Sid and Marty Croft's The Land of the Lost Jumpchain

Version 1.0.0



~~Marshal, Will, and Holly~~ Jumper and companions

On a routine ~~expedition~~ change of jumps

Met the greatest ~~earth~~spacequake ever known.

~~High on the rapids~~ Between realities

It struck their tiny ~~raft~~ chain.

And plunged them down a thousand feet below.

To the Land of the Lost.

To the Land of the Lost.

To the Land of the Lost.

Take these to help you get started in this strange new world.

+1000 CP

Now let's figure out the who, and where of your being.

Location:

You arrive in the titular Land of the Lost on the same day as Rick Marshal and his two children Will and Holly.

Race:

What species are you? You may purchase at most 1 race. If you do not purchase a race you will arrive as whatever you already are.

Human (Free): You are a human. Presumably this isn't a change for you, but if it is welcome to the human race.

Pakuni (Free): You are a member of the pakuni, one of the race of ape people who have a small settlement in the Land of the Lost. Only 3 are seen, but sometimes it seems to imply there were more. Vegetarians by nature, they are smaller than humans, even Will was larger, though seem proportionately stronger though not to the point of superhuman strength. Their intelligence compared to humans is in question but we'll ignore that for you.

Sleestak (Free): The sleestaks are insect-reptile men whose ancestors may have built the Land of the Lost. At the very least they have lived there a long time. They communicate with each other through minor telepathic talents, though this telepathy is not strong enough to communicate much further than a person could speak, and even then requires another telepathic entity to receive or transmit; there's no mind reading with this telepathy, though if you take the **This is Your Time** perk this telepathy will improve to be powerful enough to transmit to non-telepathic creatures, and to pick up the meaning of their speech from their thoughts, and if you take the **Telepathy** perk (which obsoletes this telepathy even with **This is Your Time**) you will be able to summon a thick cloud of mist which forces those within it to see and experience their greatest fears, this mist can't physically hurt creatures but it can cause them great emotional and mental anguish. Sleestaks are stronger than humans, but slower and less agile. Nocturnal creatures they

possess excellent night vision, able to see in conditions a human might consider completely lightless, but unless you also take the **This is Your Time** perk you will suffer from the same vulnerability to bright lights which can daze and blind you while you are in this form as other sleestaks do. If taken with **This is Your Time** you can be an Altrusian like Enik instead of one of their modern descendants the Sleestaks; this will not give you an understanding of their scientific accomplishments.

Tappa (200): You are a yeti-like creature, a great, white furred ape-man. Significantly stronger - though less intelligent and civilized - than a pakuni, you can carry man sized icicles like they weigh nothing and use them as battering rams, moving several times a human's mass in ice, and are strong enough to break the necks of brontosauruses. You are however physically suited to an icy climate like a Himalayan peak, and rather adverse to heat.

Zarn (300, requires Telepathy): You are a humanoid energy being. This form grants you telekinesis at least strong enough to send a pakuni - or a person - tumbling head over heels backwards, and which can be used to move objects even outside of your range of sight. You are also able to teleport, seemingly at least several miles, though this teleportation's range limit is unknown other than that the species still needed spaceships and could not leave the Land of the Lost with this power. The range of your telepathy is also greatly extended; should you focus in a certain direction you could pick up the surface thoughts of others from at least several miles away. It also becomes possible to implant thoughts and emotions into others, though this works best on simple minds; it would be easy to drive away a tyrannosaurus, but controlling a human would require time, subtlety, effort, and be prone to failure. The Zarn had no particular physical feats with which to judge the durability or strength of their energy being nature, but this form does suffer from a notable weakness as it is hurt by strong emotions - especially negative ones. In sufficient quantity, intensity, and proximity these emotions could be a threat to you.

Dinosaur (300): I mean I guess I should offer this. You're a dinosaur, at least as they were imagined in the 1970s. You could be a predator like Grumpy or Alice, or you could be an herbivore like Dopey, Spot, or Spike. You can also be another type of (real world) prehistoric life if you wanted to be a smilodon or a dimetrodon. It doesn't even have to be a species shown on screen.

There are two additional options if you take this choice. For an additional 100 CP you can have a second head like Lulu. Separately for an additional 200 CP you can breathe

fire like the dangerous Torchy (if you take both you can breathe fire from both heads) and subsist on a diet high in charcoal.

Origins:

Your past in this world. You may choose 1 for free, and this choice determines your discounts giving you the 100 CP Perk and first copy of the 100 CP item free, and all other perks and items for that origin at a 50% discount. It will also give you a past and memories in this world, potentially one involving the Marshals or the natives of the Land of the Lost. If you'd prefer to avoid a past you may have any background act as a Drop-In with neither memories nor past, simply appearing in the Land of the Lost from your previous jump. Really given how people get there it's not that weird this time.

Adult: Like Rick or Jack you are an adult, likely tasked with watching over children and bearing the brunt of living in the Land of the Lost. If taken as a non-human you may have been lost in the Land of the Lost recently, or simply be an adult caretaker of the chosen species from it. As a human you may be a friend or relative of Rick Marshal's who was along with the Marshals on their fateful expedition; this is not required. You begin at an adult age.

Child: Like Holly, Will, or even Chaka you are a child. A juvenile of whatever species you select. If taken as a non-human you may have been lost in the Land of the Lost recently, or simply be a child of the chosen species from it. As a human you may be a sibling, cousin, or friend of Will and Holly who was along with the Marshals on their fateful expedition; this is not required. You begin at an age younger than 18 or your species's equivalent.

Guest Star: You just sort of arrived in the Land of the Lost. Whatever you are you don't belong with any of the other established groups instead seeming to be a lone wanderer who has found their way into this world. If you're a zarn you may choose to have arrived here with your fellow zarn. Your age is up to you.

Native: You were born and raised within the Land of the Lost, or at least have been here long enough you have no memories of any other world. Maybe you're a pakuni, or a sleestak. Maybe you're a human who was orphaned here. Your age is up to you.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Beauty of the Lost (100): You're pretty. Or at least you're pretty enough to make it onto 70s children television. You aren't some outlier of beauty, or even some one in a hundred looker. But since you are paying CP for this you will find that it's oddly easy to maintain this level of appearance, and that the hygiene issues of living in some otherworldly jungle dimension are reduced. This won't do much to prevent diseases, but you have minimal body odor, your sweat is less apparent than it should be and seems to clean itself off, and your hair won't get messed up trekking through a jungle.

Surviving the Lost World (100): A man from the modern era and two children really wouldn't be expected to survive a world of dinosaurs. But even before the first episode the Marshall family had figured out the basics of survival. Now some might say this is because it's a children's show, but you seem to carry it with you. When you find yourself in a new place you will immediately pick up much of the basic information necessary for survival and learn more at greatly accelerated speeds, quickly learning the basics of the area like someone who had lived there for years. This won't particularly teach you skills, just works for basic survival information like 'this is dangerous, avoid it', however you will find yourself quickly picking up languages not becoming fluent, but able to understand enough words to catch something in important messages.

Physical Fitness (200): Like Malak the Cro-Magnon God and King of the Teutons, you easily stand a head taller than an average member of your species. More than mere height, you will find that you are strong even for your size, and that you do not seem to sacrifice speed compared to your more average sized counterparts. This also increases your general health and vigor, ensuring you're noticeably healthier and hardier than the average member of your species. This does nothing for your mind, so hopefully you're a fair bit brighter than Malak.

Adult Perks

Stone and Wood Engineer (100): Like Uncle Jack you are a fully trained and educated engineer. Above and beyond that like Rick Marshall and Uncle Jack you're rather clever with what you can build with just stone age materials. You might not be able to make all the amenities of the modern day or electrical tools, but you know how to make the tools to make other tools from just wood and stone, and could figure out how to make a pulley operated 'elevator' to get up and down a cliff without any problem and nothing more than a pocket knife and jungle materials, or if you were pressed a house.

Papa Wolf (200): When around children it's an adult's duty and responsibility to help protect and care for them, and this is doubly true in a place like the Land of the Lost. You seem to have taken this to heart. When acting to protect or save children you find that you are smarter, your skills sharper, and your will far stronger than usual. This is especially noticeable when they are your own children (adopted or biological). Beyond these mental traits this also seems to affect your luck similarly.

Saved by Disaster (400): You have an odd form of luck. When you are in significant danger you will often find that a new greater danger arrives. This greater danger, however, is less likely to be directed primarily towards you, but to threaten everyone including your current enemies. Even if it is not enough to make them have to join together to work with you, it will usually be enough to buy you time to escape your current predicament; though you'll then have to deal with the new threat. Sometimes, though, better the angry tyrannosaur than the angry apemen.

Maturity (600): You have it. Both emotionally and mentally you are mature, capable of thinking in a level headed manner, choosing the choice you see as ethical even if it is not the most beneficial to you, and acting like a fully functional proper adult. This maturity leaves you adept at handling children, and child-like individuals who lack mental maturity, but it doesn't stop at that. You are skilled at teaching supposedly mentally superior but emotionally stunted entities to act like decent people, and cutting through their arrogance and emotional immaturity, helping you to teach even powerful and advanced beings moral and societal lessons.

Beyond this ability to handle those who lack your maturity, this maturity gives you a level headedness and emotional balance which makes it extremely hard for other entities to forcibly control your mind or plant illusions within it. An ancient telepathic energy being might easily control your children and the local ape men but you could resist it.

Child Perks

Rapid Recuperation (100): While Will and Holly get sick or injured from time to time, they recover extraordinarily quickly especially given the lack of medical facilities and care. Now you share this trait. While this won't help you recover from anything you simply couldn't recover from - you won't be regrowing limbs and a disease which would normally be deadly to you will still be deadly - you do find yourself recovering from physiological harm quicker than most. Your injuries will heal in days like they were weeks, and once the worst of an illness or poison has passed and you are getting better you'll recover with similar alacrity. This also helps ensure that you heal properly reducing your likelihood to scar, and helping ensure that broken bones heal back straight.

How About a Song (200): You are a skilled singer, musician, and songwriter. This doesn't put you above 'professional' level in general skill, but you are particularly adept at creating songs on the fly as if you had rehearsed them for some time, and can somehow use primitive and home made instruments to get full, professional quality sounds. This can even provide accompanying instruments playing at an acceptable level alongside your own.

Psychologically Resilient (400): While Will complained about missing television and Holly had her moments of being down, they both adapted to the whole 'in a land of dinosaurs' surprisingly well. Even when losing their father the children took the psychological blow and continued functioning, and Holly's future self was shown to be at least passably untraumatized by it all. You now possess a similar psychological foundation, emotional elasticity, and strength of spirit. While you can still be affected by things, you aren't an unfeeling automaton, you are able to push past trauma or fear when it is necessary for survival, and to recover to a healthy mental state over time accepting the past and growing from it no matter how horrible it was.

Friend Maker (600): Holly is responsible for them becoming friends with Chakta and his tribe, befriending Dopey, and generally making allies in the Land of the Lost. You now share this trait. You have a sort of easy kindness which can easily cause others around you to accept you as a friend or at least ally. This generally increases how likable others find you, though it is at its strongest when you are actively being kind and helpful towards them, helping you cement lasting friendships. More than just this friendly charisma, you seem to be more prone to encounter those who could become friends and allies to you.

Guest Star Perks

Trained Pilot (100): Whether it's a spaceship, a hot air balloon, a hypersonic glider, an inflatable raft, or the Flying Dutchman it's rather common for people to arrive in the Land of the Lost with a vehicle of some sort. And now you will know how to pilot them. You have the knowledge to work as a member of the crew (or in the case of one man vessels as the crew) of any civilian vehicle. This won't make you a master pilot, but you'll know the basics of handling and caring for boats, cars, hypersonic jets, and even spaceships. This even covers animals used as mounts, just in case you needed to ride in or out of the Land of the Lost on a horse.

What in the Name of Jupiter Was That? (200): There's so many weird things in the Land of the Lost you don't really stand out as much as you might somewhere else. And now you carry that with you into future worlds. People will still recognize your weirdness, but you will find that they are more ready to accept it as just part of how the world is larger and stranger than anyone would believe instead of something to necessarily freak out over. Sure your presence proves magic is real and upturns all scientific theories, but people will be able to accept it and what you show them without undue panic (if you're actively hostile/destructive they'll react accordingly) or skepticism. You can toggle this effect off or on at will.

Telepathy (400): You are a functional telepath. You are able to detect and read the thoughts of others in at least the same range that people would normally be able to talk to each other. You are also able to use this telepathy to project your thoughts into the minds of others as words. This also allows you to sense and feel the emotions of others.

If you're a Sleestak you will also be able to summon forth a thick mist which causes those within it to live out their worst fears, while this does not inflict any physical harm to those within it and a strong enough mind can recognize this as an illusion and a hallucination, it can still cause a great deal of mental and emotional anguish and trauma.

Petrifying Visage (600): Ok this is a weird one. In short you seem to be a gorgon. This means that you possess ageless immortality never aging past your prime. More importantly you possess the ability to transform your body to take on a truly hideous visage with snakes for hair. While in this uglier form you possess increased strength - enough to move human-sized statues by yourself - and by focusing you can use your gaze to turn other creatures - even animate plants - into stone. However do be careful, this petrification requires a few moments of concentration and once it hits critical mass it will

fire off at whatever you happen to be looking at at that point, and a sufficiently reflective surface can reflect this gaze back at you.

Native Perks

Hunter-Gatherer (100): You have experience surviving in the Land of the Lost, and it shows. Where others might still need to figure out the way to do so, you are a skilled hunter-gatherer, able to identify where (and how) to find game, and edible plants. You also know how to make snares and traps, how to find shelter, and generally survive in the wilderness with nothing more than your wits and maybe a few friends to watch your back and share the work.

Witch Doctor (200): You are skilled at positioning yourself as leader over the superstitious and barbaric. Whether it's using a touch of greater strength to dominate those around you, manipulating tribal politics, or claiming supernatural power you are able to make yourself rise to the top of a primitive society and hold yourself there with surprising ease even in the face of repeated failures and incompetence. This has also left your surprisingly good at extorting favors or rewards for any of your abilities that happen to be essential or necessary to another, able to push them a little further with their need than would otherwise be possible.

Safe Sleep (400): The sleestaks are a barbaric and violent race, and yet when they go dormant for weeks or even months at a time their enemies don't kill them in their caves even when discovered. Now you have a similar safety when you're asleep. Your enemies will never kill or harm you while you are asleep. They may try, but if they do something will rouse you in time to defend yourself from their attack.

It Is Your Time (600): Like a certain pakuni it is now your time to make the leap to the next intellectual level, or maybe like a certain sleestak you're a throwback to their old Altrusian roots. Whatever the reason you find your intelligence substantially boosted. Your mind has been greatly expanded, as if you had undergone a second cognitive revolution. You will find that you are a genius by the standards of your species, able to easily pick up new skills learning rapidly, and like the first man to make and play an instrument you are particularly skilled at inventing new skills entirely and innovating new discoveries.

As a sleestak this comes with a touch of increased telepathic ability (enough to facilitate willing communication with non-telepathic entities), also being born with the secrets of reality though in a very incomplete form.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Diary of the Dead (100): Once per jump when you are in a dangerous survival situation you will find scraps of logs left behind by another who had to survive in the same (general) situation. These logs may be scattered or in pieces, but they will include some basic information on the situation you're in, maybe warnings about creatures, hints of weaknesses, or a map to a safe place. Unfortunately this is a diary of the dead, and they did not survive the situation so these logs can only guide you so far.

Orchard of the Lost (100): This is a small region of super fertile land. It is perfect for growing plants of all sorts, except that these plants will grow to massively exaggerated sizes. Here you can find carrots as large as people, strawberries as large as heads. The existing wild fruits and vegetables would be enough to feed 3 or 4 reasonably well indefinitely if preservation techniques such as canning or refrigeration were used, and more as long as the weather and climate remains good. Of course if you introduced agriculture instead of relying on wild fruits and vegetables you could grow far more.

Power Source (400): This chute leads to a strange extradimensional chamber larger on the inside than the outside, containing a great, red, pulsing rock-like object which pulls things into it with a sort of gravity. This rock converts anything that touches it, or that it hits with a beam of light, into pure energy totally converting their matter into energy which it then stores; though the beam of light can be reflected if something is sufficiently reflective. Being struck by its own beam will not damage the device, though it will cause it to eject whatever is currently in the chamber. The rock only works when in its sealed chamber, but can beam the converted energy out to any CP backed objects you possess in amounts safe for their use, or store it for later use.

Sleestak Tribe (400 CP; Discount Sleestak): This is a group of 2 to 4 dozen sleestaks. They view you as their respected leader and will eagerly follow you as their leader. These sleestaks count as followers. If your race is Sleestak this option is discounted.

Time Doorway (1000): You have come into possession of a pylon capable of creating one of the means of entry into and exit from the Land of the Lost. That is a time doorway. What is a time doorway? A time doorway is a doorway in space and time, able to reach seemingly any when or any where, and given it provides transportation from the pocket universe of the Land of the Lost this includes other dimensions. You'll be limited to the local multiverse during your chain of course, but post chain it'll provide access to any multiverse you visited during your chain or any at all should you spark. The time doorways are two way, but the pylon can only open one at a time, and you will have to return to it to reposition or open a new time doorway. It is possible to open a time doorway that moves - and in fact if opening one into traditional spacetime it's almost required given celestial bodies move, though this can be dangerous as if the two ends are not perfectly synced you can get an uneven flow of air in and out of the doorway. Similarly it's not advised to open a time doorway into vacuum, underwater, or into the heart of a star as while the side in the present does not have to be immediately adjacent to you (and can in fact be at least a few days foot travel away) it does have to be in your current present time period and opening a doorway that way could lead to stripping the atmosphere, massive flooding, or plasma pouring forth uncontrollably. You can view where the portal is opening to before opening it, and unless overridden it will automatically match speeds.

Unlike the pylons the Marshalls encounter, this pylon comes with instructions on its use. Unlike Enik's time doorway this time doorway will not be locked by a paradox like Enik's was in season 1, and you won't conveniently forget about it at the start of season 2.

If the key to this pylon is lost or destroyed you gain a new one after 1 week.

Adult Items

Survival Kit (100): A kit of emergency supplies. Some food, flares, a flashlight, a full first aid kit (including antibiotics). Nothing is really intended for more than a week or so of sustained use, and it only restocks every year, but it has a tendency of being where you can get it if you need it, is waterproof, and contains a little of everything you'd need to survive.

Ancient Guardian (200): Wooden sleestak statue (can resemble you or one of your alt-forms instead of a sleestak if preferred) that is strangely resistant to environmental damage and disruption. If properly positioned it can turn sunlight into a powerful, invisible heat ray powerful enough to start fires and deter yeti-like monsters from entering its beam. This takes some time… but somehow if it's positioned during the day it will continue to function through the night. Comes with instructions on how to use it written across its chest in a language you understand. It also comes with a stand that has additional instructions on how precisely to angle it at a target given the stand's current location.

High Bluff (400): Home sweet home. There is something about this cave set in the midst of a cliff-face that makes it hard for enemies to attack it. To some extent this is its physical location, a large predator might be able to put its nose to the cave, but not get in and the cliff face is very hard to climb. But even intelligent enemies who should be able to work out the pulley used to raise and lower the platform that you and your allies can use to enter it just seem not to attack it. This isn't an absolute effect - a powerful and determined enough entity might be able to breach it - but generally speaking your enemies might array themselves outside of this home waiting for you to leave or return, but they will find themselves stymied in actually attempting to enter it or disturb you within.

If you don't like a cave, this can instead be a small temple. Either way it's large enough for 4 people to live comfortably with each having their own space if not necessarily privacy and could probably fit 9 if you were willing to get cramped.

Clock Pylon (600): This pylon controls the celestial bodies of the Land of the Lost. It can move the moons, and the sun of the Land of the Lost, allowing you to cause eternal day or eternal night, or otherwise manipulate the length of its days or nights, or have the moons rise while the sun is out. The choices are up to you.

Now since you're paying CP for this, this pylon comes with instructions on how to use it so you don't accidentally disrupt the natural balance of things and can intentionally do so

more easily. It also comes with the ability to insert onto a planet at the start of each jump and control its local celestial bodies in the same way. How this works when you're on a traditional planet and not some pocket universe is a question, but drastically changing the local day will not see the normal effects you'd expect from stopping or speeding planetary rotation, and you will be able to stop planets in their orbit to preserve them in continual summer or winter if you wanted. It will also be able to affect all celestial bodies out to a range of about a solar system - in case you wanted to move other planets or comets.

If the key to this pylon is lost or destroyed you gain a new one after 1 week.

Child Items

Canteen and Knife (100): This canteen holds enough water for a person to drink over a day of physical exertion in a jungle. It will automatically refill itself over the course of a day so that a single person could use it as their only source of water with ease.

The knife is rather mundane, but if it is lost or destroyed you will recover within a week (the same is true of the canteen).

Pendants (200): You have been given a trio of metal pendants. These three pendants are linked allowing the holder of one to focus on it to view the location of the wearer of one of the other two, seeing them from a third person perspective somewhat above and to one side from them - almost like an invisible camera is viewing them from above. You may also use these pendants to communicate with each other verbally. No maximum range is shown, and since you're paying CP we'll assume that they had no limits on range or even dimension, allowing you to communicate with the bearer no matter where they are.

Dopey Dinosaur (400): This is baby dinosaur has taken a liking to you. While it will start this jump as a child, it will grow to maturity by the end of the jump at the latest and in future jumps you may have it begin as an adult instead. While dopey was a brontosaurus, you can choose any type of real world dinosaur or animal (prehistoric or otherwise) as your loyal pet. If it is killed you will find an egg which will hatch into a child of its species within a week.

For an additional 100 CP it can breathe fire or have 2 heads, or for an additional 200 CP it can have both of these qualities. Can be a toki (or as humans would call it unicorn) if you prefer. This horned equine does not have any noticeable magical powers.

Weather Pylon (600): This pylon possesses the ability to control the weather in the local region. You can create droughts, tornadoes, thunderstorms and more. Somethings can disrupt this control - such as an open hole into another dimension that is moving on one side at hypersonic speeds - but in general as long as the pylon is operational you will have complete control of the meteorological effects of the planet that the pylon is placed on. You will only be able to create weather effects which are possible, while it seems able to easily manipulate the location of clouds and flow of air it cannot create matter ex nihilo (so no matter how much you try and make it rain you can't actually flood the world that way, and flooding one location may require a drought in another) and you may have to contend with outside influences such as the sun and moon which may make some effects harder to manipulate.

You have a complete set of instructions on this pylon's use and how to use it to generate the weather you want, as well as what side-effects you may expect for other locations when you do so. Unlike the instructions from the Skylons this will also include instructions on how to help mitigate the effects of outside sources if necessary.

At the start of each jump you may select what planet to have this pylon appear on.

Guest Star Items

Sarah (100): This is a fairly basic Civil War cannon. Well it's a bit more than that. This cannon will automatically replenish its own ammunition and powder given time, it takes a few hours to fully replenish, and only restocks to enough for a few shots, but you will never have to worry about making your own cannon balls or powder. It does seem to restock an order of magnitude more cannon balls than powder. Unfortunately the powder only seems to work for the cannon, and cannon balls melted down and repurposed do not restock until the next jump.

Hypersonic Glider (200): This is an atmospheric airship capable of going at least 1,800 mph. Unlike Beauregard Jackson's yours is in functioning condition, and will even automatically regenerate an hour's worth of fuel every day. It is a small craft used for short journeys - such as crossing a continent - but it will seat 2 if you want a co-pilot or just someone to ride along with you. Comes with a pair of parachutes.

Forcefield Amulet (400): This amulet is capable of projecting a forcefield around yourself that is at least strong enough to repel a charging dinosaur, and possibly stronger. You could walk through the Land of the Lost wearing this amulet and as long as you had the forcefield active you could do so almost without any fear of a hazard. The forcefield can actually cover enough space to protect multiple people as long as they stay close to you, the full extent is never shown so we'll go with a few yards. You seem to be able to control the forcefield's activation with your mind, and given it seemed to be able to project in a tunnel narrower than its field it seems to be shapeable and where you can control its permeability to allow certain objects through and not others.

As a word of warning the amulet is itself very fragile and if broken it will not be replaced for a full week. It also may have limited batteries so you can only sustain its use for so long at a time, though it will passively recharge when not in use.

Zarn Ship (600): This spaceship is semi-visible at best and may not be traditional matter at all. Either way you will find that it has all the amenities you and a crew of 8 could need or want. Well not crew, passengers, as the ship seems to be almost completely automated requiring only someone to input where to go. While not armed for war, the ship's gravitational drive could tear apart the Land of the Lost, or a small planetoid and likely be used as a weapon if needed. The ship is capable of FTL travel through folding spacetime ahead of it, but unfortunately the ship is not capable of leaving the Land of the Lost on its own, and attempting to use its drive at full power to do so would result in the destruction of the ship as well as the Land of the Lost.

Native Items

Sleestak Crossbow (100): This is a primitive looking weapon but still a fully functional crossbow. It always seems to have a bolt ready when you need to fire it, though those you have fired already will disappear after you've fired an additional 10.

Lost City (200): This temple complex is relatively mundane. Consisting of multiple large stone buildings, and a veritable mass of underground tunnels, it is substantially larger than High Bluff, providing enough space for dozens, maybe hundreds to live in it comfortably. However it lacks High Bluff's special protections.

It does have some useful features, beyond its network of underground chambers. First there is a great pit within it and within that pit there is the god of the Sleestaks. This creature is potentially invisible, often hungry, and will consume those thrown into the pit with it. In addition your inactive companions may stay within this temple complex and its tunnels during jumps.

Mageti (400): This large crystal suspended at the center of a pyramid shaped hollow metal frame acts as a divining rod for finding weak spots or doorways in dimensional boundaries or spacetime. In addition to detecting and leading its user to such weak spots it can be used to stabilize and manipulate rifts in reality giving you the means to close them, or expand them into a more stable form that can be passed through.

Beyond these powers the mageti is also a psychic amplifier, able to project emotions as physical force to create a weak forcefield or to knock someone back. Be careful, however, as overuse in this manner will cause the mageti to explode.

Skull of Wisdom (600): This mummified Altrusian head is oddly knowledgeable. It has some ability to see far away places, as well as the past and future, though its predictions are far from perfect. It is capable of answering a vast array of questions and providing advice on situations, but is often vague and cryptic and will only answer so many questions at once. Unlike the canon skull of wisdom this one does not seem to intentionally give you advice phrased in a way to get you to kill yourself, though it will remain painfully vague at the best of times.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

The Marshal Family (100 CP): Marshal, Will, and Holly were on a routine expedition, when they met the greatest Jumper the world has ever known. Want to take the Marshals out of the Land of the Lost? With this Rick, Will, and Holly, or Uncle Jack, Will, and Holly will join you in future jumps sharing a single companion slot. If you want Chaka can come too.

Rani (100/300/400 CP): A time paradox seems to have occurred in your arrival to the Land of the Lost, or leaving it? Either way this individual, calling themselves Rani or something else, is actually you from the end of the jump. For 100 CP they are your in-jump self, possessing only your in-jump memories, and the perks and items purchased here, copying your build exactly with a decade of experience in the Land of the Lost. For 400 CP they a possess everything you have, and 10 more years of experience in this world having lived through a decade here already before traveling back in time.

Alternatively this can be a future version of one of your companions with similar rules, though since a Companion tends to have less than the Jumper themself it only costs 300 CP to have them mirror all capabilities instead of only those from this jump. If you don't want to deal with your future self, this can instead be a parallel self who

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Alternate Continuity (+0): You want to go to the 90s revival or the Will Farell movie? Until they have their own jumps feel free to use this jump to visit them instead. I haven't watched them (save for some of the 90s show in the 90s) so I can't say how different your time here will be.

Canceled After 1 Season (+0): While I personally enjoyed all 3 seasons, there was definitely something special about Season 1. A 70s children's cartoon it told a continuity heavy story where each episode built together and created a tight science fiction story in a time where more purely episodic tales were the norm. The second and third seasons… did not with significant changes in characterization (Enik is left with a way home at the end of season 1 and then his whole quest is seemingly forgotten save a brief reference), and even how the world functioned, and then a total swerve into fantasy with the Flying Dutchman and Medusa in Season 3. This is the option to flat out declare seasons 2 and 3 and all they brought with them non-canon.

Childish Fighting (+100): You are a child, or at least you act like one. Your maturity has taken a nosedive, being reduced to that of a pre-teen or teenager, and you will behave and act like you're no more than that age. You also have a clear tendency to bicker with others in particularly juvenile ways.

Fear of Fire (+100): The Sleestaks fear fire because it blinds them, and is dangerous. It might not blind you, or be particularly dangerous to you, but you fear fire every bit if not more than an average sleestak. You will find that you refuse to approach a fire, and that you can be driven away by their light or heat, falling back with an overwhelming primordial fear.

Season Decay (+100): Things are getting weirder. Like how Season 3 introduced a lot of jarring elements, and regularly implied entire new regions in the closed loop world, you'll find your time here is a lot weirder and a lot less consistent than it should be. Fantastic elements are more common, but beyond that occasionally things will just change without reason or explanation. Maybe the sets got lost because suddenly all interiors are vastly different. Maybe the writers changed because suddenly character motivation and behavior are vastly different.

Your Arms Are Too Short (+100): You are a child. At least physically you are reduced to a juvenile in any form you may take, and your physical abilities are capped at those of a child of your species from this jump.

Dormant Season (+200): Each year for several months you will go into a state of suspended animation in which you cannot act. This won't protect you from harm inflicted to you, though, so make sure you're somewhere safe from your enemies.

Earthquakes (+200): During your time here there will be several large earthquakes which shake up the status quo of your life. The effects of these earthquakes will be very hard to undo, and items or allies which would normally respawn but are lost in these earthquakes will not respawn until the end of the jump.

He's Going to Make a Meal of Us Yet One Day (+200): A dinosaur has taken a liking to you. Or maybe it's multiple. However many it is, a large carnivorous dinosaur such as Grumpy or Alice has decided you would make a good meal and will routinely come to try and eat you. Killing it will only result in another dinosaur replacing it, and while it will not scale to be a true threat to you, it will always find a way to be troublesome and annoying no matter how powerful you may be (even if this means developing supernatural abilities to do so).

Lost Your Friends Through the Door of Time (+200): No companion imports, no pets, no AIs, no followers, nothing with its own mind can be brought with you. While you may still buy canon companions in this jump you'll have no special relationship with them and have to meet and befriend them personally. If you bought the Rani companion option you will meet them briefly before their temporal doubling causes them to be subsumed into you, only separating again at the end of the Jump.

Escape the Land of the Lost (+300): You must escape the Land of the Lost before your time in this jump ends or your chance to continue beyond this jump will never come. Unfortunately for you, you find that any Out of Jump means to escape this pocket dimension will fail you. A purchased Time Doorway or Mageti will also not function for you during this jump, and even the Rani companion or CP backed Skull of Wisdom will be unable to tell you directly a way out of the pocket dimension; you'll have to find your way out the hard way though this doesn't mean that all purchased powers will be useless to help you in that task.

Whose Time Is It (+300): The Builder, or a similar being, has decided they must test your worthiness to continue your chain. They will be as far beyond you, including all you have gathered on your chain, as the Builder was beyond a common pakuni, or a human is

above a single ant, and you will forget you took this drawback. They are not, however, out to kill you. Their purpose is to test your worthiness to continue the chain. The criteria for passing will be their own, but if you fail these tests you will fail your chain. You can expect these tests to regularly interrupt your routine, and all without you being aware that they are tests except sometimes when you have passed or failed them.

Scarab Bitten (+400; incompatible with Whose Time Is It?): You mistreated a strange bug when you entered this world, leading to the scarab god biting you. This bug has brought out your inner darkness, turning you into a total jerk who dislikes everyone and actively attempts to harm your friends and allies for no purpose other than the sheer sadistic pleasure of it. If you're normally the sort that would be called evil, you'll instead become painfully altruistic… except towards your friends and allies who you will treat with scorn and disdain. Either way you will find yourself on a path of self-destruction with short sighted actions certain to turn those you'd normally have as allies against you and gain you nothing… hopefully you're powerful enough to ignore these consequences (or have friends who can stay alive, keep you alive, and stick with you despite this) as due to its understanding of your jumper nature and how you should have known better you cannot make atonement.

TV Budget (+400): It seems that the tv producers did not budget for your out of jump powers and items. All of your out of jump perks, powers, and abilities, as well as your out of jump items and followers, and those of your companions, are sealed until the end of the jump.

Scenario: Fixing the Land of the Lost

To take this Scenario you must **pay** 800 CP. Consider it a wager on your success. Failure will have no additional penalty beyond forfeiture of this CP.

By taking this Scenario, however, you have sworn yourself to the restoration of the Land of the Lost to its full functioning form as an interdimensional crossroads which people can enter and leave. You must fully restore the Land of the Lost, repairing or replacing all damaged pylons, making certain that the systems all work as intended, and that people are not getting randomly trapped within it, and that it is fortified against crossing over with parallel spacetimes. In fact you will have to ensure that every such individual currently trapped in the Land of the Lost is given the chance to leave, preferably to their original time and space.

You will find that you are unable to get help from the Altrusians, the Builder, the Repairman, or whoever he reported to. In fact no one who was involved in the original construction will be within your reach to aid you or at least they will not be willing to aid you.

However, for completing the task you may take the entire, now fully functional, Land of the Lost with you on your journeys (or perhaps you take a copy), with all those who live in it as (non-respawning) followers. If damaged it will automatically repair itself at the start of the next jump - you already fixed it once don't need to do it again. Of course this includes multiple **Time Doorways** identical to the one you could purchase with CP limited only in that they are in the Land of the Lost and therefore one side of their portal must open to or from it. The Land of the Lost will now connect to the local multiverse of whatever jump you are in. If you possess any personal dimensions you may merge the Land of the Lost with one of them now that it is yours.

If you take the **Whose Time Is It** drawback for +0 CP (that is forfeiting the 300 CP it would normally give you) you will add the Land of the Lost's full repair to the tests of the entity, but should you succeed you will receive the Spark as your reward, as well as ascendance into an energy being like form similar to the Builder itself. Of course since you've sparked the Land of the Lost will now connect to the entire omniverse allowing you to use it to traverse all of spacetime as you will.

Outro:

When I look all around

I can't believe the things I've found

Now I need to find my way

I'm lost I'm lost find me

Living in the Land of the Lost

Living in the Land of the Lost

Well actually it seems you've found your way out, it might have been a decade but you've now got a choice to make:

Return Home: Like the Marshals you can finally get back to the reality you came from. You can go home and put this entire chain behind you.

The Circle: Or maybe in leaving you arrive once more to the Land of the Lost. If this pocket of spacetime has captured your heart you may stay here ending your journey.

Down the River: Then there is this option. Continue on your chain going to another world with the best wishes and hopes for your continued journey.

Notes:

Jump by Fafnir's Foe

The Time Doorway is so expensive because it's really sort of much better than anything else you can buy.

Forcefield Amulet's charge duration is unclear, but the canon one wasn't always on so either its user was an idiot or it had some limitations to use. I went with the latter.

Zarn Ship: I assumed it was FTL. It's some form of non-standard matter, and only semi-visible, it may be something like solid energy forcefields. It was destroyed… but that was by its own gravity drive which could destroy the Land of the Lost so how durable it is to traditional attacks is your guess as good as mine.

Whose Time Is It?: The exact nature of the tests and difficulty of them is up to you. It could just be a living in interesting times drawback where passing the tests is easy and merely a distraction to pass the time, or it could be a real challenge and threat of chain ending as your jumper's morality and ethics are forced to their limits by a random omnipotent being. It's your choice.

Fixing the Land of the Lost: The exact requirements are vague. We know the Land of the Lost is broken down, and it seems to have been some sort of intertemporal and interdimensional waystation when it was properly functioning. But we don't know how broken down it is or what it looked like when it was fully functioning. So it's up to you to decide such things. The CP cost to take the scenario is because… it's pretty much a TARDIS and is way more than anything else you can get in the jump with only the Time Doorway (which is admittedly the majority of the Scenario reward) coming close.

I actually enjoyed Seasons 2 and 3; they were good for a children's show and had fun sci-fi and fantasy elements, and perfectly fun. But compared to Season 1 which despite being a children's show told a masterful science fiction story that focused on the science fiction which is a rarity in television period much less in children's shows they're rather lackluster.

Changelog:

Version 1.0.0: Released.