



THE BLACK CAULDRON

The Black Cauldron

1985 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Legend has it, in the mystic land of Prydain, there was once a king so cruel and so evil that even the gods feared him. Since no prison could hold him, he was thrown alive into a crucible of molten iron. There, his demonic spirit was captured in the form of a great Black Cauldron. For uncounted centuries, the Black Cauldron lay hidden, waiting while evil men searched for it. Knowing whoever possessed it would have the power to resurrect an army of deathless warriors. And with them, rule the world.

You arrive in this world a few days before Taran and Dallben are shown a vision of the Horned King seeking the Black Cauldron. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the options below. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Nothing special to note here.

[Free] Gurgi's species

Like Gurgi, you are a small, gopher-like creature. This form offers little in the way of advantages, but is at least unassuming.

[Free] Goblin

Like Creeper, you are a small green creature. This form offers little in the way of advantages, but may appeal to those who want to look obviously villainous.

[200cp] Fair Folk

A race of pixie-like creatures. They appear to have exceedingly long natural lifespans.

Although their tiny forms lack the strength of a human's, they have an array of useful magical abilities, including invisibility, flight, and the ability to become a sparkling ball of light.

[800cp] Witch

A species of human-like magical creatures, with pale green skin. Only female witches are shown, but nothing is preventing you from being a male witch.

Witches have exceedingly long lifespans, lasting thousands of years, at least. They have enormous magical abilities, including (but likely not limited to) transmuting humans into frogs and back again, altering the weather and becoming as large clouds, conjuring forth objects in their possession, and even bringing the recently deceased back to life – though this last one is likely either very exhausting or difficult for them.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Young Hero

You're likely to act as a protagonist in this tale. Perhaps you are a young royal, or maybe you have a more unassuming background, like pig keeper.

Supporter

You might have a supporting role in the events to come, but that doesn't stop you from being heroic, or from playing an important part here.

Villain

Whether you are a servant of the Horned King, or act on your own, you are probably considered a villain by the common person.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Caer Dallben

This farm is the home of Taran and Dallben. Hen Wen is cared for here, her special powers kept secret.

Those with the Young Hero Origin may choose to begin here for free.

[2] Forest

You arrive in a large forest, close to where Taran will first meet Gurgi. Assuming events proceed as expected, of course.

Those with the Supporter Origin may choose to begin here for free.

[3] The Horned King's Castle - Outside

You arrive just outside the Horned King's castle. You still have some time to flee if you don't wish to be here.

Those with the Villain Origin may choose to begin here for free.

[4] The Horned King's Castle – Burial Chamber

Deep within the castle sits the burial chamber of the great king that built it. A magic sword can be found here, one that would normally be taken by Taran.

[5] Enchanted Whirlpool

You find yourself standing next to a pool of water in a forest. This pool is enchanted with a whirlpool function that allows one to travel to the Kingdom of the Fair Folk. Unfortunately, it is poorly maintained and may or may not activate should you draw near.

[6] Kingdom of the Fair Folk

Whether you have already travelled through the whirlpool, or found some other way in, you have arrived in the underground kingdom of the Fair Folk. Perhaps you'd like to speak with King Eidilleg?

[7] Marshes of Morva

You arrive in the marshes of Morva, close to a cottage belonging to a trio of witches. If you don't have business with them, you should probably leave as soon as possible.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Young Hero Perks

[100cp, Free for Young Heroes] Pig Boy

You have what it takes to be a farmer. In particular, you are skilled at caring for animals such as pigs and cats.

Alternatively, you can instead be skilled at sewing and cooking, perhaps a result of a royal upbringing.

You can purchase this perk twice, in order to acquire both sets of skills. Discounts do not apply to a second purchase.

[100cp, Free for Young Heroes] Pretty Lady

Well, aren't you just pretty as a princess?

On purchase, decide whether you receive a boost to your prettiness, allowing you to rival Princess Eilonwy, or an equivalent boost in handsomeness.

[200cp, Discounted for Young Heroes] Unflappable

From now on, you find it easy to maintain your cool in stressful situations or times of crisis.

If you are suddenly stolen away from your home, or come face to face with a ruthless killer, you may find this perk to be a godsend.

[200cp, Discounted for Young Heroes] I Believe In You

It is painful to see your friends down in the dumps. This perk will help you in such situations.

You are now much better at cheering others up and raising their spirits. You have a much easier time finding the right words to say, and so long as you are being genuine in your actions, your attempts to console or cheer up others are much more successful than they would otherwise be.

[400cp, Discounted for Young Heroes] Storming the Castle

You are quite good at climbing, allowing you to scale crumbling castle walls with relative ease, and are also good at minimising noise as you move. In combination, you'll have a much easier time infiltrating and escaping enemy strongholds.

But you are not just aided in raw skill when you undertake such endeavours. No, you'll also find that you have a strange sort of luck that works to make things go smoother. Guards will overlook or ignore warning signs, you'll drop items at the right time to prevent advancing into a patrol and to find a hiding place all at once, and so on. You are by no means undetectable, so try to take care.

[400cp, Discounted for Young Heroes] *Well, he's not going to use it!*

The magic sword in the great king's burial chamber went undisturbed for an exceedingly long time, even though it was right under the Horned King's (missing) nose.

Like Taran, you have a special sort of fortune that directs you towards nearby magic items. Such items would pretty much have to be in the same room for this effect to apply.

You also have a strong intuitive sense as to whether taking these magic items is a good idea or not, even if you couldn't put your reasoning into words.

[600cp, Discounted for Young Heroes] The Power of Friendship

Heroes don't succeed alone, they owe their success to the many friends that help them along their way. With this perk, you'll come to understand this better than most.

From now on, you'll find yourself encountering potential allies in unusual circumstances. While these allies may not always seem immediately useful, you'll find that more often than not these individuals have some kind of talent or skill that will be of use down the line; for example, they might turn out to be a skilled tracker, or be appealing to a being you need a favour from. Occasionally, they might be immediately helpful; for example, you might meet a new friend while you are trapped in a dungeon, who is able to break you out. This perk only directs you to people who already exist in a given setting, or directs them towards you.

Additionally, so long as you genuinely mean to form a friendship with a person (whether or not you ran into them via this perk), you will find such a process goes much faster and more smoothly than it really should. Arguments without underlying substantive problems are brushed off in minutes, and over the course of a short adventure, you'll have formed a deep and genuine friendship. Why, at that stage your new friend may well be willing to sacrifice their own life in order to save yours – though if such a thing were to occur, it would upset you greatly.

You can toggle either effect on or off individually, but toggling an effect off won't undo the effects it has already brought forth.

Supporter Perks

[100cp, Free for Supporters] Not-So-Annoying Sidekick

Not everyone has the benefit of a pleasant voice. For those that don't, a perk like this may be quite useful.

From now on, voices, mannerisms, or quirks you might exhibit annoy others a great deal less than they would ordinarily. This effect won't apply to those you are more obviously aggrieving, such as by insulting them, stealing from them, or physically harming them.

[100cp, Free for Supporters] Bard

You are a fair bit more musically inclined than you were previously. In particular, you are skilled at playing the harp or similar instruments.

Your ability to write songs has improved as well. Perhaps yours will recount the heroic exploits of your friends?

[200cp, Discounted for Supporters] Tracker

Perhaps as a result of growing up in the forest, you have learned how to track animals, and have developed keen eyes which will help you notice their footprints.

While this knowledge is based on the animals from this setting, you'll also find it a bit easier to learn to track animals you encounter in other worlds.

[200cp, Discounted for Supporters] Fortunate Fleeing

You might not be a fierce combatant, but one thing you are good at is running away.

Whenever you are fleeing from enemies, you run a fair bit faster than usual, and attacks made against you, such as thrown weapons, are a fair bit less likely to hit than usual. In cases where you are hit, often it is in a mostly harmless, "comedic", manner; for example, a dog chasing you that bites into you might only succeed in tearing an embarrassing hole in your pants.

[400cp, Discounted for Supporters] Low Priority Target

Whether it is because of an unassuming appearance, or some other cause, enemies you encounter always consider dealing with you their lowest priority, unless they are already seeking you out specifically.

As a result, you will generally find it very easy to simply flee from battle when your allies engage with a group of enemies, even when they are severely outnumbered or overpowered. Whether you take advantage of this solely to preserve your own life, or so that you will be able to rescue them later when conditions favour you, is entirely up to you.

[400cp, Discounted for Supporters] *Oh, I adore a forceful man!*

There's something about you that is inherently appealing to supernatural, non-human creatures, such as witches.

In most cases, this will simply mean that these sorts of beings are more likely to listen to you, and less likely to abuse you with their powers (such as by turning you into a frog), or take offense to your goading or trickery. Occasionally though, you will encounter such a being who falls head over heels in love with you at first sight. While they will at least be of your preferred gender, there's no guarantee that such beings will have appearances or personalities that suit you, so this won't always lead to pleasant experiences – take care with this.

You can toggle the effects of the perk on or off as you like, but toggling it will not undo any love or goodwill it has already brought forth.

[600cp, Discounted for Supporters] *Gurgi's Sacrifice*

In order to dispel the evil magic of the Black Cauldron, one must willingly give up their own life. If you, like Gurgi, are prepared to sacrifice yourself for your friends, then consider this perk.

Once per jump, should you sacrifice your life for the sake of others, or for the greater good, events will transpire to ensure you are brought back to life a short time later. The specifics of this will vary by setting and circumstance, following the conventions of the setting where possible; for example, in this setting you might be brought back to life via the magic of witches.

Regardless of how it comes about, your revival will prevent chain failure occurring as a result of that death, and will result in you returning in perfect health with no adverse side effects. You will always be aware when your actions would lead to triggering this perk.

Post-chain, this effect can be triggered as often as you like, so long as you meet the necessary conditions.

Villain Perks

[100cp, Free for Villains] *Title of Terror*

On purchase of this perk, choose a title or moniker. Your association with that title or moniker will quickly spread in your current world – allow it to spread enough, and it may well completely supplant your real name. You can toggle this effect on and off as you like, but turning the effect off will not undo any association that has already been caused.

At the start of each jump, you will have an opportunity to change your chosen title or moniker. Post-jump, you may also do so every ten years. Changing your title or moniker does not undo associations already caused by this perk.

[100cp, Free for Villains] *It wasn't my fault!*

Just because you are a villain, doesn't mean you'll always be in charge. Unfortunately, underlings and minions are often a target of their master's rage.

To help you survive, you have learned how to grovel and beg in ways that appease such dark masters. Such acts are likely to make you look pathetic and weak, and won't prevent you from being choked or abused, but will at least work to keep you alive. In cases where these attempts fail, your master is also more likely to become distracted by other affairs than usual, helping you to escape a pitiful end.

[200cp, Discounted for Villains] Terrifying Presence

There's something inherently frightening about you. Yours is the kind of presence that causes people to go quiet when you enter the room, and attempts you make to threaten or intimidate others are generally more successful than they would otherwise be. You'll find it much easier to keep minions under your control through fear alone; why you might even have some choke themselves in front of you in order to avoid worse punishments that you might give them directly.

You can toggle the effects of this perk on and off as you like.

[200cp, Discounted for Villains] Last Laugh

It is quite common for those working under an evil king to despise their master. If you find yourself in such a situation, you may appreciate this perk.

Should you work under a villain or tyrant, willingly or otherwise, and they are about to die, events will line up to allow you to be there to witness their death, so long as such a thing is even remotely possible. Just as importantly, heroic individuals that are nearby will allow you to flee from the situation, so long as you do not take action against them during this time.

This perk will never act to put you in danger by itself. For example, if the villain was about to explode, events won't line up to put you within range of the explosion unless things were already going that way.

[400cp, Discounted for Villains] Dark Secrets

It is quite curious that the Horned King learned of Hen Wen. Thanks to this perk, you too seem to pick up secret knowledge that should be beyond your reach.

From now on, secrets relating to objects of great or useful power will make their way to you in one form or another. Such secrets never provide you power outright; rather, they will alert you to the existence of such sources of power, and direct you towards them. In the case of the most powerful things in a given setting, such as The Black Cauldron in this one, you might not even learn of their location, merely their existence, or might only be directed to other things which could help you learn of their location.

Secrets gained via this perk make their way to you slowly; if only one or two people possess the knowledge, then it will take even longer for this information to reach you. For the purposes of this perk, creatures of subhuman intelligence, such as pigs, will be considered objects. The manner in which you receive information will vary based on the setting and specific circumstances at play. Finally, this perk will tend to direct you to a single object at a time, and won't bombard you with the location of all-sorts of objects in all sorts of places. It may prioritise giving you information on objects you are particularly invested in, or that would be particularly helpful in your current circumstances.

[400cp, Discounted for Villains] *What we do is bargain, trade.*

You are a shrewd and calculating negotiator, able to come up with favourable bargains or trades and coax other parties into accepting them.

Just as importantly, you are very good at recognising situations where you can completely swindle your target out of their prized possessions without giving up much, or perhaps even anything, without going back on your agreements. For example, you might realise that the other party can't actually make use of what they are asking for, and that they will either have to trade it back to you, or leave it behind for you to collect at your leisure.

[600cp, Discounted for Villains] Magic of the Horned King

You are a talented sorcerer, on par with the Horned King.

Via the use of a magic ritual, you can transform your body as the Horned King did, rendering yourself an undead creature that can nonetheless enjoy food and drink, but can still be killed. As a special consideration, at the end of each jump, you can choose to undo this change to each of your forms you have applied it to (post-chain, you may do so after ten years). Transforming others in a similar manner may also be possible, but you will not have the same opportunity to undo these.

Your magic enables short-range teleportation, and perhaps more. See the Notes section for more information.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Film

A copy of the 1985 The Black Cauldron film, on your preferred form of physical media. This classic fantasy film can be viewed at your leisure.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

This is a collection of merchandise related to The Black Cauldron. While nothing in this collection is too useful, a superfan might appreciate it. Or, perhaps it will serve as a memento of your time in this world?

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Pet Pig

This cute pig is now yours. It lacks any special powers, but would make a fine pet.

Should anything unfortunate happen to your pig, it will be back the next day, good as new. This isn't that kind of movie.

[50cp] Liar Lyre

A small, magic harp. It is enchanted for its strings to snap if you lie in its presence. It will quickly repair itself, so that it can continue to alert others to your lies.

Unfortunately, this effect solely applies to your own lies. On the plus side, unlike the harp of Ffleuddur Fflam, you can toggle the lie detection effect on and off as you like.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Munchings and Crunchings

You have acquired an apparently endless supply of apples. At any time, you can retrieve a fresh apple from seemingly nowhere, no matter how improbable that might be.

Whether you eat these apples yourself, use them to take care of pigs, or use them to make new friends, is up to you.

[100cp] Princess Dress

A beautiful and comfortable dress, suitable for a princess. If you prefer, you may instead receive a more masculine form of attire.

In any case, your attire is perfectly tailored to you. It is self-cleaning and self-repairing, and if lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Your Weapon

This option provides your choice of a sword, axe, or spear. It is well-made, but possesses no other special properties.

Should your weapon be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Golden Pelydryn

This enchanted orb is able to fly about, and can glow and change colours.

The orb is autonomous, having a mind of its own, but is completely loyal to you. It will shoo away pests that come too close to you, as well as help you navigate dark areas.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Secret Whirlpool Entrance

You have acquired a small pond. At the start of each jump, you may choose whether the whirlpool is found close to your starting location, in your Warehouse, or is connected to another property you own. Once per jump, you may move it to be connected to a property you own. Post-chain, you can move its positions once every ten years.

While the pond seems innocuous at first, it is actually set up to become a magical whirlpool. If connected to the exterior of a property, you can even allow the whirlpool to act as a secret entrance to this property. Unlike the whirlpool maintained by Doli, yours will operate and maintain itself automatically, magically identifying whether it should activate for individuals based on what you would want.

Should your whirlpool be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer available, it will instead be moved to your Warehouse.

[200cp] Gwythaints

You have acquired a pair of dragon-like creatures known as gwythaints. These creatures can fly, and possess sharp teeth and claws. Compared to other dragons you may be imagining, your gwythaints are not terribly large, and are best suited for tasks such as reconnaissance and stealing pigs.

Your gwythaints are completely loyal to you. Should something unfortunate happen to one of them, it will be back the next day, in perfect health.

[400cp] Caer Jumper

You have come into the possession of a modest home, complete with some surrounding farmland. A nice place to settle down, or to hide away from ongoing conflicts.

At the start of each jump, you can choose whether the property is located close to your starting location, or is connected to your Warehouse by a special gateway. Post-chain, you can move it to an appropriate location once every ten years. Your property retains upgrades.

Should your property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer available, it will instead be moved to your Warehouse.

[400cp] Marsh Cottage

You have acquired a spooky looking cottage, complete with some surrounding marshland. The cottage manages to maintain a run-down aesthetic, with dust and spiderwebs present; despite this, the cottage is in perfect condition and these elements somehow never actually get in the way while living there. A collection of mundane cauldrons can be found inside.

At the start of each jump, you can choose whether the property is located close to your starting location, or is connected to your Warehouse by a special gateway. Post-chain, you can move it to an appropriate location once every ten years. Your property retains upgrades.

Should your property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer available, it will instead be moved to your Warehouse.

[400cp] Wicked Thugs

A band of brutish human soldiers have devoted themselves to your cause. These individuals are not particularly bright, and can be scared off, but are otherwise loyal to you and follow your orders. They don't have any pesky morals holding them back, making them well-suited for those with villainous intentions.

Each soldier is equipped with a weapon, such as an axe, sword or spear. They are considered followers. Should any perish, replacements will show up at the start of the next jump. Post-chain, they will do so after ten years.

[600cp] Oracular Pig

This cute pig has the power of clairvoyance, allowing it to show others visions.

In order for the pig to use its power, it must place its head in a bowl of water, and then be induced into a trance. It must do so willingly. Once in the trance state, the water will change in colour to create visions that onlookers can see. You are able to direct what the focus of these visions is – helpful if you are looking for some object in particular.

This same clairvoyance will cause the pig to behave erratically if it is in danger; this may well act as a warning to you too, so make sure to see to it regularly.

Should anything unfortunate happen to your pig, it will be back the next day, good as new. This is a Disney movie, after all.

[600cp] Magic Sword

A powerful enchanted sword, fit for a great warrior.

When the blade strikes something, it shrouds itself in magical energy. This effect allows it to easily destroy mundane weapons it clashes with. The sword is also semi-sentient, and can fly about as it likes, allowing it to strike objects too far away from you, or direct the movements of a novice wielder.

Others will prize the sword greatly, which remains the case even in settings where magic is not known. This doesn't make theft any likelier than normal, but what it does mean is that you will be able to exchange it for objects or favours from others. In this world, the witches would accept this sword in exchange for the Black Cauldron, or with some haggling in exchange for reviving someone who recently died.

Should your sword be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If traded or given away, it will return to you at the start of the next jump (post-chain, you can have it return to you at any time after ten years have passed).

[600cp] Jumper's Castle

A menacing looking castle, fit for an evil king. It is either located somewhere appropriate, close to your starting location, or connected to your Warehouse via a special gateway.

While placed out in the world, the terrifying vibe the castle gives off will keep strangers from approaching it unless they have some specific purpose or reason for doing so. It retains upgrades made to it.

Within the castle is a large collection of deceased remains, from fleshy corpses to skeletons. It is almost as if someone were amassing them for some nefarious purpose. If for some reason these remains are removed from where they are stored, replacements will appear in the same location at the start of the next jump (post-chain, after ten years). With some means of raising these dead as deathless monsters, you would have a replenishing army of the dead at your disposal.

In future worlds, you may choose for the castle to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the castle be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[800cp] The Black Cauldron

A great, creepy-looking cauldron. You can decide whether this is the titular Black Cauldron, or an identical copy of it.

The cauldron is seemingly indestructible, and certainly indestructible in terms of what this world can bring to bear. The user can cause the cauldron to spew a green mist, which raises nearby corpses or skeletons as "Cauldron Born" – undead beings that follow the user's commands. The potential army one could make with this cauldron is said to be enough to conquer this world.

While the cauldron cannot easily be destroyed, its evil magic can be halted if a living being voluntarily enters the cauldron and offers their life up to stop it. This causes the cauldron to become 'hungry', and it will seek to pull in nearby beings and consume them in order to sate itself. More corpses must then be fed to the cauldron before its magic can be turned on again. As a special consideration, you will always be able to turn off your own cauldron without it getting 'hungry'.

Should the cauldron be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Black Cauldron along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with The Black Cauldron, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[+100cp] Easily Distracted

You are noticeably more distractable than you would ordinarily be. If you aren't careful, you might lose focus at critical times, with disastrous results.

[+100cp] Annoying Voice

You unfortunately possess an annoying, grating voice that others find highly unpleasant to be around. Effects that would make your voice sound nicer, or that allow others to tolerate it better do not work for the duration of the jump.

[+100cp] *Don't you find me irresistible?*

Put simply, you are very ugly. Even with the many powers you might possess, you will find your marriage prospects in this world slim to none.

[+200cp] Captured Jumper

You have been captured by the Horned King's forces, and locked in the dungeon of his castle. You'll probably want to escape as soon as possible; if the Horned King doesn't believe he can make use of you, you are likely to be executed quite soon.

This drawback overrides your starting location, and ensures that the Horned King considers you an enemy (at least initially) regardless of any background you might have in this setting.

[+200cp] Greedy Like Gurgi

You have a strong impulse to steal items in front of you, even when they are only kind of helpful – such as a hat that doesn't even fit you. Resisting these urges is possible, albeit difficult, though any perks you have that would assist in such an endeavour will fail to help you.

Returning items after you have stolen them is also harder for you than usual, though significantly easier than not stealing in the first place. In the case of food, you will feel particularly compelled to take a bite right before you return the item.

As you might expect, such urges aren't likely to make you gain new friends, and may well create new enemies for you.

[+200cp] *Always barking at nothing!*

You are extremely unobservant, and often miss obvious warning signs that you are in danger, or that something is amiss.

As you might expect, this drawback will likely put you in perilous situations you could have easily avoided.

[+300cp] Horned King's Triumph

Oh dear. Taking this drawback will mean that the Horned King has already gained control of the Black Cauldron, and is just about to bring forth his Cauldron Born in order to conquer the world. Defeating him is going to be a lot tougher.

Unfortunately, you will always be considered an enemy by the Horned King, regardless of your background in this setting, or attempts you make to change his mind.

[+300cp] Wrath of the Witches

Uh oh. Three witches (Orddu, Orwen, and Orgoch) have it out for you, Jumper.

While these witches will not attack you directly (unless you go out of your way to engage with them), what they will do is attempt to arrange things so that you have no choice but to accept their terms. What are their terms? Well, they will get you out of whatever bind they put you into in the first place, and in return you'll hand over your chain to them, automatically failing your chain.

The witches already know about your Jumper nature, and also have a good deal of information on you in general, which they will exploit in their schemes.

[+300cp] Froggy Form

Jumper, you've been turned into a frog!

As a frog, you retain your intelligence and ability to talk, but your physical capabilities are restricted to that of an ordinary frog. Special abilities that depend upon a specific form are also lost to you. You are stuck like this for the duration of the jump, and cannot change forms or grow in size through the use of perks, magic, alt-form switching, or any other means. Try not to croak before your time here is up!

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

You did well my boy!: You choose to remain in this world. Your chain ends here.

We have made a bargain.: You choose to continue your chain. Proceed to the next jump.

C'mon Gurgi! Let's go home!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Magic of the Horned King:

The perk is intended to provide you with the same level of magic prowess and abilities as the Horned King (with the addition of resetting a transformation applied to yourself as a special consideration).

Unfortunately, the Horned King's magical abilities are vague and not really shown on-screen, though he definitely has some. He is likely weaker than the witches, but other details are left to you to determine. Fanwank responsibly.

On Wicked Thugs:

The size of the group is intended to match the group that captures Taran and co. and recovers the Black Cauldron for the Horned King. Although a specific headcount is difficult, it should be between twenty to thirty men.

So, what exactly happens here, anyway?

On a small farm (Caer Dallben), a young boy named Taran lives as an "assistant pig keeper", along with his guardian Dallben. One day Hen Wen, a special pig that Taran looks after, starts acting strangely, and Dallben reveals she has special powers. Using her powers, Dallben discovers that the Horned King is after the Black Cauldron, and has learned of Hen Wen. Worried that the Horned King will use Hen Wen to locate the Black Cauldron, Dallben asks Taran to take Hen Wen into the forest and stay there until Dallben comes to get him. Meanwhile, in his castle, the Horned King states his intentions to take the Black Cauldron and revive his army of fallen soldiers as "Cauldron Born".

In the forest, Taran is distracted by daydreaming about being a great hero, and Hen Wen goes missing. As he looks for her, he encounters a strange creature called Gurgi, who steals an apple from Taran. Gurgi returns it, but only after taking a bite out of it, and is interested in becoming friends with Taran. The pair are interrupted when Taran hears the Hen Wen's squeals; he discovers that the pig is being pursued by two gwythaints (dragon-like creatures that serve the Horned King). Taran fails to rescue Hen Wen, who is taken to the Horned King's castle. Against Gurgi's advice, Taran chooses to head into the castle to rescue Hen Wen.

Taran sneaks into the castle, finding a strange creature called Creeper and many of the Horned King's followers celebrating their success. They are silenced when the Horned King arrives. Taran watches as Hen Wen is brought in, but she refuses to create visions for them. When Creeper threatens Hen Wen, Taran accidentally exposes himself and is captured. When the life of Hen Wen is threatened, Taran reluctantly agrees to commanding Hen Wen to show them the location of the Black Cauldron. When the cauldron is shown, the king is excited to see that it does exist, and draws closer to Taran. Taran sees the undead visage of the king, and ends up splashing him with the liquid being used for the visions, allowing Taran and Hen Wen to flee. Taran manages to get Hen Wen into the moat, but is recaptured before he can escape as well, and taken to the dungeons.

In the dungeons, Taran broods over his failure, but is interrupted when a piece of the floor is lifted up, and Princess Eilonwy and her magic bauble appear. She is disappointed that he isn't some great warrior, but nonetheless allows him to come with her as they make their escape. She tells Taran that the Horned King stole her believing that her bauble would let him find the cauldron. As the pair explore the dungeons, they find the burial chamber of the great king who built the castle before the Horned King took it over. Taran retrieves a sword from the chamber, saying that the king won't be using it, after all. Ahead, the pair locate a bard, Fflewddur Fflam, being held prisoner as well. They start to free him but are forced to run away as guards approach. Taran's sword is revealed to be a magic sword, and he uses it to help Eilonwy and himself escape the castle, with Fflewddur coming with them. Creeper reports this to the Horned King, who is glad – he believes the boy will lead them to the pig, and orders that the gwythaints track their movements.

After a brief argument between Taran and Eilonwy, the group encounters Gurgi, who informs them that he has seen pig tracks. The group follows Gurgi, but ends up being sucked down a magic whirlpool, ending up in the kingdom of the Fair Folk. There, they meet with King Eidilleg, who is holding on to Hen Wen, and informs them that the cauldron is being kept safely in Morva. Taran decides that they must destroy the cauldron before the Horned King can find it. Eidilleg instructs Doli to take them to Morva.

In the Marshes of Morva, the group finds a cottage, a home for three witches: Orddu, Orwen, and Orgoch. The witches accuse the group of being thieves (they had accidentally released a collection of frogs that were once human from a chest), and intend to turn them into frogs. The group asks for the Black Cauldron, and the witches notice Taran's magic sword. The witches offer a trade, the cauldron for the sword. Reluctantly, Taran agrees. The witches take the sword and disappear along with their cottage, revealing the Black Cauldron. Appearing as clouds, the witches tell the group that the Black Cauldron is indestructible, and the only way to strip it of its evil powers is for someone to willingly climb inside the cauldron and offer up their life. The witches disappear. Doli decides to leave as well.

Taran is dejected, thinking he is nothing without the sword, but Eilonwy reassures him, and the two are on the verge of kissing. The group is suddenly attacked by the Horned King's forces, with only Gurgi escaping.

The Horned King uses the Black Cauldron to bring forth the Cauldron Born, an army of the dead. His living forces except for Creeper run for their lives, and the king and Creeper head upstairs to get a better view of the Cauldron Born. Gurgi slips into the castle and frees the group. Taran intends to sacrifice himself to stop the cauldron, but Gurgi does so instead. The Cauldron Born start dying, and Taran instructs the others to flee while he sees if he can save Gurgi. As he approaches, the cauldron begins to suck him towards it, to sate its hunger. Taran manages to protect himself. Seeing his army fall apart, the Horned King heads downstairs. He intends to deal with Taran but is instead pulled into the cauldron and dies. Creeper celebrates. The cauldron causes the castle to start collapsing, and the group manages to escape the castle in time.

The Black Cauldron washes up on the shore where the group are. The witches appear, intending to collect the cauldron (and thus walk away with both the sword and cauldron). Fflewddur says they must bargain for it. The witches offer the sword back, but Taran says he doesn't want it – he wants Gurgi back. The witches say it can't be done, but are baited by Fflewddur saying they have no real power into accepting the deal, leaving with the cauldron and reviving Gurgi. Taran and Eilonwy kiss.

King Eidilleg returns Hen Wen to Dallben. Seeing the result via a vision from the pig, they are pleased at the outcome.

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new note: **On Wicked Thugs**.