 CP, free Chinese] – A set of ten black powder bombs, capable of being thrown by hand. They are small enough to fit in a sling, and replenish every week.

Arquebus [100 CP, free Spaniard] – A black powder weapon, inaccurate but deadly at short ranges. Comes with 100 bullets and enough powder to fire them all.

Solar Spear [200 CP, free Atlantean/Muan] – A spear made of orichalcum, it channels the power of the sun to heat up before striking opponents.

Rain Mask [200 CP, free Amazon] – A Muan relic found only along the Amazon River, this barometer can predict storms down to the exact start and stop times on the exact date, up to three weeks ahead of time.

Golden Quipu [200 CP, free Inca] – This golden knotted rope leads to an ancient treasure in the Andes! Whether Moche, Nazca, or perhaps even Muan, it is sure to be something valuable.

Solar Rifle [300 CP, Discount Atlantean/Muan] – A weapon that concentrates sunlight into damaging beams of heat and light.

Andean Sling [300 CP, Discount Inca] – A special sling made high in the Andes – any stone launched with it will have the stopping power to put down a horse in full gallop – or its rider, even in heavy armor.

Hunter's Atlatl [300 CP, Discount Mayan] – This spear-thrower, though no stronger than the average, is far more accurate than most of its kind, and certainly more accurate than a gun. In fact, it will hit just

about anything you have a clear line of sight on.

Plumed Bow [300 CP, Discount Amazon] – The feathers on this bow are purely for decoration. Its range, however, is not. Any arrow fired from it at full draw will hit like a crossbow bolt and travel a good 300 meters in a straight line before gravity begins to pull it down. Fired upward, it may reach upwards of a kilometer.

Nest of Bees [300 CP, Discount Chinese] – You have one of the fascinating weapons of the Ming Dynasty – a sort of man-portable artillery piece. While it isn't anything special for its type, the ability to fire thirty arrows at once with the simple lighting of a few matches leading to black powder rockets tied to arrows inside of a bamboo-and-paper tube is exactly what this weapon is produced for.

Medallion of the Sun [300 CP, Discount Spaniard, Atlantean/Muan] – You have one of the Medallions of the Sun, a two-piece amulet that serves as a key to the doors of the Cities of Gold.

Solaris-Class Ship [400 CP] – A solar-powered ship capable of holding 8 people and traversing the water at speed. Can only sail at daytime (or if artificially fed sunlight somehow), however. It also has a solar cannon that uses the same principle as the Solar Rifle.

Ornithopter [500 CP] – A flying machine in the shape of a condor (if it's Muan) or an eagle (if it's Atlantean). It is powered by the sun, and while it can only fly during the day (or if artificially fed sunlight somehow), it will automatically seek a safe place to land when nightfall approaches. It also has a solar laser attached to the bottom. You can guess what this does.

Weapon Of The Sun [1000 CP, Discount Atlantean/Muan] – A nuclear warhead attached to a solar-propelled ICBM. It is stored underground, and you receive a launch button and a beacon with it. When you press the launch button, it will strike the area in which the beacon is placed. This will draw a lot of attention if you are seen with it.

The Great Legacy [1000 CP, Discount Atlantean/Muan] – Long ago, the Muans created a portable fusion reactor. You appear to have stumbled across one, as well as the golden jar that stabilizes it when you attach it. This will, needless to say, be infinitely useful.

Section 5: Drawbacks and Future

You may choose up to two Drawbacks for a total of +600 CP.

Terra Incognita [+100 CP] – Wow, you have no idea where you're going, do you? While you won't get lost in a straight hallway, maps of any kind are effectively useless to you.

Cortez' Folly [+100 CP] – Oh, you know where you're going alright, and what you want there. Problem is, you have a tendency to charge in first and think... about how easily you're going to win, in your mind.

This Is Gonna Suck [+100 CP] – You are struck by a crippling sense of dread whenever you set out to do anything more dangerous than preparing breakfast. Everything just feels *wrong,* like something is *going* to utterly ruin your day... even if nothing does.

Sneering Imperialist [+200 CP] – You have a near-irresistible compulsion to treat anyone you encounter from a different Background than your own as an incompetent inferior. This will anger more than a few people.

Pro-Bodies [+200 CP] – Oh, uh... this is bad. Not only does your immune system have no antibodies against smallpox, tuberculosis, or syphilis, but pretty much every disease you can think of has its sights set on you. Uh-oh.

Blood For The (insert god here) [+200 CP] – Whoever happens to be native to your starting area (or the area at which you land if you started on the Carrack or Junk) plans to sacrifice you to one of their gods to rid themselves of some misfortune. You might want to run.

Mendoza's Curse [+300 CP] – You have a reputation, truthful or not, for being two-faced, sly, and self-serving. Expect to be trusted by absolutely no-one, save *maybe* that young boy with the medallion arriving from Barcelona.

The Burning Shield [+300 CP] – While the Olmecs cannot replicate the Muan relics their ancestors obtained for them, they can certainly USE them. Somehow, you have managed to anger the Olmecs so much that their leader, Menator (I know, right?) has marked you as a personal target of his. *This will*

probably be very bad. Cannot be taken with Overlooked.

They're Called Cities Of GOLD For A Reason [+300 CP] – Oh wow you really want that gold, don't you. Oh, yes – you're *suicidally* greedy, willing to risk any life, up to and including your own, for the treasures of the New World. This isn't even limited to Muan artifacts – you'd gladly try and take Pizzaro or ANYONE hostage just for a few extra silver coins! Also, you CANNOT STOP YELLING IN THAT OBVIOUSLY FAKE AND HAMMY SPANISH ACCENT, WHETHER YOU'RE SPANISH OR NOT.

Regardless of what happens (short of death), after ten years here, your Drawbacks are revoked and you have three choices.

Return to Barcelona, Part 1 – You return home with everything you've got so far. This just isn't for you anymore, this whole “adventure” thing.

Opening the Doors to the City of Gold – Didn't think you'd found ALL of the Cities of Gold, did you? You'll be here a while – the rest of your life, even! You'll keep everything you have, but there's no going back home or leaving this world now!

Towards New Adventures – You've got what you came for, so it's time to pack up and move on! You'll take everything you have with you, too!