

A STUDY IN EMERALD

A JUMPCHAIN CYOA

TREACHERY and despair stalk London streets.

Queen Victoria Gloriana of New Albion, long may her many arms hold the Crown, has been shocked by the murder of Prince Franz Drago of Bohemia.

At her Prince Consort's suggestion, the Crown will shortly employ a certain consulting detective and his companion to hunt down the murderer, beginning the hunt for a pair of Restorationists in the bloody wake of the Prince's death: two dangerously cunning provocateurs who seek nothing but to overthrow the rule of the Old Ones and return mankind to darkness.

Thus, the fates of each pair seem bound to become insinuated with the other's - a conflict which will surely result in the death of one set, the other, or both.

Your decade begins in London, capital of Albion, though from there it is quite easy to secure passage to such distant shores as Manhattan in the New World, Egypt, China and even further. Horse-drawn carriage brushes shoulders with the earliest incarnations of the Underground in this sooty city, while high above a blood-red moon lights the sky.

One Thousand Choice Points ought to be enough to get you on your way, so take them and spend them before somebody else empties your pockets.

BACKGROUNDS

SELECT one. Your age is 20+2d8. You may either keep the same gender as last jump, or freely change it now.

ROOK (Drop In)

While the Crown has never sat further from the ground, humanity keeps calm and carries on. Yours is a common sort of person, the average man or woman on the street, but such a thing has rarely stopped one from greatness.

ASSOCIATE

While the academics and consulting detectives of the world tend towards more cerebral pursuits, it is men and women such as yourself who can be relied upon to act, both for themselves and on behalf of others.

BRIGHT MIND

Your intellect marks you apart from most others, ruminating on the mysteries of the world, like the workings of killers' minds or the motions of asteroids. Study the world, and you shall know all its secrets.

CONSORT

Not all the royalty is Royalty. Some are entirely normal humans...at least in body, anyway. You have your uses to those who wear the crowns, and your position is not without its perks.

ROYALTY - 100cp

As descendant of the Queen herself, your blood is not 'blue' - it is, in fact, quite green. Without certain purchases you may be very distantly in line for one of Europe's crowns, or perhaps not so distantly at all.



PERKS

PERKS are 50% off to the matching background; 100cp perks become free.

Pickpocket - 100cp, Rook

It's not really stealing if their coins are so carelessly guarded, now is it? With a talent for removing things from others' possession, they often have no idea something has been stolen until they have need for that very item.

Gone To Ground - 200cp, Rook

You're quite the hard chap to find, should you wish to be, even though every citizen has a pair of eyes with which to see. Submerging yourself into a city's hustle and bustle allows your presence to go unremarked by all but the most alert and hawk-eyed of searchers, and the unwitting man and woman on the street make no note of your presence if you should not draw any attention to yourself, despite the WANTED poster tacked to the wall you just walked past.

Messers Street And Walker - 400cp, Rook

The streets of your city are known to you like few others. You always know the best routes to get where you are needed within a city on foot, effortlessly finding a path through alleys or around ever-shifting traffic jams. When pursued, you're able to vanish into the maze of alleys and lanes at a moment's notice, disappearing around corners like a ghost and slipping through policed areas like a rat. Your walking speed is curiously fast, too - your measured steps take you from 'here' to 'there' almost as quickly as any cart or carriage might race along the streets.

Fixitives And Formulations - 600cp, Rook

O, Wonders! Medicinal Miracles! Your skills must hark back to the arts of Alchemy. It would certainly explain the bizarre concoctions you are now able to create. More than just medicine, these creations somehow interact with the mind, body and soul, sometimes tapping into quite supernatural effects. Powders to divide the soul in two; elixirs to restore vigor and life to the elderly and frail as though the Elixir of Youth, and medicines which treat the maladies of the spirit; these and more all lie in your purview to invent, concoct and manufacture wholesale for the public's consumption.

Layman - 100cp, Associate

Your head may not shine with brilliance or bear a weighty crown, but perhaps it's for the best. One of your character is approachable to any man or woman on the street, and your manner makes quite the good impression from the very first glimpse. Other Sirs and Ma'ams naturally treat you in a cordial and friendly manner, and you possess the ability to get along with very eccentric personalities.

Veteran - 200cp, Associate

Were you of Her Majesty's Xth Regiment? Retired, perhaps, or still an officer under oath? Are you similarly employed by another nation to bear arms and die in the line of duty? At least that part must still be ahead of you. Nonetheless, you have held your life in your own hands before and dared anyone to prise it from your grasp. A true fighting spirit, you have, as well as hard knuckles and the wherewithal to use them - and should anyone fit a rifle to your shoulder, they would find you to be a world-class shot.

Surgeon - 400cp, Associate

A product of one of the finest medical schools, your hands may seem miraculous to those who find themselves under your knife. A man may be brought to you shot through like a sieve, yet as long as they made it to your table alive, the odds are solidly in their favour that they will leave it alive, too. But don't mistake your skill for applying only to lowly mortals. With such a keen sense of anatomy and physiology, the internals of even the most, ah, "highly anomalous" patients are evident from an outward glance - all the better to remove them, and swiftly. *Very* swiftly.

True Companion - 600, Associate

When the game is afoot there is nothing better than to have a stalwart friend at one's side, or perhaps watching one's back. To you comes easily the power to strike up friendships with the loners, the suspicious, and the isolationist, and once you earn someone's trust and company, to share the destiny and of those you travel through life beside, linking your fates and the great deeds (or misdeeds) you both may accomplish. If the one of you is protected by fate and divine providence, so too shall the other, for only a grave threat indeed shall separate you. As a matter of instinct, you will always recognise someone who will make a true and excellent companion and will always recognise your existing companions regardless of circumstance or failing memory. Fate has in store greatness for you and your chosen companion(s).

Eccentricisms - 100cp, Bright Mind

Best to say it bluntly: Doing weird stuff helps you think. Ideas come to you in the middle of a 3am violin rehearsal, inspiration strikes when autopsying a dead cat with dining silverware, and solutions bubble out while sorting your geology samples by flavour. The broader your range of activities, the more easily new concepts announce themselves in your mind.

Mimic - 200cp, Bright Mind

Mimicry is not limited to the animal kingdom; some humans, too, possess the trait of being able to change their appearance. Though not with magick or odd physiology - with disguise. At a moment's notice you may improvise disguises and alter your voice and mannerisms to become quite unrecognisable, then remove them in barely a moment. If you have cosmetics and other props available, not even your longest friends would know you from Adam.

Powers of Observation - 400cp, Bright Mind

But all the knowledge and logick of the mind are worth nothing if one cannot know what one has seen. Your Methods of observation leave nothing unremarked. Not only does your mind register everything your senses perceive in one fell swoop, without needing to focus on one thing at a time, but the *details!* The tiniest facets are obvious as signposts. One such as yourself could identify the exact pitch and time of a musical note distantly heard through a wall (it's a B-flat, in 6/8), the brand of a fragrance with a mere whiff (it's one of the new French colognes, masking an undertone of sweat and sea salt), and separate a dish prepared by a sous-chef from that of his topmost apprentice.

Erudite - 600cp, Bright Mind

If one had to describe your mind, one might use the analogy of a corkboard, scattered with newspaper clippings, photographs, maps, scientific papers and your own handwritten notes, all meticulously arranged and linked together by pins and coloured strings, carefully indexed and cross-referenced with each other more thoroughly than any library's catalogue system.

Except that doesn't quite encompass the scale. A hundred corkboards; a thousand. That's better. Every new and old memory is pinned in your mind, catalogued and linked to all the others relevant - only recall one memory, and you might follow these links to critical information that might otherwise have hidden in obscurity.

Carouser - 100cp, Consort

In seeking a good time, you need only to follow your instincts. Gambling dens, speakeasies, illegal brothels, dogfights, rowdy theatres; your entertainment of choice won't be able to evade you, no matter how well-hidden it might be from the authorities.

Sub Rosa - 200cp, Consort

Discretion is your watchword and you've something of a knack for ensuring that secrets remain secrets. For any particular incident, you know which of your people can hold their tongues from wagging and which cannot. Something about your involvement and handling of the situation keeps nosy journalists and curious public away from the sites of scandals, disasters and uncomfortable truths that you would rather not be made common knowledge.

Prince/Princess Consort - 400cp, Consort

You appeal to the Queen's sort, I see. Whether writhing or wholly human in your form, you have the power to Woo That Which Was Not Meant To Be Wooed...and then survive the night, perhaps dishevelled, horrified and ashamed, but alive and sane, and with an invitation to return. You might even be able to charm and entertain the Royalty in a social event, though do mind yourself. There are, after all, invitations that one is not able to refuse.

Guidance of the Stars - 600cp, Consort

Despite Her Majesty's rather obvious inhumanity, control of Britain and Europe has never faltered from the correct and true reverence the Great Old Ones deserve. You have been formally tutored in the duties of the royalty and the governance of an Empire. Through political acts - the passing of bills, the signing of treaties, sending foreign aid or declaring war - you are able to impress upon the public that they should look no further for a finer leader, and maintain the illusion that Everything Is Fine, despite the End of Days (or just the crumbling of society as you tighten your iron grip on it) being upon them.

Royal Form - Mandatory, Royalty

You may freely design a suitably eldritch embodiment, with as many arms, legs, heads, tentacles, pseudopods, tongues, eyes, mouths and other various mortal anatomica** as pleases your feverish imagination. Do not test Her Majesty's patience by being entirely manlike.

In overall size you must remain small enough to fit inside a horse-drawn carriage, and shape-shifting or other supernatural powers are not included in the package.

Queen's Council - 100cp, Royalty

Between Ruler and Ruled, there is no need for words. A form of telepathy, the Queen's Council is shared between yourself and those who accept you as their ruler or leader, and it is utterly private, as well as permitting communication with those you do not share a common language or even the appropriate mouthparts to converse with.

Corrupt the Line - 200cp, Royalty

Your blood is of a most pervasive sort. Your Heirs and Heiresses always bare an extremely uncanny resemblance to your side of the family, your naturally superior lineage overwhelming any inferior traits. At the very least, your descendants shall always have combinations of the superior inheritable qualities of both bloodlines (whatever you decide those might be), and never result in combinations that are detrimental.

Gloriana - 400cp, Royalty

The touch of the Queen heals all things made of flesh and bone - slowly, sometimes, but surely - and your touch is no different. There is no disease, no medical condition, no curse and no bodily affliction short of utter death which the touch of Gloriana cannot heal - even those wounds caused by supernatural injuries are curable, though it may take a matter of days to fully restore some brutally maimed limb to full function. Yet Gloriana may curse as well as she can cure: your touch can also inflict terrible, indescribable pain on others, and shrivel and weaken the bodies of those unfortunates in your caress. You may affect yourself with Gloriana, but only as a conscious effort.

Half-Blood - 600cp, Royalty

Descended directly from Queen Victoria, the blood of the Old Ones runs richly through your veins. This is no mere Innsmouth taint, for you wear as a cloak the dread aura of the Great Old Ones. The vaguest glimpses of your shadow and likeness cause all but the most hard-willed to exult deliriously, causing them to KNEEL and OBEY, and cry out uncontrollably in your glory (traditionally, you are heralded by cries of "*Lä! Lä!*" or "*Tekeli-li!*", but your presence might inspire a different set of phrases). Only those with a Will (and stomach) of steel should look upon you directly - for glimpsing your lifeless corpse would be enough to drive one unused to the sight of your kind into fits of shivering and screaming, to say nothing of your animate state. You may enable or disable your aura at will.



CLASSIFIEDS & COMPANIONSHIP

ITEMS are 50% off to the matching background; 100cp perks become free.

Pipe

100cp, Rook

A tobacco pipe, with a tin of shag to suit your tastes as well as a dozen strike-anywhere matches. The tin replenishes the tobacco & matches when closed. A friend to smokers & arsonists alike.

Laboratory Reagents

200cp, Rook

A daily-replenishing stockpile of easily-procured industrial chemicals, reagents & glassware for use by the scientifically-indined. Never run out of sodium, burettes & Claisen flasks again!

The Rookery

400cp, Rook

Within the heart of London town lies a den of thieves and cutthroats. The police fear to go here, even armed, yet anyone in search of a vice will be able to find it here. From opium to pretty girls and boys, gambling houses & bawdy theatres. The pickpockets & thugs are thick on the streets, yet they do not even think to molest you. In future

jumps, your starting location features such a hive of lawlessness nearby, and the criminals therein shall regard you as "off limits".

Martini-Henry Rifle

100cp, Associate

Standard issue for the British Army, the Martini-Henry is a single shot military rifle. It makes quite a ruckus but makes up for it with accuracy, range, and the size of the bullet.

Doctor's Bag

200cp, Associate

A sturdy black leather case holding many diverse medicines & medical instruments ...especially scalpels. In fact, when it comes to cutting instruments, this bag will always produce a blade with exactly the curvature, point shape, width, serration or other specifications you require for the job at hand.

HOUSE FOR RENT

400cp, Associate

Actually isn't the infamous 221B Baker Street - this is 221A, the house next door. 221A Baker Street, London (any London, every London) is now permanently reserved as your

residence...and there is a higher-than-likely chance that a certain detective & his assistant will be your neighbours.

Stout Cane

100cp, Bright Mind

This hefty hardwood walking cane is never regarded as a weapon by civil folk, but is viewed by troublemakers as a vicious weapon they would rather not stray within reach of.

Disguise Props

200cp, Bright Mind

An astonishing selection of wigs, makeup powders & paints, and prop clothing for a variety of different roles.

In future worlds, the section updates to include the props for different local characters of high & low position.

Hand Lens

400cp, Bright Mind

A magnifying glass from Zurich. While peering through it, anything not relevant to the current mater in your mind seems washed out & greyed, while those that are pertinent seem to shine with colours you did not know existed.

Coat of Arms

100cp, Consort/Royalty

To your own design, this is an official and recognised (registered, if necessary) set of heraldry through this and future worlds. Its fame and recognition spreads proportionally to your own societal status: anyone who has heard of you will recognise your coat of arms.

On purchase it includes several banners, flags and a signet ring with your heraldry emblazoned on it.

Problem Solvers

200cp, Consort/Royalty

An index of notable and highly useful personalities local to your city. Updates on a constant and continuous basis - whether you need a doctor, an assassin, a master thief or a detective, this will list them.

Title

400cp, Consort/Royalty

Heavy is the head that wears the Crown, and one day your head may be heavy indeed.

You are in the line of succession to one of Queen Victoria's vassal states, some minor European state, and have the title to match - the equivalent of a Duke of

the royal line. However, you do not have the wealth normally associated with your position - maybe you're a bit further from the crown than pleases you. In future jumps your societal position is guaranteed as a minor heir of the local royalty.

Victor's Vitae

50cp

A restorative to reinvigorate your body. Gives the drinker the energy of the prime of their life and restores the use of bodily parts you may have forgotten you have for several hours. The flask of this electrifying restorative replenishes daily.

Jack Heels

200cp

This set of finely made shoes will sent you to the sky! With one step you can spring from ground to rooftop. Also comes in boots, high heels or sandals.

Flimsy Crucifix

400cp

A symbol of the Roman God. Breaking this cross in the presence of something blessed or holy temporarily removes the blessing of the god from it, be it a holy man or hallowed ground.

Companions! New Or Old!

50cp Each

For the price of 50cp, one may import an existing companion, or create a new one with which to journey. Each shall have 800cp with which to purchase backgrounds, perks and items.

Celebrities!

100cp Each

A bargain for you, Sir or Madam, for this chance to take any known mortal man or woman from this world. Their qualities and belongings receive your Benefactor's guarantee. Should you desire to take with you either our esteemed Detective and his Assistant, or the pair of their mortal foes, either pair will count as a single companion, both in cost and in active companion slots..



HOROSCOPE & STAR SIGNS

FIND your lucky star sign below. Or don't.

Saturnine Sign

You will find your dreams really can become reality, if you squint and turn your head sideways. Your lucky colour is INDIGO and your numbers are 6 and 16.



Yellow Sign

Things will fall apart around you. A poor time for romance. Your lucky colour is SAFFRON and your numbers are 36 and 7.



Elder Sign

A brush with the crown will go poorly for you. Your lucky colour is VERDIGRIS and your numbers are 2 and 12.



Black Sign

If you are looking to start a family, now is the time! Your lucky colour is SABLE and your numbers are 1 and LEGION.



Red Sign

Avoid seafood of all types: living, cooked, mundane and aggressive. Your lucky colour is CRIMSON and your numbers are 4 and 18.



Astral Sign

Travel lies always on the horizon, but the journey is as essential as the destination. Your lucky colour is SILVER and your numbers are 10 and



Koth Sign

It's never too late to cut your losses and start over. Your lucky colour is UMBER and your numbers are 11 and 4.



Eibon Sign

Look to the sky for the source of your good health and trouble alike. Your lucky colour is VIRIDIAN and your numbers are 5 and 100.



Voorish Sign

Don't rely on your luck. Avoid gambling halls and all matters where fickle chance may interfere. Your lucky colour is VOID and your numbers do not exist.



DRAWBACKS

TAKE up to +600cp of drawbacks.

War Wound +100cp

Either one of your limbs is crippled, or one quarter of your bodily appendages, whichever is more numerous. This old injury is only able to be cured by Queen Victoria herself, and you shall start solidly outside of Her favour.

Dense +100cp

Been taking lessons from Lastrade, eh? One doesn't need to be the brightest of sorts to rise the ranks, and it seems you must be a prime example of the type. You almost never see beyond the blaringly obvious, jumping and acting on your first conclusions when it might be better to think things through or simply apply a little caution and patience.

Life Is Not For Idling +100cp

It would seem that you are easily bored, wringing agony merely from a little time wasted or idle, and so you throw yourself into diversions, seeking out adventure and trouble wherever it may lie.

Forget not what happened to the cat.

Cracked Sanity +200cp

I think it would be best to avoid any of the Royalty or their Kin, for you are extremely likely to be tipped over into raving insanity. I fear it may not even take that much - gaze long into the abyss, as they say, and it shall gaze back.

"Refined" Tastes ≈200cp

A rather disturbing trait to have in common with the Royalty, I must say. You share the foul tastes in food, drink, partnership and entertainment the Royalty exhibit in such gratuitous quantities, and the less said on the matter, the better.

Vice +200cp

An unseemly weakness of character. Maybe it's opium, drinking, gambling, or girls. You cannot resist indulging in this vice if the situation gives you a favourable opportunity to indulge, even if alarm bells really ought to be ringing loud and clear in your mind.

If this were modern times, you would be the one climbing into the van for just another cigarette and some classic rock CD's.

JUMPER AT LARGE +300cp

You are a known enemy of the Crown and Royalty across Europe, a sentence which shall remain until your visit expires. Take care: for while you might fool a constable with some soot and a fake nose, the Old Ones and their kin *know* you, and are not fooled at all readily.

Spiritual Constipation +300cp

Like a certain Dr Jekyll and Mr Hyde, your spirit has become bisected. One half is wholly the good and kind in you; while the other is all that is despicable and cruel. Which of the two is the dominant depends on your own nature, but there will often come times when the lesser takes full control. Sometimes the swap can be suppressed by acts of sheer willpower, but a victory of will one day will mean a loss on another. There may even come days or weeks when one half seems to disappear entirely. Both halves share everything that you know, everything that you are and were, for both are *you*.

END

With your decade over and the chase concluded, it is time to collect your coat and hat. But where are my manners? One more choice.

STAY here, for the world is just as you'd have it.

MOVE ON to wider fields and greener grass.

GO HOME for a retirement well deserved.

Notes

Vo.91 Jump by Myrmidont. *A Study In Emerald* by Neil Gaiman

The short story is available at:

<http://www.neilgaiman.com/mediafiles/exclusive/shortstories/emerald.pdf>

I thoroughly recommend it.

What the fuck is this setting?

It's a Sherlock Holmes story where the Stars Became Right several hundred years ago and all of the world is now ruled by the Cthulhu Mythos's Great Old Ones. The Queen is an eldritch horror, Europe's nobility are her half-human, half-monster spawn. But humanity marches on.

Royal Form may be swapped out of as any other alt-form would be.

**Including but not limited to fins, pores, weeping orifices, tails, puckering lips, scales, clammy membranes, teeth, tufts of hair, ears, twitching hands, knees and elbows, tongues, whiskers, antennae, pedipalps, chirping beaks, tails, spines, flaring crests, suction discs, fangs, dicking pincers, ovipositors, and all unidentifiable growths and vestigial manifestations of the aforementioned.

Half-Blood

"your likeness" does indeed mean that the aura of obedience is transmitted through images of you.

Items are purchasable multiple times. You may import similar items at no extra cost. Perks are purchasable only once each. Companions may not purchase other companions or drawbacks.

What's with the star signs?

Just some fluff. Maybe choosing one will make your jumper's stay a bit more interesting? Take it as a writing prompt, an unofficial drawback, or maybe it's all just hooley.