HAROUN AND THE SEA OF STORIES

Version 3.2

By Cataquack Warrior

Welcome to another story, Jumper. This is a world where stories are more important than you could imagine. In the distant country of Alifbay, there is a sad city, so sad that it has forgotten its own name. There, a storyteller and his son are about to face a devastating tragedy, and a new journey.

High above, there is the dream world of Kahani, Earth's second moon, with one side perpetually in sunlight and the other in eternal darkness. Under the sun's light, Gup City rests atop an eternal ocean of stories, and its citizens prosper on the boundless resource, not knowing that it will soon face a grave threat.

And beyond the Twilight Strip and the wall of Force, there is the blackened Land of Chup. There, the Chupwalas have fallen under the sway of the vile Khattam-Shud, the end, who preaches an eternal silence that will end all stories, all dreams, forever.

Let us see how your own tale mixes in with this story, for better or for worse. You have 1000 SP (Story Points) to spend.

Chapter 1: Location

Every story has to start somewhere, whether here or there or anywhere. Roll a 1d8 to determine where your story begins, or pay 50 SP to choose.

1. The Saddest City of Alifbay (Free Choice Drop-In)- This melancholy, nameless city in the country of Alifbay sits beside an ocean teeming with glumfish.

2. Mountain Pass- It's a long journey on foot through the mountains, but luckily Mr. Butt of the Mail Coach is willing to give you a lift. He'll get you to your destination in a jiffy, assuming you don't crash or run over somebody first.

3. The Dull Lake- A misty, odious lake in the heart of the Valley of K, its contrast to the valley's golden fields reflecting the miserable state of the people there. It is run by the smooth-talking, insincere Mr. Buttoo, who is running for reelection soon.

4. Deep North (Free Choice Guppee)- You have made it to the Ocean of the Streams of Story on Kahani. It's still a long way to Gup City, but hopefully you can find a Water Genie and his steed willing to give you a ride.

5. Gup City- Cast in endless light and built upon an archipelago of one thousand and one small islands, this wonderful, canaled city is bursting with a diverse array of exotic and chatty citizens. However, the talk has grown more worrisome in the past few weeks.

6. Twilight Strip- A border zone between the day side of Gup and the night side Chup. The invisible Chattergy's Wall of Force separates the two kingdoms, but the wall has fallen into disrepair and has many holes in its defenses. Therefore, if you peer hard enough through the murky haze, you might see an encampment of the Chupwala army, preparing for battle against Gup and all of Kahani.

7. Chup City (Free Choice Chupwala)- Deep in the Land of Chup, so far forsaken from the light that your breath freezes into icicles, is the great city of the Chupwalas, and towering over it is the terrible Citadel of Chup, a frozen construct of black ice that looms over all like an enormous pterodactyl or archaeopteryx.

8. Old Zone- Long forgotten in favor of newer stories, this land in the southern polar cap of Kahani is the source of all the Streams of Story. Sadly, this neglect

has allowed evil to infiltrate the very birthplace of dreams, and if something is not done soon it will be too late.

Chapter 2: Background

Now then, what role are you going to play in the unfolding story? Pay 50 SP to choose your age and gender, or you are the same as you were in the last jump.

Drop-In- You are just another average human who has dropped into the story. You come in your standard form.

Guppee- You are one of the many colorful inhabitants of Kahani's day side, always rambling on as you travel across the boundless story sea. Perhaps you are a Water Genie, or a Plentimaw Fish, or even a Floating Gardener, but whatever the case stories are your greatest joy.

Chupwala- You live on the other side of Kahani, trapped in endless darkness. The Mystery of Bezaban cult commands eternal silence on all things, so best be careful what you say, if anything, or you may just find your mouth zipped shut – by force!

Chapter 3: Perks

This is a story about dreams, and in dreams you can do all sorts of "impossible" things. The first perk of your respective background is free, with discounts (50% off) for all related perks.

Story Sea Subscriber (100 SP, Free Drop-In)- Anyone can tell stories, but it takes something special to make a truly marvelous tale. You luckily now have a (multiple) lifetime subscription to the Story Sea, fed to you by an invisible tap installed by a water genie. No matter where you go, and however dry your surroundings become, the tap will continue to supply you with inspiration. You always have stories at the lip of your mouth, and can find the perfect story for any occasion. You can switch it off if you wish, but the extension to multiple lifetimes means no refunds, meaning that you can turn it back on once you change your mind; it also means that no one besides you can access or steal from your tap. Please keep in mind that your subscription only ensures that story water (from Gup only) constantly travels into your body; you cannot share the tap with others or experiment with the water.

Story Knowledge (200 SP, Discount Drop-In)- Stories are not simply for entertainment, but also teach us many things about the world. With this perk, you have an encyclopedic knowledge of stories, not simply of the stories themselves but of the various little tidbits hidden throughout, and can recall them instantly when they apply to your current situation. By extension, you will quickly work out any morals or metaphors hidden in the stories of others.

Dream Catcher (300 SP, Discount Drop-In)- You are a light sleeper, both in reality and in dreams. In reality, whenever you are asleep, you will wake up whenever someone breaks into your room. Moreover, until you take direct action against the target, he or she will ignore you. The skill also gives you more agency in your dreams, such that you are aware of intruders in your personal dreamscape and can ambush anyone who enters your territory.

Legacy of the Dreamer (400 SP, Discount Drop-In)-)- Unlike the Guppee or the Chupwala, which stand at polar opposites in regard to stories and dreams, you like other humans straddle the center, trying to walk a tightrope between bright, dreamy optimism and gloomy, logic-chained skepticism. As a result, you can also bring the best of both worlds together. On the one hand, you can apply outside ideas and concepts to dreams to use the illogical aspects of that unreality in a rational yet

creative way that the dreams themselves could not think up. On the other hand, when faced with nightmares and other things that take away the wonder, magic, and life of dreams, you will never give up hope, and your sheer willpower may be able to push back the nightmares/oblivion. Furthermore, you can tell stories that are more than imaginative, but strike a chord with the hearts of your listeners. As the story continues, they become more and more engaged, for they begin to link the adventure in the story to their own stories in real life. And in time, as you weave the story according to your desired effect, the audience members will begin to use the story as a mirror for themselves, opening them up to new possibilities and visions. With enough work, by the end of the tale the listeners will be convinced to take action, inspired by the story they just heard. The perk also ensures that any dreams you have, and any adventures you have in your dreams, will be fully remembered even after you wake up.

Where the Mountains Meet the Sea (600 SP, Discount Drop-In)- If stories and dreams are symbolic of the ever-changing seas, then the land and the mountains represent the hard facts of reality. Yet there are points at which the ocean and the land touch. If you tell stories enough times with considerable passion and depth to the story, the stories' aspects will start to slowly seep into reality. This is generally more effective with non-living things such as weather, landscapes, or "themes" than more complex things like living beings, characters, or even specific items made by people in a story. For instance, stories about a land whose weather changes depending on the mood could lead to weather patterns that change depending on overall emotions of people, and cultures might gradually adapt certain values and cultural aspects of the stories you tell (fairy tale architecture, emphasis on heroism, following morals of the story, etc.), but there won't be definitive insertions like story characters, or even a notable castle, appearing out of the blue. Furthermore, the biggest weakness of choosing to activate the perk is that it limits you to being the bridge rather than the creator. Meaning that you won't be able to create stories of your own or change stories from their current format when you tell them and thereby give them life. You can deactivate the perk to make your own stories, but doing so will not shut down the realized stories, but rather relinquish your control over them. Attempting to "cheat" the system (writing out your stories when you don't have the perk active, making other people make the stories for you to tell, etc.) might in theory work, but you'll get penalties in the process, ranging from migraines to aneurisms and the like, so I don't advise it. At best, you might be able to give life to a story you made in the past just for the fun of it, and even then you might get a headache. The more complex features of the stories still come to life in their own way, though, just not in the real world. They will gradually emerge in a separate story-dream space in a parallel dimension

linked to the world you are telling the story from. If there is already a dream world that canonically exists, they might appear there, but otherwise they will simply inhabit that other world. They are generally rippled reflections off the actual story, though, so they won't be exactly the same as the stories you told. In addition, as that world's a parallel to the real world, individuals from reality might have dream/story counterparts. With the exceptions potentially provided by canon dream worlds (if travel methods already exist), this story world is entirely separate from reality. While you could potentially pass over into the dream world and back, the things from one world stay and won't make a difference in the other (any powers you got in the story world would be useless outside of that dimension, etc.). Even so, things in one world might have a slight effect on the other. For instance, a dismal, gloomy atmosphere in the real world makes it easier for villains to emerge in the story world, while defeating evil in the story world might make people regain hope and optimism in reality.

Story Water Extractor (100 SP, Free Guppee)- All of Kahani rests on an ocean made of stories, and every Guppee uses it for one thing or another. Truly, it is the spiritual source of life in all the worlds, from which dreams, ideas, and words are granted life. Aside from granting stories and dreams to drinkers, the water has many magical useless, depending on how creatively you use the resource. This perk gives you in-depth knowledge on how to draw out and use story water from the plentiful Streams of Story. Furthermore, in later worlds you now have the ability to find and extract story water, which will always be somewhere one way or another (but without the perk, it will be ~~difficult~~ impossible to find this metaphysical sea unless an equivalent already canonically exists). There are countless uses for the liquid, so feel free to experiment as you please. Just keep in mind that the state and availability of story water, just like the treatment of stories themselves, varies between worlds; be careful that you don't drink polluted water, or your dreams might take a turn for the worse. On the other hand, story water from certain magical worlds, particularly those built on stories, may be exceptionally potent.

Let It All Out (200 SP, Discount Guppee)- Stories are built on words, and words must first be spoken to exist in the first place. Silence is the bane of stories. Therefore, Gup City's people are always talking about one thing or another, with discussion lasting from weeks to years. You and your friends and Companions all share a common feeling of trust and honesty, such that you always say what you think. And in turn, all of you gain a degree of acceptance to the truth, such that no matter how much you dislike what others say, you still feel that it is best that they spoke the truth rather than concealing it in silence. You can suppress this power if

you like, but this freedom and power of speech may be the greatest strength of the Guppees, something greater than hidden secrets. Also, this perk can be used when planning a battle to allow for seemingly-endless debate as you and all participants on your side banter back and forth until even the least of points and orders are resolved. This delay bears its rewards in battle, for now everyone will fight together as a fluid unit, bonded by true friendship and able to react to unexpected developments without missing a beat.

Plentiful Mouths (300 SP, Discount Guppee)- A Plentimaw Fish is called such due to it having dozens of maws [i.e., mouths] all over its body. You now have the same trait, with several dozen mouths scattered across your body. They can be retracted and concealed from the view of others if you like. When exposed, you can control the many mouths individually or in unison, such that they can speak in many different voices or all as one. As a result, you could say multiple statements, songs, or spells (voice-activated ones) simultaneously. But the greatest strength of having so many mouths is the ability to mix different things together. By absorbing different things in each mouth, whether it is normal food or various stories, they will all meet in your singular stomach and blend together into something new, which combines the best qualities of each ingredient into something special. For instance, two different power-ups would merge as one, and three stories would link into a single narrative. You can also regurgitate the combined mixture.

You Can Chop Suey But You Can't Chop Jumper! (400 SP, Discount Guppee)- Floating Gardeners consist of bundles of various weeds and vegetable roots, all meshed together into a humanoid form. As a result, even if you chop a Gardener to bits, the individual pieces can reform together. The same now applies to your own body; as long as the pieces of your body are still intact, they can move and come back together. However, it is easier to control and reattach distinguishable body parts, such as ears, fingers, and tentacles, than to reform smaller pieces, such as a leg ground up into dozens of scraps. If you are really a Floating Gardener, try experimenting further, as you could potentially weave your body strands in a variety of fashions.

P2C2E (600 SP, Discount Guppee)- A "Process Too Complicated To Explain," of which there are certainly many in whatever world you visit. The Guppees have an entire department of Eggheads who have mastered these processes. This has allowed them to perform many miracles for Kahani, from giving robots life and telepathy to keeping the moon hidden from Earth through extreme speed to making it that only one side ever faces the sun (without ever getting blocked by the Earth).

You are now an expert at P2C2Es, and can use your knowledge to accomplish things that rational people would consider impossible. However, there will always be some things, especially ones borne from chaotic impulses, that will surprise and confuse you. Furthermore, the perk makes these feats possible, but it's up to you to get them done. So just as it took an intense level of research and manpower for the Manhattan Project, you will need a lot of research and resources to accomplish the higher end of the potential P2C2Es. Moreover, while you can understand these things, you can never explain them to anybody, so while you can delegate orders to use your available manpower to fulfill your dream logic inventions, it's not something that can be duplicated by others for a full industry.

Inverted Eyes (100 SP, Free Chupwala)- The Land of Chup is pitch black, with absolutely no light. Hence, the Chupwalas' eyes – and yours – have evolved in an opposite direction, with black irises and white pupils. This allows you to see perfectly in darkness, not so much being able to draw on tiny fragments of light but rather using the darkness itself to see. On the flipside, light acts as darkness and blinds you, but just as normal people can use little bits of light to see in the night, as long as there are shadows amidst the light you can still see some things. You can switch back and forth between normal eyesight and this inverted eyesight.

Abhinaya (200 SP, Discount Chupwala)- This "Language of Gesture," used by the mundane to express emotions through dance, has been adapted and enhanced by the Chupwalas to create a language of purely gestures, something vital in a kingdom that has forbidden speaking. Every body part, from the hands to the eyes to the feet, is used for communication. This is a language that involved independently of spoken word, such that it is truly a language of its own. Each dance step embodies a complex, multi-worded and grammatically-sophisticated sentence. You are not only fluid in this "tongue," but you can teach it to anyone you wish. Those unaware of the language will not even realize what you are saying, and a wave of the hand or the look on your face could be a secret message passed right under their noses. On the flipside, the perk also gives you the ability to better read the visual tells of others and what they are saying unconsciously, whether by a twitch of the toes or the wrinkling of the ears.

Awakened Shadow (300 SP, Discount Chupwala)- The Shadows of Chup are alive, and considered equal citizens to their other halves. As a result, each Chupwala's Shadow, while still bound to its partner, can move about on its own will, change itself to any form it likes, and even manifest itself to affect physical things. If the Shadow and the Person disagree, there can be trouble, but if the two learn to make peace with each other, they will be true, steadfast partners that fight

together as one on the battlefield. You and your shadow have made a true bond as mutual partners, a friendship that will never be truly broken; while it's possible that the two of you might disagree time to time, it never interferes with your overall relationship and ability to coordinate in battle. As a result, the two of you can communicate with each other silently. When an opponent faces you, he or she will be fighting not only you but also your shadow, and they had better look out if they fail to pay attention to both combatants, who fight in unison but with different tactics. If you have somehow already separated from or brought your shadow to life, or do so after purchasing this perk, you will instead receive a second, alive shadow from Chup; if you have multiple, alive shadows, they will instinctively get along well with each other in most cases much like they do with you.

Shadow Sorcerer (400 SP, Discount Chupwala)- You have mastery not only over your own shadow, but over shadows in general, allowing you to create wonderful, horrible things out of pure darkness. You could create a mighty flagship and many other constructs from shadows. They are as solid as things built in the light of day, though with a little bit of fuzziness around the edges. The one weakness of shadow-building is that the creations are vulnerable to light; enough continued exposure may cause the items to begin to melt, but exposure to darkness again will help repair them. With enough practice, and the Awakened Shadow perk, you can merge with your own shadow, such that the border between you and the shadow as individuals blurs. As a result, you will become your shadow, and your shadow will become you. The two of you will think with the same mind, but can function independently, and even travel far distances from each other. As long as one of you still lives, you will not die, but as you are both shadows, you are hurt by exposure to light.

Story Pollution (600 SP, Discount Chupwala)- Stories are the cornerstones of life, and give hope and dreams to this world. The loss of but a few stories could reduce a city to melancholic, forgetful sorrow, and the mass-pollution of dreams in general would send the world into despair. The way to end these stories is not by simple force (a nightmare is still a story in its own right), but by poison. You can now taint stories with anti-stories, ruining them with a sense of mundane uselessness until they are discarded all together. You will need to brew up a unique virus for each tale – actions stories must be slowed down, romances must be filled with hate, and tragedies must induce laughter – but each vial will slowly but surely pollute and kill the dreams. In magical worlds, where dreams and stories may be the very foundation of existence, such pollution could prove especially devastating. Before you get too enthusiastic about this or Khattum-

Shud's plan, just remember that you're a story yourself, Jumper; past the void of oblivion, there is no way back.

Juggling (200 SP)- You are a highly-skilled juggler, able to juggle a variety of different objects without missing a beat. This is not simply for entertainment purposes, though. Once you get a show rolling, you can sneak weapons amidst the juggled items, fooling your enemies until the perfect moment to strike. This also gives you a sharp eye to notice similar tactics being used against you, and the dexterity to snatch items midair. In addition, juggling gives you improved storytelling abilities, especially when combined with *Story Sea Subscriber*, for you need to keep a lot of different tales moving about in the air without dropping any of them.

Chapter 4: Items

Every story has its own treasures waiting to be discovered, but we have a few to offer from the start. All discounts are 50% off. Any items that are lost, damaged, or destroyed, will reappear in fully restored condition back in the Warehouse within a month , unless stated otherwise in the item description.

Glumfish (50 SP, Free Drop-In)- All the glumfish, canned, steamed, and fried, that you could possibly need for a year. Or, rather, more than you could ever want. The fish is mangy and has a flavor so miserable that it makes the eater belch with melancholy even if the skies are blue. The food replenishes to account for any of the stock that is used.

Mail Coach (100 SP, Discount Drop-In)- A mechanical post coach that actually has enough interior room to rival that of a bus, enough for plenty of passengers. Despite having no horses, it travels very fast…too fast. As the coach speeds along the road and off it, the interior rattles and shakes crazily, the luggage tumbling off the roof rack. However, the coach actually gains increased luck the faster it goes and the more dangerous the road, such that it can travel on a narrow road overlooking a canyon at breakneck speed without ever suffering a scratch.

Rapture Foodstuffs (400 SP, Discount Drop-In)- There are certain foodstuffs that, when prepared and eaten properly, grant you not only a good night's sleep, but also "Rapture," a process in which you can wake up inside a dream and go about normally in that dream before choosing to wake up. You can even "sleep" within the dream to get rest, and choose to still wake up within the dream. You have a small helping of perfectly-made Rapture foods, containing moonberries, comet's tails, planet rings, primal soup, and a secret ingredient. Replenishes itself once a week.

Arabian Nights Plus One (400 SP, Discount Drop-In)- A luxurious houseboat, seemingly the size of a classic river showboat/steamboat, that is named as such for being even greater than *The Arabian Nights*. In fact, there are 1002 elegant and expansive rooms on board, each covering a story from the Arabian Nights (except #1002, which is a carefully-hidden storage closet); therefore, despite the limited size of the exterior, the interior has space equivalent to that of a cruise ship. Every window is shaped like a mythical creature and is designed so that light shaped in those images blazes out of the ship into the horizon. The bedrooms are fit for a king, and while there may appear to be no beds, look closer: a large, wooden peacock's back opens up to reveal a bed, for instance, same with a massive turtle

and its shell. Please note that while you can find the boat on your own in the setting, in the book it was really just a rich man's houseboat that he tried to make fancy to showcase his wealth; therefore, the canon boat not purchased with SP would be the size of a river boat both on the outside and on the inside.

Drowned Library (600 SP, Discount Drop-In)- A large bookshelf containing a variety of books from the setting, including a collection of books called *The Ocean of the Streams of Story*. However, this is a shelf coated in Story Water, which naturally is stronger than normal water. Therefore, any book kept on the shelf will not suffer any damage from water exposure as long as it remains on the shelf, which also resists water. If a book is kept on the shelf for a month, it becomes permanently immune to water damage.

Light Helmet (50 SP, Free Guppee)- An awkward-looking helmet with a wide hatband around the rim. Whenever the helmet is worn, the rim lights up like a halo. This provides a degree of light at all times, even in true and artificial darkness. Replaced with a new one in the Warehouse whenever it is broken.

Jumper's Page Armor (100 SP, Discount Guppee)- The royal pages [soldiers] wear rectangular, malleable and durable paper for armor, with a story written on each page. Gup's pages, due to the whims of the prince and princess, all wear stories modified to place the prince as the protagonist. Your sets, on the other hand, tell your own stories as a Jumper. You can split up the armor into multiple copies, such that each armor tells its own story about your exploits. If the wearer had a direct part in the specific story, his or her stats are given a light boost. Just don't go overboard with too many pages, or the magic will try to compensate by either making up ridiculous stories or telling embarrassing stories that you don't want anyone to hear. The armor is not very strong, but still decent. Whenever they are destroyed, the page armor returns unscathed to the Warehouse.

Tool Kit (200 SP, Discount Guppee)- A special toolkit essential for any Water Genie. While the items may look like standard tools at a distance in the dark, a close look reveals that each is more fluid than solid, being made up of thousands of little liquid veins somehow held together by an invisible force. The various tools can scan, link, and disconnect story water streams and other dream facets, not only within the dream world but also at the border of the real world. And since the tools are actually liquids, they could be potentially be used to "fiddle with" other sorts of liquids. The tools often have multiple functions, such as an emergency transponder. Will be restored in the Warehouse if lost or destroyed.

Story in a Bottle (400 SP, Discount Guppee)- A cupful of story from a single stream, containing a happy and heart-lifting tale. By drinking it, the user goes into a deep sleep and lives out the story. Once the story ends, he or she wakes up refreshed both physically and spiritually. And don't worry – unlike much of the water at the moment, this story is clean and safe. Replenishes itself once a week.

Happy Ending (600 SP, Discount Guppee)- Those Eggheads at the P2C2E House have developed a way to manufacture distilled happy endings, and have generously given you one to use as you see fit. Keep in mind that happy endings work best when the narrative is reaching its close, and doing it earlier will reduce the effectiveness. If done in the middle of the story, for example, you would gain brief happiness that may be replaced with problems later on, and doing so before the final battle would just give you a brief respite before the last challenge. Apply the happy ending once you have just passed the climax, though, and miracles can happen. Once you activate the happy ending, you won't be able to use another one until a year has passed. Please also note that you have no control over the happy ending, as it will determine on its own once activated how to bring about a happy ending; you can of course react to the events leading up to the happy ending and alter things in that way, but you can't program a specific guideline for the happy ending when you call upon it.

Dark Glasses (50 SP, Free Chupwala)- Chupwalas put these on when they have to venture into areas of light, in which their special eyes cannot see. The dark glasses simulate blackness so that the Chupwalas can manage to squint past the blinding light. In the case that you do not have Inverted Eyes, the glasses allow you to see in darkness in a similar fashion, but only when the glasses You get a new set if your pair is ever cracked.

Darkbulb (100 SP, Discount Chupwala)- The antithesis of a lightbulb, this ingenious device generates artificial darkness, so thick that it seems to "glow" black. Such technology is essential for Chupwala operations, as it gives them darkness to see in and create shadow items. Replaced with a new bulb whenever the old one goes out.

Sadness Factory (200 SP, Discount Chupwala)- The melancholy of silence in dreams stems in part from sorrow on Earth, and one especially sorry place is in Alifbay, so sad that it uses it as an export. You now have a deed to one of the sadness-producing factories in the northern district of the city. It's a rather depressing product, but very effective if you wish to instill sorrow into targets.

With enough work, it could even function as a weapon. The factory will follow you to other jumps, allowing you to infect multiple worlds with despair.

Dark Ship (400 SP, Discount Chupwala)- An awful freighter made out of pure shadows. It is at least a mile long, and at least half a mile wide. The interior, consisting of seven levels connected by various ladders and stairs, is like a mechanical cavern. It has no weapons or defense systems installed, and is rather slow, but it has incredible loading capacity, and could be feasibly upgraded if you see fit to do so. Also, it has a degree of extra resistance to light, but don't have it out in the sun for too long.

Plug (600 SP, Discount Chupwala)- A finished plug that is capable of sealing up any gap, as long as it is the central source of something. No matter the size of the spring, gate, or other opening, it will fit perfectly in, preventing anything from flowing out, no matter how powerful the force of the thing trying to get out. However, it only blocks a single opening at a time, and cannot do anything about whatever has already come out of the mother-source. If used or destroyed, a new one will reappear in the Warehouse after a year.

Nosewarmer (50 SP)- Essential for staying warm in the frigid heart of Chup. Keeps your entire face warm and safe from frostbite. You get a new one if your old one is ever lost.

Laminations (50 SP)- A special, thin garment that covers your whole body. They shine like dragonfly wings, and fit so tightly to your other clothes that it almost seems to disappear. Despite the fabric's thin nature, it will keep you warm in even the coldest of blizzards. Regenerates in the Warehouse when damaged.

Bite-a-Lite (100 SP)- Bite the end off of this small stick, and it produces bright light all around you for exactly two minutes.

Chapter 5: Companions

Fellow Dreamers (100/300 SP)- You can import single Companions for 100 SP each, or pay 300 SP to import 8 Companions. Each Companion receives a free background and 300 SP to spend on perks and items.

Mr. Butt (100 SP, Discount Drop-In)- A hefty man with feathery hair standing up like a parrot's. He drives the Mail Coach through the mountains, and has a jolly love for high speeds and crashes. He is a stubborn but kind man who likes having a little adventure, and will always keep break his (and others') necks to keep a promise to a friend, even if said friend quickly regrets asking for that favor.

Mechanical Bird (200 SP, Discount Guppee)- Every Water Genie has his or her own steed to travel about between Earth and Kahani. Choose any bird or flying thing, or even something mythical with wings - it could even be a strange, unique mix of your own invention, like a bird with a snake head and a peacock's tail. You gain a robotic version of that bird, which will loyally serve you and help you fly. It can travel at high speeds easily, and communicate with its rider telepathically such as to not alter its aerodynamics. Unlike many mechanized things, these constructs actually have very lively, passionate personalities. Although it will shut down if its brain-box is removed, with the right technical know-how you can repair it easily.

Shadow of Bezaban (400 SP, Discount Chupwala)- The shadow of the fearsome cult idol, it actually has a mind of its own like the other shadows, and does not agree with the teachings attributed to its other self. As a result, it will be happy to come along with you once the true idol has been dealt with. It is a colossus, with teeth as big as houses, but like the other shadows it is in fact fairly agile, able to shift its form in a variety of ways.

Chapter 6: Drawbacks

Wherever there are dreams, there are also nightmares waiting to emerge. Take up to +600 SP in drawbacks; any more drawbacks will not give you further points, though they may make the story more interesting. The only exception is *A Familiar Face*, which can be taken for extra SP separate from the +600 SP limit on other drawbacks.

Glum Jump (+100 SP)- You are rather depressed, always seeing the glass as half empty if not less.

"Virtues" of the Royal Heirs (+100 SP)- Much like the prince and princess of Gup, you have some rather silly qualities. Whether a boy or girl, you are self-centered, romantic in a goofy way, and completely hopeless as an artist (though you think you are brilliant). You are completely ignorant of danger, and tend to walk right into trouble. You also get an awful voice, and nose and teeth. Furthermore, everyone around you is aware of your flaws, and at best humors you and at worst constantly grouses about your silliness.

Chatterbox (+100 SP)- You are especially gabby, more than even the most zealous Guppee, and, for the entirety of the jump, will never pause for more than five seconds before talking again. All this talking will not damage your throat, but it may be too much for even the Guppees, much less normal humans or the Chupwalas.

Argumentative (+100 SP)- You and your allies tend to get into arguments over the slightest details at the drop of a hat, from who attacks first in battle to whether drinks should be served out in bottles, cups, or glasses. And once an argument starts, none of you let up until you fully settle the dispute one way or another.

Lost (+100 SP)- You tend to lose your way easily, even in places you are very familiar with. Furthermore, you refuse to admit that you can get lost and become irritated when anyone accuses you of being lost.

Royal Engagement (+100 SP)- For whatever reason, you have been granted the dubious privilege of marrying Gup's Princess Batcheat. It wouldn't be so bad, if she wasn't so ditzy. Or if her singing wasn't screechy enough to shatter glass, or her personally-composed lyrics only marginally better than Vogon poetry. And that nose, and those teeth… At least you get the pages under your command, but

they also must obey Batcheat, and she has made an irreversible decree that their page-armor will display her personal writings about you, from "love" poems to poorly-written stories to personal correspondence to embarrassing gossip, and all of Gup will see the tales on the pages. To make matters worse, you have earned the envy of her previous fiancé, the arrogant and pompous Prince Bolo. And don't try to get out of the engagement; Gup royal law is a P2C2E. And if you get married to her, you will fail the jump. If you successfully finish the jump without marrying her, you can take her as a companion (but only if you actually want that).

Watch Your Back (+200 SP)- You are very paranoid and secretive, and you and your allies will have trouble trusting each other. If anything goes wrong, you and others around you have the increased urge to stab each other in the back, metaphorically or literally.

"Ark, Ark, Ark" (+200 SP)- You have lost all inspiration for storytelling. Whenever you start to tell a story to people, all you can say is, "Ark."

Spy (+200 SP)- People tend to see you as suspicious and think that you might be a spy or charlatan, though they can still warm up to you once they get to know you better.

Forgotten Name (+200 SP)- A lot of the things in the story have no true, known name, and, now, neither do you – or a past, for the matter. You wake up with no memories of your past life, or even a recollection of your name. Furthermore, you will never have a solid name for yourself for the course of the jump, and nobody else will care enough to give you one. Even imported Companions will not remember your name.

Shadow War (+300 SP)- Your shadow does not like you, and whenever you get into a battle it will try to attack you. Your shadow only has $1/12^{th}$ of your full power, but since you're linked to it there's no easily escaping from it. Hopefully you can handle it as well as the original fight you got into.

Confiscated (+300 SP)- Items you are using or keeping directly on your person have a tendency to be seized by people around you. They might be willing to give you back your belongings eventually, but only after you comply with their wishes.

Sewn Silence (+300 SP)- The dreaded Union of the Zipped Lips has literally sewn your mouth together, and you will be unable to open your mouth until the jump is over.

Moody Land (+300 SP)- Have you ever heard the Tale of the Moody Land, by chance? Tis the story of a magical country that changed constantly with the moods of its inhabitants. Now the environment around you and your companions is influenced by your overall composite of moods in a similar fashion. Joy will make the sun shine on endlessly, discontent and gloominess will bring night indefinitely, and anger, depending on the level of rage, could cause anything from hot wind to earthquakes to typhoons.

Polluted Dreams (+400 SP)- You took an especially large sip of an excessively polluted Stream of Story, and the poison has rooted itself in your head, tainting every dream you have throughout the jump.

11:00 (+400 SP)- You have had a traumatic experience that happened at exactly 11:00, and now you cannot move past 11 to 12. As a result, it is impossible to keep your mind concentrated on any task longer than eleven minutes. The instant you reach eleven minutes, you lose all focus. Since many things from battles to cooking to wishes take longer than eleven minutes, this could be an issue.

Khattum-Shud, The End (+600 SP)- It appears that you came at the end instead of the beginning, and not the ending you had hoped for. Khattum-Shud has completed the Plug and sealed off the wellspring of stories, with the remaining water quickly being polluted. Princess Batcheat's mouth has been sewed up, and the full Library of Gup is on the verge of defeat. It looks as if this is truly the end of all stories, including your own. In fact, the plugging of the spring has locked you out from your own story; you cannot access your previous powers or the Warehouse. But never give up – the story does not end until you let it end, so fight on, brave Jumper, and try to find one last miracle amid the eternal void.

A Familiar Face (+800 SP)- If you were to meet Khattum-Shud, the terrible Cultmaster of Bezaban, you might be surprised that he/she seems very, very familiar. That''s because, just as Khattum-Shud symbolized the protagonist's fears, Khattum-Shud is now your own nightmares brought to life. From a mundane yet exacting teacher who terrorized you to an evil enemy you once faced to things only in your imagination, Khattum-Shud symbolizes all of them. It can still separate itself into two selves – shadow and normal body – but has grown in strength as a product of your fears to match your own capabilities. Furthermore, Khattum-Shud has brought the colossal ice idol of tongueless, grinning, many-toothed Bezaban to life, and the monstrous embodiment of silence will assist its master in battle. Most of all, since Khattum-Shud represents your own fear of the end, you cannot avoid

or escape it, and you must confront and overcome it to successfully finish the jump. But do not be afraid; while Khattum-Shud may seem far beyond your ability to defeat, the living nightmare is truly no stronger than you are, and if you can get past the psychological fear you have of it, you have a fair chance of victory.

Chapter 7: Epilogue

Well, the story's over. At least this one is. It's been fun seeing how you've grown through the adventure. What story will you tell next, Jumper?

The Journey Home- You have had fun sailing through these countless stories, but what you really want now is to go home to your family. You return to normal Earth, unable to travel to other worlds but retaining your powers, items, and Warehouse.

Writing the Sequel- This world of stories has grown on you. Whether you choose to live in the city of the newly-remembered name (and who would have guessed what it was?), or in Gup City, or in Chup City, your story here is only beginning.

Another Sea- There are more seas waiting to carry you to new worlds, as the tale of your many jumps continues forward.

Chapter 8: Notes

The Story- Haroun and the Sea of Stories is much like a dream, having a vague, fantastical state to it. Even the "real" world that Haroun originates from has a feel of magical realism, with cities and valleys that only have single letters for a name (or no name at all) and factories that manufacture sadness.

In the book, Haroun is a young boy whose father is an amazing storyteller who makes a living off sharing his stories. The father, Rashid, claims to his son that he gets his wonderful stories from an invisible tap of Story Water installed by a Water Genie. However, the city they live in, the saddest of all cities in the country of Alifbay (so miserable that it had forgotten its name) took its toll on the happy family. One morning at 11:00 sharp, Haroun's mother Soraya ran away from home and left them for another man. As a result of the tragedy, Haroun could no longer focus on anything for longer than 11 minutes, and the "Shah of Blah" could no longer tell stories.

One night, with one of his father's last available gigs as a storyteller on the line in the morning, Haroun woke up and caught a Water Genie that was there to dismantle his father's tap since the subscription had been canceled and the story water supply turned off. Taking one of the Water Genie's tools hostage, Haroun blackmailed him to take Haroun to Gup City to have the cancellation reversed so his father gets his stories back.

The Water Genie then takes Haroun to Kahani, an invisible second moon that orbits the planet, always changing its route slightly to fly over every inch of the globe, with only one side of the moon always exposed to the sun; it travels at the speed of light to conceal its presence from the Earth, allowing it to remain undetectable to all Earth instruments. Across the whole world is the Sea of Stories, filled with magical water from which stories and wishes are born. The day half of the moon, in endless sunshine, is the Land of Gup. The Guppees, responsible for maintaining the health of stories and dreams, are irrepressible chatterboxes who like nothing better than talking to no end.

The other half of the world, cast in permanent night and sealed off by a near-impassible and invisible wall, is the land of Chup. The Chupwalas have learned to value silence, such that they often communicate solely through gestures. They have also developed a unique form of sight such that they use darkness to see rather than light. The Chupwalas aren't naturally bad, but they have come under

the control of the Mystery of Bezaban, a cult of muteness and oblivion run by Khattam-Shud.

Khattam-Shud, in the book's language, literally means, "completely finished," and as such the cult wants to bring about an end to all things, especially stories. Those unfortunate enough to join or be captured by the cult have their mouths stitched shut, and that is only the beginning of the evil. Khattam-Shud has been secretly poisoning the Old Zone, the wellspring from which all stories are born. Furthermore, he has perverted the Chupwala ability to make close companionship with their shadows, and instead merged and then split them entirely, such that two shadowy Khattam-Shuds carry out their own halves of the great plan.

To stop the evil schemes of Khattam-Shud, Haroun and Rashid must find new strength and hope in themselves, and in the process find the answers they have been looking for in their hearts. For even when they wake, the dream will live on.

P2C2E- In the book, P2C2Es are used for a variety of purposes. For starters, they're how the Guppees manage to export their Story Water from the moon to storytellers on Earth via "taps". It's how Guppees can give life and telepathy to bird robots and have them fly you to the second moon. Kahani itself is kept invisible by P2C2Es having it travel at the speed of light and constantly shift to pass over every part of the planet below (yet keep one side in perpetual day and the other in perpetual darkness) while keeping the orbit stable (tricky when you're weaving between Earth and the real moon) and ensuring that the moon has standard Earth gravity. P2C2Es are also how the "Egghead" researchers in Gup City manufacture artificial happy endings, though it's a difficult process so they don't have a very big supply.

Story Pollution- Please remember that you will need to personally make a unique recipe for each poison that targets a specific story to have the most effect. A specific variant of story pollution, if made properly with sufficient attention to the story's weaknesses, could be lethal to the story, but if used against other stories it would be the same as a generic sort of story pollution. Generic story poison is more like gradual air pollution in that the effects are gradual, slowly sickening/poisoning its victims. As a result, to destroy a variant of a story, such that nobody will ever tell that specific version of the story again, a tailor-made poison or just gradual pollution would be enough. To kill all versions of a story, you would need to spend months poisoning the stories, or essentially drown the story with a constant flood of the pollution. To erase the story and all its variants

from existence/memory, you would need to spend years polluting it, or resort to extreme intensities of exposure (the equivalent of dropping dozens of nukes worldwide). The same applies to the potential poisoning of dreams and other worlds built on narratives/stories. Normal amounts of story pollution would gradually make people sick, but to have a more drastic effect you would need to up the dosage accordingly, or find a cornerstone to the dream world as a whole and specifically target it with all the poison you can.

Chapter 9: Post-Chain ~ Make a Wish
(Requires Successfully Completing *A Familiar Face*)

Congratulations on reaching the conclusion of your story. We at Kahani have been watching you with great interest, and we are happy that you have finally found your own ending to your jump adventures. Whether you got a spark, stayed in a jump, or failed/went home, your ending would have been great any way, and we're most delighted at the way you chose to end finish the jumpchain. How were we watching you, you ask? That's a P2C2E, I'm afraid. But really, why are you surprised? After all, Kahani is a sea of stories, and yours is an especially fun story to tell.

So, as a late present for overcoming your personal Khattum-Shud, we want to offer you this bottle of purified Wishwater. And not just any common Wishwater you could bottle up yourself from the sea, no sir! This particular bottle of water was extracted from the Wellspring itself, the Source of Stories. As a result, while the wish is not even close to true omnipotence (that would be a boring story) and cannot affect the full multiverse you've ventured across, it is still very potent and has the potential for many good wishes.

Heck, even a near-impossible wish such as making a dream-world moon change its lightspeed-rate orbit and special rotation, which is normally maintained by strange powers beyond comprehension, without creating catastrophe for either the moon (or its inhabitants) or the real world that it is intricately tied to, would be a piece of cake. Normally such a high-grade wish would require you to constantly focus on the wish for 11 million years, 11 days, 11 hours, 11 minutes, and 11 seconds at the very least, but we'll cut off the time requirement for you.

There are a few other limits to the wishes, though, enforced by jumpchain fiat. You cannot wish for more wishes or for complete/total omnipotence or immortality in general. Wishes that target specific people to kill/mind control/resurrect them are likewise out of the question, and while your wish might have the potential to alter reality to some degree, wishes that would drastically rewrite history won't work. Also, the Wishwater cannot be used for "meta" purposes that affect the jumpchain (more choice points/CP, extra discounts, etc.) – after all, you finished that story, remember?

But hurry – you only have a single wish, and you must make it right now, before the water evaporates into nothing. So, what is your wish for your story, Jumper?