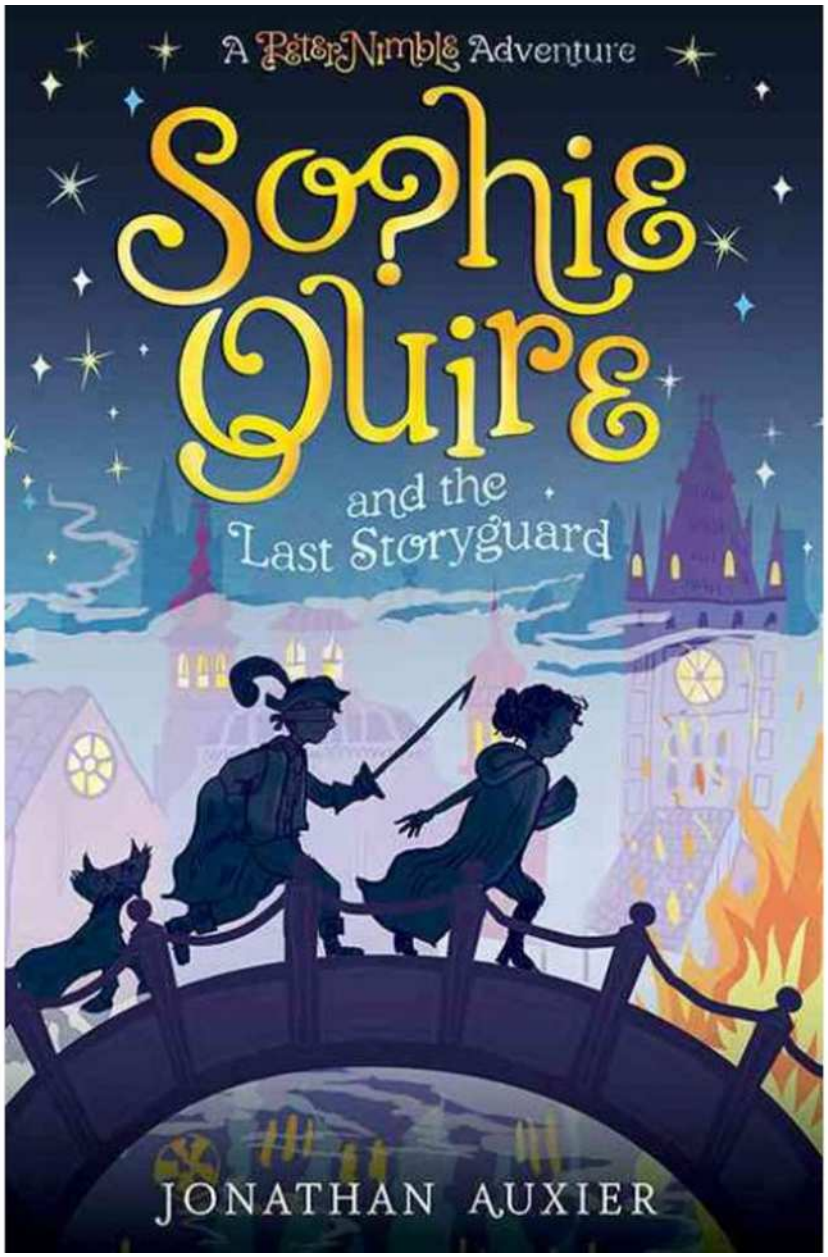
Sophie Quire and the Last Storyguard: Jumpchain Compliant



By u/EYouchen, v.1.0

Hello, Jumper. I see you've returned to the world of Johnathan Auxier's stories. Or maybe this is your first time here. In any case, this world is one made of wonder

and stories. It's one made from the stories that inhabit it - for in this world they aren't mere diversions to occupy people on rainy days, but a type of magic spell - the effect is to summon possibilities. Every time somebody reads a story, these spells are cast - and the impossible becomes just a little more possible. However, there's an issue in this world. The magic, the wonder, they're all drying up. The stories are disappearing - along with the wonder of the world. See, behind the scenes, there's this ancient battle raging over the nature of this universe - between wonder and doubt, between common sense and nonsense, between imagination and information between *what if* and *what is.* To fix this, two adventurers, a former thief and a knight-turned storyteller go deliver a book to a bookmender…

But first of all, you get this, courtesy of Jump-chan.

+1000cp

Location:

Roll a 1d8 to determine where you start or pay 50cp to choose.

1. **Quire and Quire Booksellers, Bustleburgh:** A quaint little bookstore in a city called Bustleburgh. It's run by one Augustus Quire and his daughter, Sophie. Unfortunately, it's closing soon - for the city of Bustleburgh seems to be determined to destroy "nonsense," and in this case, it's storybooks. Peter Nimble and Sir Tode will soon come here, with a special book in tow...

2. **Madame Eldritch's Oubliette, Bustleburgh:** A tower hidden beneath the Bustleburgh piers. Inside is an *Oubliette,* a forgetting room, where people come to forget things. It's said that here customers wake to find that they've been robbed, or don't wake at all. But the *real* oubliette is under the room, a secret shop that specializes in rare and dangerous magical artifacts. It's

owned by Madame Eldritch, a striking woman who calls herself a shopkeeper but is a lot more than that...

3. **Little Whence, the Grimmwald:** A secret village situated in the Grimmwald, a dangerous forest that looms just beyond the city of Bustleburgh. It's a tiny village that was once inhabited by Knomes, who recently have abandoned it.
4. **Looking Glass Library, Professor Cake's Island**
   A very enormous, peculiar library on an island, situated under a lake full of bottles. Professor Cake, a wise and kind old man, lives here. It's a cozy place with glowing hearths, old rugs, and comfy wingback chairs. There are bookcases everywhere - in fact, one of the walls is made of them. Oddly enough, all the bookcases are of different make and the books are arranged backwards - the pages face outward.
5. **Ivory Tower, the Grimmwald**
   A lost library at the outermost edge of the Grimmwald. It's occupied by Baron Magpie, a collector of the strange. The tower is surrounded by quickbramble, tendril-like branches with flowers that form a gate, blocking the door. There's a nursery rhyme about them - *Quickbramble, Quickbramble, Ramblers take heed. Pick right, you pass. Pick wrong, you bleed.* Essentially, if you pick the right flower, the quickbramble will let you pass. If you pick wrong, it strangles you. If you manage to get in the tower, you might find a real special book...
6. **Kettle Bog, the Grimmwald:** A marshy region in old hinterland fables. Rumours say that those who set foot in it never leave. And the rumours are right. It's a well-known death trap to those who traverse it, for they are populated by Nixies - a species of freshwater siren. Instead of singing to lure people to their deaths like the average siren, Nixies shapeshift into the innermost fears of their victims to incite panic so they are sucked into the bog, where they drown and are eaten. This place has no relation to Kettle Rock.

7. **The Last Resort:** A floating city, lighthouse and tavern on the furthest reaches of the Wassail river. It's cobbled together from a mass of wagons and schooners and rafts and galleys and docks and gangplanks that have all been lashed together with ropes. The river wassail flows off a steep ridge - beyond it is not more land but an infinite chasm of darkness. The Uncanyon, where the world ends. Fall into it, and you face oblivion. Forever. Anyways, you could find a special book here.

8. **Free Choice:** Lucky you. You can choose whatever region in the world you want, even the ones not detailed here. Hazelport, Peter's old port town, what remains of the Just Deserts, the Freckle islands, the Antipodes, the Scarabian Peninsula, the valley of Nod, the land of Gog and Magog, the Icicle Mountains, and the Topaz Isles are all on the list.

Origin:

Any Origin may be taken as the drop-in option. You may change gender for free.

Bookmender: You're somebody who fixes books, a serious reader. You're a fan of the world's stories. You love books beyond reason - they might even matter more to you than the world around you. And that makes you unique - it makes you *dangerous.* Your age is 1d4 + 10.

Adventurer: You've travelled the world and seen the sights, and you've picked up quite a few skills while doing so. You've done great deeds, and you'll do them again. The world is your oyster. Now go out and start carpin' your frickin' diems. Your age is 1d4 + 10.

“Shopkeeper”: You run a shop. Officially, it’s a tea shop, but it sells real sketchy magical artifacts. You also know a thing or two about magic and the strange. Your age is 1d8 + 20.

Inquisitor: You are an employee of the city of Bustleburgh. It’s your job to sniff out magic, nonsense, all that blight to the common man. Your boss is a man named Sigmund Prigg, the head of the Bustleburgh “no-nonsense” movement - think Farenheit 451 2.0. Your age is 1d8 + 17.

Perks:

Bookmender:

- **Book Mending (100cp):** Well, you had to be expecting this. You’re good at fixing books. Books you repair aren’t just fixed - they’re better than good as new. The print seems to shine brighter, the pages somehow open to where you left off the last time you read the book, and the spine calls out to you, begging to be taken off the shelf.
- **Well-Read (200cp):** When you go to a new place, you’ll immediately know about it as if you’d read a few books on it. This applies to new worlds post-jump.
- **Vespers (400cp):** You can pay for things with stories. In place of money, you could tell someone a story to buy something that costs up to twenty dollars. You can only tell a story once, and it has to entertain the listener sufficiently.
- **Ghostly Gamut 600cp):** A great amount of charms protect you from all manner of harm: Fire, ice, wind, earth ,steel, spark, poison, and disease, also known as the Ghostly Gamut. If you take an attack from one of these things that would normally kill you, you simply fall into a slumber. If the charm is dispelled, you wake up perfectly fine. This isn’t just a 1-up either - any time you take a killing blow from these things, you’ll just fall into a slumber again.

Adventurer:

- **Fantastic Eyes (100cp):** Your eyes are really pretty. You can choose what colour they are. They just are really pretty. Magically pretty. No, I actually

mean it. They're pretty because of magic. Some people might even fall for you with these. Or maybe they'll just try to carve your eyes out. This synergizes well with "As lovely as a hot meal on a cold day."

- **Royal Storyteller (200cp):** You can orate with the best of them. You can compose lines for a story off the top of your head, and you can write really good books that many will enjoy. This comes with genre-savviness - upon entering a world you'll know it's genre. This basically means you're a storyteller on par with Sir Tode.
- **"You're the Greatest Thief who ever lived…. And that girl back there needs you." (400cp):** Peter Nimble is capable of great things. He, indeed, is the greatest thief who ever lived in this world. However, he wouldn't be that without his friends. See, when he was scared, it was their belief and encouragement that led him to overcome his fear. You can now use this same belief and encouragement. When one of your friends or companions or allies are scared beyond belief, you can say this awesome speech and they'll instantly manifest the resolve to do what needs to be done. The closer the bond, the stronger the will. With this, you could do something like making your little brother with a green lantern ring surpass Hal Jordan.
- **Silver-Handed Terror Jumper (600cp):** You're a seasoned fighter, jumper. You can backflip and sword fight all day long. You and your companions have impeccable teamwork, and finally, you can do any action that normally takes two hands (i.e restraining somebody) with one.

<u>"Shopkeeper":</u>

- **Sewing Skills (100cp):** You can sew things really fast and really frickin' well. Enough to sew someone's mouth shut before they can scream.
- **As lovely as a hot meal on a cold day (200cp):** Damn, jumper, you hot. That's not exactly the most appropriate thing to say in a children's book, but it's true. You leave a somewhat stupefying effect on anyone who's attracted to you (this effect can be turned off if you'd like) , and you know how to maximize the fanservice to turn them on even further. People also have a habit of composing little poems about your beauty. This perk synergizes well with "Fantastic Eyes."
- **Actual Shopkeeping Skills (400cp):** Did Eldritch even have these? I have no idea. But now you have the skills necessary to run your own store. Even

if it's illegal. Scratch that, *especially* if it's illegal. You know the basics of bartering, accounting, business, all that stuff.

- **Jumper Eldritch (600cp):** You gain skill in brewing potions and making spells. You're a witch, basically. You could make things like fast-acting sedatives, the devil's dram, (see the Peter Nimble jump) healing charms, and potions for eternal youth. You can even cast the charms to protect from the Ghostly Gamut on somebody.

Inquisitor:

- **Inquisitorial Position (100cp):** You have a job as an inquisitor in Bustleburgh. In future jumps, you can automatically get hired as a police officer in any city.
- **Deduction (200cp):**
- **None can escape the Scrying Eye (400cp):** One of your eyes now has the abilities of a Scrying Jewel - namely, it can spot magic and anyone capable of it. In future jumps this extends to stuff like Mutants in Marvel, Psykers in 40k, Force-sensitives in Star Wars, etc. You could even spot the right flower to pick in a grove of Quickbramble with this.
- **Zeitgeist (600cp):** Once a jump, you can summon a Zeitgeist. A Zeitgeist is a great elemental and magical beast, made from its surroundings (so if you form one near an ocean, it's a water elemental. If you form one near a really big fire, it's a fire elemental. If you form one near a mountain, it's an earth elemental. If you form one near a hurricane, it's an air elemental.) They are controlled by force of will - either a sufficiently strong will (think green lantern levels) or enough people wishing for the same thing. If it lacks those things, it'll just destroy everything around it. Zeitgeists are completely immune to magic - they eat it and grow bigger. And it's pretty hard to break them physically, too - they are elemental creatures, after all.

Items:

All 100cp items of your origin are free, and other items under your origin are discounted by half.

Undiscounted Items:

Sophie Quire and the Last Storyguard (free): A copy of the novel "Sophie Quire and the Last Storyguard." Signed by Jonathan Auxier.

Unicorn Horn (200cp):
Looking Glass Library (800cp): This is an attachment to your warehouse. The looking glass library is a room with walls made of bookshelves, which has books facing with the pages outward. This is because the bookshelves aren't actually in the room, but in places in the world you're currently in. You can pick up books off the shelves, and they'll disappear from the place where they normally are. You can also walk through the bookshelves a la platform 9¾ to get to the location where they're actually at, or covertly view it by staring at the bookshelf (nobody there can see you). You can choose which shelves are up on the walls, but keep in mind they have to exist in the jump you're in. This restriction will lift post-spark. This also comes with a few bookends with round brass doorknobs on them - if you put them on one of the bookshelves in the library in their actual locations, they swing open and act as a portal to the library. Now, use this library to your heart's content. Take books from the Library of Alexandria before it's burned down. Go raid the Black Library (you won't have to worry about navigating the webway) and leave the Eldar none the wiser.
Four Questions (1000/2000cp):

Remember those special books I've been dropping hints about? Yeah, these are those. The Four Questions. A set of four books, and an ancient weapon in the battle between *what if* and *what is.* They consist of the books of Who, What, Where, and When. Inside each book is an inscription.

We four books - Who, What, Where, and When --
Hold all the world's magic bound within.

And when assembled throughout the ages,
Two words, when spoken, unlock our pages.
Impossible things of all shape and kind
Flow from the will of a curious mind.

Normally, the books act as magical encyclopedias. They contain information about every piece of magic that has ever existed in the world. You can ask the books questions starting with their names, and they'll answer by flipping to the entry you desire. The books update by themselves, as people, things, places, and events come into existence.

To consult the encyclopedia, you can either read a book like a normal person or ask it a question starting with its respective word. If you ask a book a question, it will flip to the entry that you're looking for.

Here are a few example of things you could ask the books -
Book of Who:

- Who is Peter Nimble?
- Who ate my sushi this morning?
- Who is hiding behind that rock?
- Who am I?
- Who has the Tardis?
- Who is the successor to All Might?

Book of What

- What are cats?
- What lives in the lonely mountain?
- What's waiting for me when I attack the death star?
- What are the four questions?
- What is the One Ring?
- What did my mother search for in *The Book of What?*

Book of Where

- Where is UA academy?
- Where are all the rebels who blew up the death star hiding?
- Where is the *Book of When*?
- Where was Raleigh Beckett when Mako Mori died?

- Where'd I put that hat I lost two years ago?

Book of When

- When was world war two?
- When did I wake up this morning?
- When did Uncle Ben get shot?
- When will Ragnarok Happen?
- When will Kalki be born?

Handy as the encyclopedia function may be, it is not the true power of the Four Questions. You can only tap into that if you get all the books together and say a certain two-word phrase. Then they float in a circle around you, and you can now summon anything that's detailed in the books. To do this, you ask questions.
If you ask a question with who, the person you're talking about is teleported to your position.
If you ask a question with what, the thing you're talking about is created. Canonically, somebody uses this ability to make a tiger grow wings.
If you ask a question with where, you teleport to the place you're talking about. You can also teleport other people.
If you ask a question with when, you travel through time to the event you're talking about.

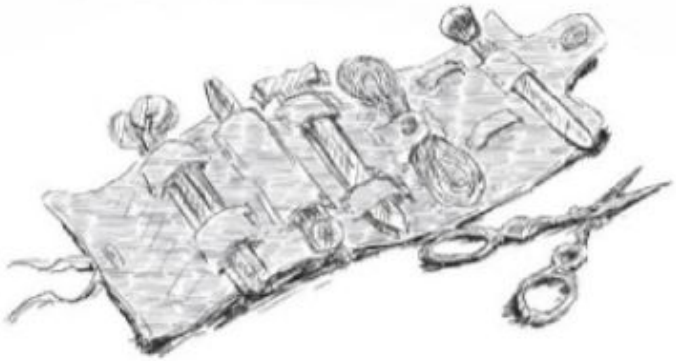
However, the encyclopedia and summoning/teleportation power can only work on things from this jump. For an extra 1000cp, this restriction is lifted. You can now look up anything from any past jumps. You could say "Who is Cthulhu?" and Cthulhu is straight up going to appear next to you. You could ask "what is the infinity gauntlet?" and get your hands on that. You could say "where is Hogwarts?" and teleport straight into the Slytherin common room, even if you're a muggle. You could ask "when was the time war?" and guess what, you've traveled through time to the point when time lords and daleks are trying to kill each other.

Two more things - one, the books are supernaturally durable. They cannot be destroyed by mundane means. Only magic and antimagic can destroy them. For example, throwing the Book of Who into a stove won't work. Burning it in Fiendfyre or cutting through it using the anti-magic swords from Black Clover

will. Two, these are just copies of the original books. The canon versions of the books are still in their canon locations.

Bookmender

- **Bookmending Tools (100cp):** A bunch of tools to fix books. They may or may not have belonged to one Coriander Quire.



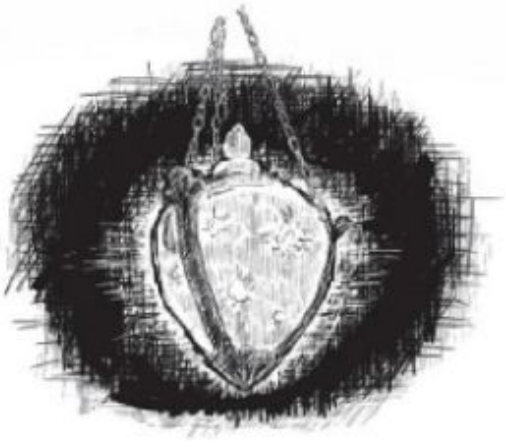
- **Bookstore (200cp):** Your very own bookstore! You can make a living selling books here. It's also got a place to sleep, and a workshop to repair books. If you have any books depicting your adventures, you can sell infinite copies of them here.
- **Dispel Bell (400cp):** A silver bell on a necklace. Ringing it makes no sound. That's because the real purpose of the bell is to undo magic charms. It only rings true when it is used to undo magic. You could revive somebody under the effects of the ghostly gamut with this, or nullify somebody's attempts to *alohomora* your doors open in a Harry Potter jump.

Adventurer:

- **Feathered Hat (100cp):** A handsome tricorn hat with a big white feather on it. It (somehow) protects your head from the elements, and makes you look dashing by damsels you rescue. However, occasionally somebody will remark that you look like an ostrich if you wear this hat.
- **Silver Fishhook (200cp):** A giant silver fishhook. Big enough to be used as a sword. Pretty sweet.
- **Silkwyrm Bottles (400cp):** An endless supply of bottles with little bugs in them. These little bugs are silkwyrms - deadly predatory grubs that encase anyone near them in near-unbreakable silk and eat them. These bottles are great for throwing at people. Just don't open them.

<u>"Shopkeeper":</u>

- **Horse and Carriage (100cp):** A horse and carriage. The horse is loyal, and the carriage has a npc driver who carries a musket and a pistol. This isn't one of those stagecoaches without roofs, either. It's one of those fancy ones with a roof and windows. A single lamp hangs from the ceiling, and it's got comfy leather benches. The door is securely locked with a lock that has never been picked. That might stop the average highwayman, but it's not like that's going to stop great thieves.
- **Sprite Lantern (200/300cp):** A lantern full of sprites. Sprites are basically a bunch of mini-fairies that glow. Not fairies, mind you - you'd need a *much* bigger jar to catch one of those, and a death wish. They are immortal, so you have a lantern that never runs out. However, these sprites are angry that they're stuck in here. If you break the lantern, they will get out and bite and claw at the nearest person, likely you. For an extra 100cp there's a bit of magically replenishing mandrake in there, which attacks the sprites, so they'll stay in the jar and won't attack.



- **Quickbramble (400cp):** Your very own quickbramble. I've described it above - now you've got your own. It will never harm you or your companions, and grows beautiful flowers. By default, the right flower to pick is the green one.

<u>Inquisitor:</u>

- **Flintlock Pistols/Musket/Cane sword (100cp):** You either get a set of four flintlock pistols, a musket with a bayonet, or a cane with a thin sword hidden inside. The pistols and the musket have infinite ammunition.

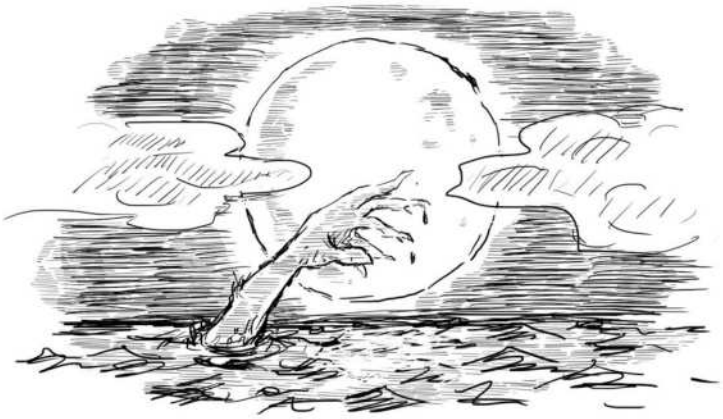
- **Fascinator (200cp):** A magic candle. Anyone who looks at one as it burns is petrified in place, unable to move or even blink.
- **Bustleburgh (400/600cp)**: The city of Bustleburgh will follow you throughout your adventures. It can manifest as an attachment to your warehouse or in the jump you're in. For an extra 200 cp, you can make it so the Grimmwald (including the Ivory Tower and Kettle Bog) follows you too, the Wassail River becomes clean again and is full of Bush-Squid and other assorted marine life, sprites are common and dance around the city at night, and the Wolves of Dawn, two giant lupine gargoyles that are normally just that, gargoyles, will come to life to defend the city.

Companions:

Import: Import as many companions as you want for free. They get 800cp, can take drawbacks, and you can give them cp at a 1:2 ratio. For example, if you gave 100cp, each companion would get 200cp.

Canon Companions: Recruit anybody you want for free, but you need to explain what a Jumpchain is to them and convince them. Charisma, mind control, and persuasion perks don't help here, you actually need to get them to agree voluntarily.

Mandragora (400cp): You've got your very own Mandrake servant. Mandrakes are semi-sentient plants that scream. Anybody who hears the scream dies. So, this one has his mouth sewn shut. Mandrakes can regenerate slowly, are strong enough to break through walls and through silkwyrm cord, are durable enough to walk off musket shots, and this one is undyingly loyal to you. Seriously. He'll follow your every order. Even dying won't stop him - you could tell his dismembered hand to strangle somebody and it'd work. Lastly, the body parts of mandrakes are great for potion-making.



Drawbacks:

There's no limit to the amount of drawbacks you can take.

The Past (requires that you took the Peter Nimble jump, +0cp): After two years in the Peter Nimble and his Fantastic Eyes jump, you immediately end up here. This just keeps the continuity sane, as canonically the events here happen two years after the events in the Peter Nimble jump. People will remember you and the world might be different.
Bustleburgh Evensong (+0cp): You start 12 years ago, on the eve of the Bustleburgh Evensong.
Paw Tapper (+100cp): You are filled with the insatiable urge to tap the right hand/paw of every statue because you think it causes good luck.
Incurable Book Filch (+100cp): You have to read every book you come across. No matter what.
You're an Author? (+100cp): Every time you meet an author of a book, you are compelled to shower them with gifts and praise. If your companions have written a book, this applies to them. This isn't much of an inconvenience, but it gets annoying.
Nymph-Hair (+100cp): You've gone bald. The only way to get hair back on your head is to steal it from a wood nymph. Good luck finding one in this day and age. People will make fun of you for being bald. Other than that, this drawback also isn't much of an inconvenience. Cannot be taken if you are already bald.

True Bustleburgher (+100cp): You don't believe in anything until you see it with your own two eyes. For example, if you don't believe in Kaiju, you'll dismiss evidence as fake until you see Godzilla stomping around Tokyo. Even if you hear or smell him, or if he's literally breathing down your neck, you still won't believe in him.
St. Jumper the Bruin King (+100cp): When you enter this jump, you will immediately fall into a massive heap of dung. People will somehow know this (even if they didn't see it) and make fun of you.
Storyguard-guard (+200/+400cp): You have to protect one of the storyguard. You need to keep them alive and healthy until the end of the jump. For an extra jump, this extends to all the storyguard. They all have to survive. If your charge(s) die(s), you fail the chain.
Book Protector (+200cp): You need to make sure the Four Questions are still around by the end of the jump. Not the copy you can get here with cp, but the canon versions.
Amputee (+200cp): You're missing a limb. You can take this up to four times.
Hag's Curse (+200cp): You have been trapped in the body of a human, a cat… and a horse. Once, you were a knight, on your noble steed, quarrelling with a stray kitten. Then your argument angered a hag, and she turned the three of you into one ridiculous creature. You have the body of a cat, with the ears, tails, and hooves of a horse. Your face is catlike too, save for some bushy eyebrows and a mustache (it is not optional. Even if you're a girl). You also have a huge appetite now - after all, you have to juggle the combined appetites of a human, cat and horse. You can't pick things up and people will occasionally laugh at you because of how silly you look. On the plus side, this becomes an alt-form at the end of the jump.
Warehouse Pyre (+200cp): Every month or so, a group of Bustleburghers (people from Bustleburgh) will somehow get into your warehouse and try to burn all your stuff. You can drive them off, but if you harm them, more will come next time. You can't just burn down Bustleburgh to stop anybody from coming in, either. This will continue until Sophie and Akrasia duke it out with the Pyre Zeitgeist and save Bustleburgh, or at the point where the common people begin to accept magic. At that point, they will feel bad and visit your warehouse one last time, but they'll come with books, food, and gifts for you as an apology.
Menagerie (+200cp): Your starting location is now inside the Ivory Tower. You're stuck in a cage and reduced to your bodymod until you get out.

Widow's Might (+200cp): You've got a big chain attached to a collar on your neck. It's connected to a brick. You can't get it off.
No-Nonsensical Items (+200cp): You lose access to your warehouse for the duration of the jump.
No-Nonsense (+400cp): You're reduced to your bodymod for the duration of the jump.
Eldritch (+400cp): Madame Eldritch has figured out who you are, and wants you dead. This is because of her wish for immortality - she figures that if she takes your place as a jumper, she will get the chance to become immortal.
Prigg's Ire (+400cp): Prigg wants you dead. This is a bad thing. Don't take this with the Inquisitor origin.
Dead Certain (+400cp): You've become one of the Dead Certain - a mindless cog cog in the ever-grinding wheels of progress. You are grim and lifeless - it's as if the spark has completely gone out of you. In layman's terms, you've become a depressed bore.
"Stand and Deliver!" (+400cp): A pair of adventurers will take to trying to rob you wherever you go. They are unkillable. They generally prefer to just steal your stuff, but they'll get annoying really fast. They may or may not be Peter Nimble and Sir Tode.
Lost to the Uncanyon (+600cp): You've fallen down the uncanyon. Down there, there is only oblivion. You're not even conscious down there. You basically cease to exist. The only way you can come back is to have somebody summon you with the Four Questions. If you aren't summoned by jump's end, you don't go home. You're staying down there.
Jumper vs. the Storyguard (+600cp): At some point, somebody's going to get their hands on the Four Questions. Not the canon version, but the 2000cp edition that I made up for this jump. They will immediately try to end you. They have access to anything from your past jumps, and this one. Depending on your decisions, it could be Sophie, Prigg, Eldritch, Behn, or even Professor Cake. And no, you cannot pry the Four Questions (2000cp edition) off their hands if you defeat them.

Future:

My tale is told: You feel homesick, jumper? I understand. You go home with all that you've gained on your adventures.
The City of Talking Books: Stay here, and experience the wonders of this world.
My tale is not yet told: Keep jumping! Why would you want to stop? There's a ton of worlds for you to explore!

Notes:

Aaargh this jump was really hard to make. I had to flip around through my copy of the book looking for exact words so I could think up the perks.

This jump is based on the novel "Sophie Quire and the Last Storyguard" by Jonathan Auxier, in case that wasn't clear. It's a sequel of the novel "Peter Nimble and his Fantastic Eyes." I also made a jump for that. Go check it out.

The Bookmender origin is based on Sophie, the storyguards, and Behn. The Adventurer origin is based on Sir Tode and Peter. The shopkeeper origin is based on Eldritch. The inquisitor origin is based on Prigg and Knucklemeat.

For questions, please contact me on Reddit. If you'd like to make a story from this chain, I'd greatly appreciate it if you could send me it with your build.

Prigg is the villain of the story, but in my opinion, he isn't all that bad.

The Four Questions, at least the 2000cp version of them in this jump, are hella op. The who, what, and where functions are canon, but the when function was completely made up by me.
Fanwank as you please, friends.

Yes, the images are official art. The author of the book drew them.

Mada Mada Plus Ultra

Changelog:
V.1.0 - made doc