Chrono Cross DLC:
Scenario: Where Jumpers Lose Their Way

The Dead Sea. Time Crash Ground Zero.

It is a frozen spiral of ruins from a future that never was. The buildings that would never be conceived of or build for centuries away from the oddities surrounding the El Nido. The waters are akin to solid ground, phantoms whose timelines were erased from existence roam atop them, and in the epicenter of it all is the remnants of Guardia Square - destroyed forever when Porre had invaded it years ago.

Whether from strange dreams or just your own intuition, perhaps a guided response by some unseen senses you carry, you know you have business there.

Requirements: The 'Dark Jumper' drawback must be resolved or not taken, and you must enter the Dead Sea before Serge does, or at least before FATE destroys it completely.

A feeling of nausea overwhelms you as you step into the Dead Sea. A sense of displacement or impending transport you might recognize as similar to the transition between jumps. But it doesn't cease. The further you step into the frozen waters and its center, the more the feeling grows. The sense of nausea progresses to disorientation as you realize your abilities are beginning to rebel against you. Ancient memories assault your mind, hearkening all the way back to when this journey first began. It seems the Dead Sea is trying to reach into your very being and pull something to the surface. A vision of the Frozen Flame invades your perception.

You have a choice here.

Resist - Whatever this decaying place wants of you, you refuse it entirely. With an effort of pure will you pull yourself free of its 'gravity'. The nausea and disorientation fades… but you feel you paid a dire price for your struggles. The Dead Sea has stripped you of some of your vital essence. You have been diminished in both body and soul. Your form has become either your bodymod self or the race chosen in the jump. You only retain perks and items from this jump or Chrono Trigger. Any mundane skills you have learned are left in place, though your ability to perform them may be affected by your change in form. Any Companions or Followers who are not of this world are affected just as you are. **If you've only jumped Chrono Cross and Chrono Trigger, you must choose this option. You will regain what you lost at the conclusion of the scenario.**

Embrace - Whether due to a lack of caution or an excess of daring, you submit to the feeling washing over you. The Dead Sea shakes, shudders, and then stills once more. Suddenly the Tower of Geddon in the middle begins to rotate and sink into the frozen waters. The ruins of a future not yet solidified in time begin to twist and warp. Buildings both familiar and strange emerge anew as the Dead Sea alters itself based on what it has gleaned from you. The frozen waters are swiftly transformed into a downward spiral that sinks deep into the ocean. Far down below where the light of this strange space can penetrate. Slowly the quaking ceases. Only the great, twisting void below awaits you now. From the depths rumbles a bestial, inhuman shriek. Beckoning you to climb down. Challenging you to dare such a feat. **You have lost none of your abilities or powers, but the journey ahead will be much more difficult. Every path out from the Dead Sea will be sealed until your business here has concluded.**

[Path A: Resist the Sea]

The Dead Sea remains as it was when you entered. Ominous, broken, and scattered with the shattered remains of a metropolis that may one day exist. Still, you sense that something has changed. That is when you noticed a yellow light shimmering above the Tower of Geddon. It beckons to you like a lighthouse in these strange waters. The knowledge of what you need to do crystallizes in your mind. To escape this place and reclaim what you once were, you must climb to the top of the Tower and investigate the golden shimmering.

The path is filled with dangers, but you are no stranger to that by now, are you?

The inhabitants of the time frozen sea are mechanical monsters and undead shades of possibility. Malfunctioning robots and sentient tanks wander in search of what their sensors will assure them are enemies. The twisted shadows of doomed and forgotten futures will slink from around corners and wail their sorrow. They will lash out with tooth and claw in the hopes that the vital essence of someone who truly exists can make them real again. Even mutants from the futures where mankind destroys themselves can be found lurking. It is a long road on foot. Those who are mechanically savvy may be able to salvage one of the vehicles along the shattered highway for some temporary transport. Otherwise, it is a half day’s walk to reach the Tower of Geddon with no breaks.

As you make your way closer to the Tower, the frequency of obstacles and monsters blocking your path increases dramatically. It is almost as if the shattered futures themselves seek to block your path. Very few of those you will meet near the Tower will have the mental capacity for negotiation or conversation. Even those that do will begrudge you the existence you have and that they lack. It is not impossible for a motley crew of adventurers or even a sufficiently experienced multiversal traveler to struggle through.

If not? Well, thanks for playing.

Despite the tough road to reach it, the Tower of Geddon itself all but opens its arms to welcome you. The front door gives a cheery beep as the electronic lock disables itself at your slightest touch. The wall you decide to drive through at full speed was actually made of loose bits of carpet. However you enter, the interior makes it immediately obvious that your ascent won't be as easy as the entrance.

Simply put, it's a mess in here. Some rooms are designed like a shopping mall with little kiosks selling overpriced novelties. Other rooms are set up as research centers dedicated to sciences of all stripes. Many seem to try to be stranger than the last. One hallway you glimpse is nothing but vending machines lined up in rows for miles on end. And that window is depicting the surface of the moon for some reason. Thankfully, the presence you are in search of is still reaching out towards you. You will always have a vague idea of where to go if you stop and 'listen' for the presence. Though just because you know where to go doesn't mean it won't be a confusing, long, and disconcerting trek to get there.

As if the impossible geography wasn't bending over backwards to confuse you, some of the shades and robots you saw outside have become trapped in the corridors as well. A number of doors in your path are locked with keycards and more traditional means as well. The way to open these doors are never too far away and there are alternative routes if you would rather not be bothered. Or perhaps you simply smash them down and barrel your way forwards. However, monsters will be attracted to loud noises you made. So consider carefully if you want to use your brains or your brawns when it comes to these inconveniences.

Finally, with enough determination or cleverness, you can reach the center.

It's a little different from the other rooms.

You're standing on an abandoned plateau full of discarded carnival gear. A static sunset illuminates the area in the far off distance, eternally frozen in the end of a day that would never cease. In the very center is a cracked and broken bell that had fallen from its place of rest. And surrounding it for miles and miles are singular markers and crosses for miles and miles. Memorials, tombstones, graves. Written on a decaying plaque next to where the bell once rested, in ornate text, is the following:

Nadia's Bell
1000 A.D.

Three ghosts appear before you. You might recognize them. If you took Time's Scar, they most certainly recognize you. One is a boy with spiky orange hair and a sword tucked away at his side, the

second is a tomboyish looking girl with blonde hair and a ponytail with a crossbow resting on her back, and the final one is a girl with purple hair wearing thick glasses and a helmet with a strange pistol lazily held in her hand.

They're not happy to see you. Their weapons are bared and the air crackles with energy as they prepare to unleash magic not seen in the world for centuries. Accusations and curses directed at you are said by all three of them. If you took Time's Scar and they recognize you, they're especially biting and hateful. Saying you betrayed them. Abandoned them. Murdered them. Regardless of what you say or what the actual truth is, they will attack, and you must defend yourself. The three of them are at the same level of power and skill they were at their collective peak – the three adventurers who defeated the world-destroying Lavos as a team together. You and whatever allies you brought with you have your work cut out for you.

If you manage to prevail, the ghosts disappear into a wispy mist. You're not given very much time to relax and recover as you hear footsteps approaching from nearby. Compared to everything you've seen before now, the person you see is completely out of place from how innocuous he appears – an adult man in a simple fisherman's outfit who looks at you with a carefree smile.

"Did it bother you? Well, don't worry. None of this is real. This is the Dead Sea and the Tower of Geddon, Time Crash Ground Zero!"

The fisherman introduces himself as Miguel, saying he has been trapped here for ten years. He had originally arrived with his friend Wazuki in search of a way of helping his injured son Serge, but ended up isolated within the Dead Sea. That's not the interesting part, however. What likely catches your attention is what he says next.

"This is where the Frozen Flame waits...and it called to you. It sensed your otherworldly nature and coveted it. It wants your existence all to itself, to escape the boundaries of the Darkness Beyond Time. To devour all possibilities beyond even this world itself." Miguel chuckles. "But you managed to deny it. Or maybe you just didn't have enough for it to chew on. So it's trying to keep you here until you give it what it wants...or maybe until you become part of the Sea yourself."

He looks at you with some contemplation. "You know, you could stay here. Never aging, never dying. Walking among the ruins of all those forgotten possibilities. Maybe you could eventually find your own little slice of paradise in these ruins. Never worrying, never struggling...it's something to think about, isn't it?"

Miguel folds his arms. "But if you've come this far, that's probably not what you want to hear, is it? No, the future belongs to you. There's two ways. Either you cut off the connection by confronting the

Flame itself, or...” He motions to himself with a serene and calm smile. “You kill the one guarding the Dead Sea.”

Should you choose to confront the Frozen Flame, proceed to **Final: The Darkness Beyond Time.** Otherwise, you will have to fight Miguel himself. Despite his unassuming experience, he has a vast array of White Elements and a blazing weapon of holy light for his personal Tech: The Holy Dragon Sword. If you’re a Black Element yourself, you’re not in for a very good time with this battle. Fight and prevail, and the fisherman will collapse from his injuries, not looking terribly displeased by your victory.

“Ha...already? I couldn’t even live long enough to see them again...oh, well. Leena...live on...” As Miguel breathes his last from his injuries, you feel your abilities (if any) and your powers return to you. First, it’s like a trickle...then it becomes a flood as your connection to your previous jumps are restored, and your strength is back to its full potential. If you had none to regain, then you likely only feel a sense of relief as the view of the ruined Leene’s Square fades from view, and you’re dropped outside of the Dead Sea once more. The scenario is over.

[Path B: Embrace the Sea]

After that bit of theater, the Dead Sea has changed from a time-frozen plateau into a vortex descending deep into the very Earth itself. The Tower of Geddon itself has been swallowed by the hungry void at the bottom, and the ground shakes with occasional quakes from the sound of the horrific beast down below. The buildings of what was or will be a great metropolis has broken apart and changed into something else.

Something very familiar.

As you make your descent into the Sea, you can see places you've been to. People you've met. You can see shades of your companions, your friends, allies, acquaintances and enemies all living out moments you've never seen before. You see worlds where you never met them. You see worlds where those who survived your journey died, and those who died survived. You see them living in misery, or perhaps living much more happily. Eavesdropping on any conversation these phantoms have allude to events that never happened in your chain, or perhaps happened very differently from what you remember. None of them acknowledge your presence or even attempt to interact with you, simply playing out the 'scene' they represent in their lives on a small loop.

Strangely, you don't see any shades or copies of yourself, any family you've raised in your journey, as well as nothing you personally created.

Just as the original version of the Dead Sea was full of dangerous creatures and machines to guard its center, this Vortex includes not only those but several horrific ghosts and fleshly amalgams of creatures you've encountered or fought across the chain, many of them fused or combined in visibly disturbing fashions. Fleshly chimeras wielding the strongest parts of several animals, malfunctioning machines brandishing magical weapons...the Sea is guarded by hideous fusions of just about every danger you've encountered. The only solace you have is that no specific individuals or anything too big or powerful to fit within the Vortex itself doesn't exist here.

You need to make your way into the epicenter of the Vortex and confront whatever force has drawn you here. Unlike refusing the Sea, you're not limited in whatever method of transportation you can use to make your way there...but simply making a dive into the middle of the Vortex will not only see you swarmed by thousands of these twisted beasts, but your mind will quickly be assaulted by visions of memories from your Chain and the sight of many, many doomed futures. Should this be no challenge to you, you may brute force your way towards the Tower of Geddon that waits in the epicenter of the Vortex. Otherwise, you need to take the long way around the edges of the Vortex and descending down on foot, navigating the remnants of timelines that never were.

Whether from diving down into the center or making the long trek on foot, the Tower of Geddon has likewise changed to something very different. It's here you likely realize where the missing shades or copies of yourself are, for the Tower is no longer made of several wrecked urban buildings put together. It's instead made of various buildings you've happened to live within or own over the course of your chain, even ones from before your journey actually began.

Upon entering, you will find it doesn't take long to figure out where the shades of yourself and those whose existences you were responsible for had went. The tower is littered with broken remnants of places you've journeyed or called home, especially places that hold personal significance or value to you. There are shades of you and whatever progeny you spawned along your journey here, each aimlessly wandering around and refusing to acknowledge you, or holding one-sided conversations with unseen associates and friends. A common thread you likely notice is that these are shades of you who had either lost their chains, failed or made different decisions at major crossroads in your journey, or had unexpectedly perished entirely...merely living out their final moments or the choices that led up to the divergence point.

Nothing you do will make them break from this stasis, acknowledge you, or hold a conversation with you.

The more jumps you've been to before now, the larger and more labyrinthine the tower is, and at a hundred previous jumps it becomes a labyrinthine kaleidoscope that folds into itself and will require either great wit or great power to properly navigate. One should hope you've reached that point by the time that's an issue.

Like before, you have a single goal: Reach the center of the tower. The Tower is full of similarly chimeric enemies..but if you're especially unlucky or took **Not A Very Good Sequel** you'll find you have a chance of bumping into former named enemies of yours along the way, likewise living out timelines that never were. The main difference? Approaching these shades will make them aware of you and will likely immediately attack you.

Upon reaching the center, it like everything before now is personally tailored to you and your experiences up to this point. This includes the new 'caretaker' of this place, who is no longer Miguel but someone you met along your journey who perished a long time ago, prioritizing who would have the most emotional impact on meeting you again. If you don't know anyone who can possibly fit this role or think so little of those you've encountered on your journey, it's instead replaced by a rotund creature with tiny arms and legs called a Nu.

Whatever the identity of the caretaker, they explain the situation to you in a similar way Miguel did: Something from the Darkness Beyond Time is using the Dead Sea to personally leech off your

connection to other worlds, creating what amounts to a graveyard of destroyed possibilities and timelines that act as a dark mirror of your own chain. Except this time, well...it's obviously succeeded and threatens to emerge into the rest of the multiverse by using your own body as a gateway. Whatever it plans from that point on, it's clearly nothing good.

You're met with the same choice as before: Break the link prematurely by killing the Caretaker, whoever they are, and whatever abilities they wield...or whatever weight they hold in your heart. Alternatively, you can journey into the Darkness Beyond Time to confront whatever beast awaits you. Killing the Caretaker will eject you from the Dead Sea and end this scenario, as before.

[Final: The Darkness Beyond Time]

You decide to pursue this problem all the way to its cause. Entering a dark portal within the final room of the Tower of Geddon, you disappear from the Dead Sea and reappear somewhere else.

If the Dead Sea was a graveyard, then the place you enter can only be described as Hell. The only thing separating you from insanity is a platform of light the size of a small room. Around you, the remnants of discarded timelines appear as ghostly images around you. Timelines where the worlds were destroyed, timelines where humans were made extinct...all apocalyptic images across all worlds you've been to, only not filtered to be significant to you personally. You aren't alone. A spiny, crustacean-like creature waits in front of you. Encased within the top of its body is a blue crystal containing the sleeping form of a blonde-haired girl...though if you took **Time's Scar** and already rescued this certain someone, they're conspicuously absent. Its very body pulses with power and you can see the annihilated timelines converging around it, as though it were absorbing them piece by piece.

You might reasonably be expecting some sort of battle or confrontation, but…

[Path A]

It's just sitting there. You sense no killing intent from it, yet even without any eyes you can feel it staring right into you. Moving around or examining the creature won't generate any response, though touching or initiating combat will see it screech and immediately attack you. But if you were to wait a few seconds, you would feel a pulse within your mind. Your ears fill with what sounds like white noise and static. Images and ideas fill your thoughts in a sequence, as if a slideshow were playing out before your own eyes.

Birth-Evolve-Harvest-Consume-Reproduce

Is it trying to talk to you?

Premature-Abort-Interference-Temporal-Unnatural-Termination

If you've taken **Time's Scar**, this likely sounds very familiar to you. You sense more than a little hostility if you took **Lavos Beckons** on top of that too. It's not nearly as interesting as what the creature says next.

Evolution-Fusion-Opportunity-Communication-Echolocation-Genus-Symbiosis

Evolution-Symbiosis-Evolution-Symbiosis-Evolution-Symbiosis

It just repeats that, over and over in your mind. It waits for your reply.

You have a choice here. You can, of course, refuse whatever it is this monster wants of you and fight like you originally intended. This is the Time Devourer, an unholy fusion of the remnants of Lavos with the very stream of time itself. It will be attacking with high-level Elements and a fairly strong brute force attack of its own, and being one of the most durable beings in this world it will take a considerable amount of punishment. If it becomes obvious the creature cannot win against you or if you deal a significant blow to its body, the Time Devourer will curl into a ball before fleeing into the Darkness Beyond Time, disappearing to another timeline entirely.

Should you accept...see **[Symbiosis].** Should you fight and win, see **[Survival].**

[Path B]

The creature speaks.

“The connection is complete.”

Three voices speak in unison with one another – one voice sounds like a woman in indescribable rage and agony. The second voice is a guttural, beastly voice that shakes the ground around you. The third voice is identical to your own.

“Only one step remains.”

You might reasonably be confused or want to question the monster that is now speaking to you directly. Why it is trying to connect itself to your powers, what it is doing, and why it is bothering to talk to you. Even the simplest inquiry will see the creature quite eager to explain itself.

“There is a natural order to this world. Birth. Life. Evolution. Death. The living consume and kill prey. Resources are cultivated and devoured. Reproduction is achieved and the cycle continues. We were once part of this order...and it was *stolen* from us. We have evolved, consuming not meat or energy, but all we can benefit from. We slaughter the possibilities, we trample the prey and predator alike, and devour what is useful to us.”

“Now we are at a threshold. There are infinite possibilities in front of us. A bountiful harvest to subsist upon above all else, above reproach. When the final human breathes their last pitiful

breath, we will remain. When the planet is scorched by the bloated corpse of its star, we will remain. When the final atom across all universes finally decays and time ends, we remain."

"We remain."

"With your symbiosis, we will achieve what was denied to us. An ultimate evolution, a final frontier to cultivate and harvest from. The only factor that remains is your acceptance."

It likely dawns on you what this creature meant when it said 'us'. It isn't referring to the amalgam that is its own body – the Time Devourer is talking about you as well. The Dead Sea was a showcase of timelines that were prevented by your own existence and intervention in previous worlds, for good or ill. Whether your actions were good, evil, or a mix of both – the fact you had appeared in them at all was 'outside' of the natural order. The powers and trinkets you gain from each journey was something the Time Devourer saw as 'consuming' what you found necessary from every trip, evolving from your base form into something new and unique.

It believes you are one and the same. The same species, the same goal, or even the same anomaly that created it...well, that hardly matters now, does it?

Your choices at the same: Accept this creature's offer of 'symbiosis' or take back what it tried to steal from you by force.

Choosing to fight will not see anger or disapproval from the Time Devourer. If anything, it sees this as a matter of course.

"The strongest and the most fit to survive are the ones who enjoy the bounties of the world."

The void trembles as the creature begins to absorb not one but several of those stray timelines you had witnessed in the Dead Sea outside. Its body cracks and bends in strange shapes, changing from a spiny alien into a combination of several of the best physical traits belonging to your enemies. Magics and technologies you've seen or used blend together, reduced to their most practical possible form embedded within the Time Devourer's body.

You now face an entity that is a combination of Lavos, the agony-ridden Schala (should she still be trapped there), and a fusion of several of the strongest predators and foes you've faced, with an emphasis on those with great physical strength. And the battle will be to the death.

Should you accept, see **[Symbiosis].** Should you refuse, fight, and win, see **[Survival].**

[Symbiosis]

Whether from ignorance, ambition, or whatever your personal justification – you have decided to accept this creature's offer of 'symbiosis'. As if sensing your acceptance, the creature takes large steps forward before it lunges towards you. The creature dissipates into light and enters your body, which glows with a bright light before you feel an intense burning pain across your entire being. Your physical body adopts some traits from the Time Devourer itself – orange skin color around your joints, spines growing out of your back, or even something as simple and subtle as your eye color changing. The severity of the mutation is largely up to whatever you would find appealing in form – a small mercy granted to you by your new 'partner'.

This fusion grants several benefits.

You now know every non-unique Element this world has to offer.

You have an in-depth understanding of time travel and temporal manipulation. More than that, your affinity to the Darkness Beyond Time allows you to subsist and regenerate from 'aborted' timelines that were undone by your actions or those of others, letting you escape there to reform your body should you suffer lethal damage...though someone cutting you off from the flow of time can make this damage permanent, denying you the ability to restore yourself this way until the connection is restored.

If Schala was never freed from the Time Devourer before being pulled screaming into a fusion with you, you also have the benefits of 'Jumper-Clone'.

You now have the ability to force evolution in other beings over a long period of time, much how Lavos elevated humans to a dominant and industrial species indirectly. Likewise, you may absorb life force from the planet and other living beings to fuel your own abilities. The simplest and most direct expression of using this fuel is launching a billion-billion spines across an entire planet to scorch its entire surface in a matter of minutes...though this was after thousands of years of build-up. You'll need some practice or a large source of energy to do it so casually yourself. Launching a few to burn a few foes alive is a simple manner, thankfully.

You now share a consciousness with an insane and grief-ridden Schala as well as a vengeful and spiteful Lavos. You retain control of your own body and thoughts, but they're passengers in your own form now until you find some way to separate them from yourself.

Once the pain subsides, you can feel your body pulse with newfound power. The Darkness Beyond Time is no longer a horrific void or graveyard...it feels like home. No, rather, it looks like a delicious buffet table to you.

“It is done. Will yourself to return and we shall. Your body is the link. But there is one last thing to do.”

A suggestion, one it gives rather eagerly.

“We shall burn this world.”

That choice is yours, of course. The Time Devourer will happily provide all the energy you need to burn the entirety of 1020 A.D. into little more than ash for the occasion. You may return to the surface as a new and horrifying evolution...or the harbinger of the apocalypse.

For the future refused to change.

[Survival]

Whether you had managed to chase off the Time Devourer or even put it down for good, perhaps even freeing the captive Schala, you have severed its connection to your chain and have prevented it from escaping to devour more worlds and timelines across the entire multiverse. Your body is forcefully ejected from the Darkness Beyond Time, and you find yourself outside the cliffs surrounding the Dead Sea. If you had saved Schala, she is nearby, disoriented and exhausted from her own experience...likely regretting the actions she had done as the Time Devourer while she was fused with Lavos.

There’s a small crate nearby, with a note attached to it. The note reads:

“For protecting our future, I have a gift to give you. Please, don’t be discouraged by what you saw in that cursed place...every choice we make is an ending for something or someone else. But that is also a new beginning, for you and the world around you. Even if this means nothing to you...please, take it. - B.”

Inside the crate is…

If you survived this scenario in any way: It’s a mundane physical item from your home world, one of personal significance and emotional weight to you. If it was broken, it’s good as new, still keeping any distinguishing marks you consider important.

If you saved Schala, or if she was already saved by you in the past: There's a fist-sized chunk of a ruby red stone, a sample of Dreamstone. Written on some paper is an exact chemical recipe of how to make more. You'd need some tools from the modern day or the far future to do it, but you can easily create more by mixing certain rocks and compounds once you do.

If you drove off the Time Devourer, whether by killing it or forcing it to flee: A glowing pyramid of red and black light that's almost weightless in your hands. Upon touching it, it displays a holographic database of all existing technology used by Chronopolis in the year 2400 A.D. Time machines, dimension rifts, advanced robots, even FATE...it's all here, complete with blueprints and ways to maintain them in the distant past. You might even be able to make your own Wings of Time, though the flying model isn't included in the blueprint.

If you permanently killed the Time Devourer or prevented it from escaping: If you didn't know better, it looks like the Frozen Flame itself, glowing ominously in the box. The energy that Lavos used to manipulate this world's evolution and influence others still fills it...in time, you might find a way to tap into its power, or create a new species of Lavos yourself with enough scientific know-how. Maybe you can make one that won't evolve into a time-devouring abomination...or find a way to fuse it with your own body on your own terms.

If you chose to kill the Caretaker to escape the Dead Sea: Pick an item worth 400 CP or less undiscounted in the Chrono Cross jump. That item (or directions to it) are hastily scrawled on some paper.