

The Sword in the Stone



Introduction

“A legend is sung, of when England was young, and knights were brave and bold! The good king had died, and no one could decide, who was rightful heir to the throne! It seemed that the land would be torn by war, or saved by a miracle alone! And that miracle appeared in London Town: the Sword in the Stone!”

This is all well and good, of course, except for one tiny issue: no one can remove the sword from the stone. In theory, whoever should remove the sword from the stone and the anvil it has been impaled into would be named king, born of England. But since no one has been able to do it, eventually the sword was forgotten, and a sense of might makes right took priority, with the strong preying upon the weak, ushering in a dark age where men lived in fear of one another, unable to trust their fellow men.

Fortunately, that may change, soon: the great wizard Merlin will soon take a young, seemingly unremarkable boy named Arthur, though most call him Wart, foster son of Sir Ector, a well-meaning if bothersome man. With a weak body and a small frame, Arthur hardly seems like the type to be any of importance. But Merlin sees good in him, true good, and with a new tournament coming that may decide who will be the next King of England, perhaps what the world needs is not a strong man, but a wise man and a kind man. And after an adventure involving transformation, the doomed love of a sweet little squirrel, and the marvelous mischief of the Mad Madam Mim, Arthur might just be England’s new hope.

If you’re anything like Arthur, you’re probably going to need some help for your own adventures. So here, take **1000cp** to help you on your way!

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. Those of the **Student** origin may determine their age via a roll of 10 plus 1d8, those of the **Knight** origin may determine their age via a roll of 18 plus 2d8, those of the **Animal** origin may determine their age via a roll of 1d8, and those of the **Magician** origin may make a roll of 40 + 2d10 to determine their age. Alternatively, you may pay 50cp to decide your age instead. Any of the following origins may be taken as Drop In origins.

Student: You are a young person, just a humble student of seemingly no importance. A student of what, you might ask? Well, anything, really. Whether you're learning the arts of swordsmanship and riding horses or subjects such as English, Biology, Chemistry, and other classes that a certain future-seeing wizard might teach, there's so much to learn. Yet perhaps there is more to these constant lessons than simply the pursuit of learning? Perhaps it's preparing you for something greater than the humble life you've been living up until now? Well, whether or not that's true, that'll be up to you to learn and discover. You may be young now, just a child in a time where even men struggle to survive, but you might be the one to bring light to this dark age.

Knight: You are one of the many, many knights in this dark time, perhaps in service to a lord or a lord yourself, and you've never been busier. Someone has to at least try and bring order in times like this, after all. King Uther is dead, and as of yet, no one has been able to take his throne. This may change soon, however, as while no one has managed to pull the Sword from the Stone, a tournament is coming soon where the lords and knights of the land will compete, the winner taking the throne and becoming the King. It might not be the will of Heaven, but something has to change before there's flat out war. Perhaps this might be your chance to help your liege lord become king. Perhaps this might be your chance to become king yourself...

Animal(+100cp): You are an animal, one of countless woodland critters scattered throughout the land! It's a simple, humble life you live, not having to worry about politics or war or the like, simply your next meal and where you might find it. Oh, and of course, finding a partner, a mate, that's probably something to look into as well. In this medieval time, you'll rarely have to worry much about the world of Men encroaching upon your home, beyond hunting and searching for resources, though you may find yourself pulled into a certain odd wizard's lesson plans and works. It's probably not anything life threatening, though as a certain squirrel will attest, there are other ways one can be hurt besides physical injury. Though many animals have a short lifespan, you won't have to worry about dying of old age during your time here.

Magician: You're a wizard! Or a witch. Or a charlatan. You're certainly a strange sort, whatever you are. In a time and place such as this, it should come as no surprise that there are those who practice magic, real magic, though they are rare enough that most would need to see magic to actually believe it was real. Yet the power of magic is not to be underestimated, as Merlin and the Mad Madam Mim display power that would humble even the greatest lord and impress even the greatest of kings. From shapeshifting to enchantments to commanding objects to move on their own and more, the power of magic is something to be respected and feared. Whether you possess that power yourself or are just another fake, well, that's up to you.

Locations

Britain might not be the largest country in the world, but there are still plenty of places to visit and live in! Roll a 1d7 to determine your starting location, or pay 50cp to choose it freely instead.

1. **Great Forest:** Ah, the perfect place for a hunt! Or perhaps a place for quiet living instead? This forest is filled with all sorts of woodland critters, from prancing deer to adorable little squirrels, and is a place of peace in a world that is so torn by war. Well, aside from the aforementioned hunting, and of course the risk of predators, like a certain starving, down on his luck wolf who just can't seem to snatch anyone, human or squirrel. It's also the perfect place to learn about the complicated subject of love! Or at least that's what a certain old wizard seems to think. Those of the **Animal** origin may start here for free.

2. **Merlin's Home:** Speaking of the old wizard! Welcome to the home of Merlin and his surly, English speaking owl Archimedes, a place as eccentric as the master of the house himself. Though it might look cluttered and messy, and perhaps it is to a certain extent, here you can find books and inventions centuries ahead of this era, courtesy of the old wizard's gift of foresight and future seeing. Why, there's even a toy train powered by tea and the steam created by it! Merlin's expecting a guest, soon, and perhaps that might be you! Or perhaps you're a fellow wizard, stopping in for a visit? Those of the **Wizard** origin may start here for free.
3. **Sir Ector's Castle:** Home of the proud, temperamental, corpulent, though ultimately good-hearted Sir Ector, and his strong but incompetent son, Sir Kay. But most importantly, this is also the home of Sir Ector's young ward, Arthur, or as he's more commonly known, Wart. A formidable castle, though it's seen better days to be sure, with the great tower overlooking it liable to be flooded and shaken during a rain storm. Talk about a safety hazard! Speaking of hazards, the castle's moat contains a rather nasty pike, which while no threat to a human, can be a terror for another fish! I wonder, are you a visitor here, or one of the residents? Those of the **Student** origin may start here for free.
4. **London Town:** Home of the famous Sword in the Stone, and soon to be the place for the tournament to crown the next king since none can remove said Sword from its Stone, London's not quite the grand city that will be famous around the world just yet. It is still, however, quite impressive for this era, even if it's no Rome or Constantinople! Filled with a variety of lovely little homes, shops, and at least one warm, welcoming inn, and surrounded by walls and barricades that could at least fend off roving bandits and thugs, it's a nice little place to live. Or become king in, if that's more your interest. Those of the **Knight** origin may start here for free.

5. **Madam Mim's Home:** Of all the places you should be visiting, this is not one of them, I can assure you! Unless you're either also marvelously mad or simply have a death wish, in which case, come on in! This is the home of the notorious and arguably Marvelous Mad Madam Mim, one of the very few magic users who can rival and threaten Merlin. She is also, as her title describes, mad, with a frankly backwards morality where good is bad and bad is good. Though charming and seemingly hospitable, she's got a terrible temper and a sadistic streak a mile wide. Unless you're someone powerful or clever enough to best the wicked witch, I'd beat feet before she notices you!
6. **Castle Camelot:** Once the home of King Uther, King of England, the once great and noble fortress has laid empty, with no king to rule it. Surprisingly enough, the castle is still in good condition, such that if a new king were to be crowned, he could take residence here quite soon after his coronation. One day, this place will become the stuff of legends and fairy tales, becoming synonymous with nobility and chivalry. Within this very year, a newly crowned Arthur shall start on his journey towards that noble dream. But for now, the halls are just as empty as the throne is. If nothing else, it's nice to simply relax here, and to have a front row seat to history.
7. **Free Choice:** Well now, aren't you a lucky devil? You can choose to go anywhere you'd like, picking any of the previous locations for free! You cannot, unfortunately, go to Bermuda with this. Then again, this isn't really the time of the year for a visit there, you're really not missing out on much.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Student

Kitchen Duty! (100cp): Everyone likes to make castles seem glamorous and fantastic, and they can be! If they're maintained. It's not exactly the stuff of fairy tales, but someone's got to do it, right? You're quite good at humble things like cooking, cleaning, fixing up cracks, all the things a servant working in a castle or young ward being disciplined for tomfoolery would need to know to get the job done, and get it done well. These tasks, while admittedly what some might consider 'busywork', are the kind of thing that's necessary in an era like this. Why, you even have some talent with work a squire would do, like polishing swords or setting up harnesses for horses or preparing a primitive mechanical training dummy. For a no-name orphan, that could lead to a bright future!

I'm Sorry, Sir (100cp): As a student, you're bound to make mistakes. That's normal, and in fact, it's often a good thing, since you can learn from your mistakes. So maybe you deserve to get some slack, just a little. You have a tendency to get away with a lot more than you used to, so long as what you did was genuinely an accident or otherwise harmless. Stumble and drop dishes and glasses everywhere? You might get an insult and a glare, but nothing beyond that. Scare your guardian by being out all day, leaving them worried if you're hurt or even still alive? You'll get a scolding and some work, but that's it. Even if you did poorly enough to lose your job or position, you might get it back if your replacement couldn't pull through. Genuine malice or something that causes genuine harm, however, will not be so easily forgiven.

That's What Makes The World Go Round (200cp): Imagine, for a moment, you've been transformed into a fish. Or a squirrel. Or a bird. It'd be a rather confusing thing, trying to move around in a totally different body, without any of the natural instincts, now wouldn't it? Worry no more, for now, whenever you take on a new form, willingly or not, you will be able to quickly master your new body, learning how to move as naturally and readily as if you'd been born that way within mere minutes! Better yet, you'll be able to maintain the memory and knowledge needed to move and control such a form again even if you take on a different form. Not to the point where it would interfere with your control of your new body, but so that if you ever were to become a fish or squirrel or bird again, you'd move just as naturally you did before!

Most Befuddling Thing (200cp): Romance is a complicated thing, for beings of all shapes and sizes and ages. Even for simple-minded creatures, it can be downright discombooberating! And yet, somehow, you find yourself rather lucky when it comes to finding love. Not in the sense that you'll have every lord and lady in the kingdom swooning after you, but in the sense that you will always manage to find those rare few who will love you truly and selflessly. You may not even have to go looking for them, you might quite literally run into them by sheer chance! Now, things might still not work out: perhaps you abused their love, perhaps you need to leave for some quest, or maybe you're a human and they're a squirrel. But rest assured, it will never fail because they didn't truly love you.

Give The Boy A Chance! (400cp): If ever there was proof that even now, young Arthur is destined to be a great king, it would be how he brings out the best in others. Sir Pellinore and Sir Bart, risking their chance at the throne in the name of honesty and fairness, allowing Arthur to pull the Sword from the Stone; Archimedes, initially testy and aggravated about Arthur, teaching him how to read and write and saving his life more than once; why, even stubborn Sir Ector and Sir Kay changed upon seeing Arthur pull the Sword from the Stone! All of these are examples of the effect you, too, can have on others: inspiring the noble to live up to their virtues, earning the trust and care of those who once doubted you, and even moving those who once bullied you. Even the truly irredeemable might have too much fun taunting and toying with you and threatening to destroy you to actually, well, destroy you. Let your light shine.

Merlin, Help! (400cp): Considering how many times Wart nearly died, it's amazing how he managed to not only survive, but keep such a chipper attitude. You have a similar talent, or luck, or both, in that you are surprisingly capable of surviving threats to your life no matter what form you or they might take. Firstly, you're quite good at finding ways to dodge your foe, to keep moving just out of their grip and keep them at bay, whether that's by finding something to block a predator's bite or keeping just out of a mad witch's grip. But luck plays a part in this, too: often, though not always, you will find someone willing to help you either escape or even chase off your enemy. Finally, assuming you survive your encounter, you will be able to move on with very little, if any, trauma or lingering fear. Just make sure you survive.

Knowledge And Wisdom Is The Real Power (600cp): So stick to your schooling! There aren't many schools around in this time and place, but fortunately, that's not an issue for you. You will always be able to find a teacher, mentor, or guide, willing to help you learn about just about anything! Want to learn about physics and math? I'm sure Merlin would be happy to take on a new student! Want to one day become a valiant knight? Sir Bart could use another squire, I'm sure. Want to learn about black magic? Madam Mim might be interested in thumbing her nose at her rival Merlin by taking a student of her own. You'll still have to actually listen and work and learn, but you're a great student, able to decipher even Merlin's bizarre if well-meaning lessons. In future worlds, you will have the same luck with finding new mentors.

Long Live The King! (600cp): Who would have guessed that the late King Uther had another child? You are, much like Arthur, someone with a rightful claim to the throne of England, something ordained by Heaven itself. Were you to lay your hand upon the Sword in the Stone, a light would shine down from Heaven upon you just as it did upon Arthur, an angelic chorus filling the air to acknowledge the rightness of the act. Were you to then pull the Sword from the Stone, any who bore witness to the act would acknowledge you as their king without hesitation, rejoicing in your coronation even if they'd previously sought the crown themselves. In future worlds, you will be the heir to the throne of a powerful family, whether noble or royal or something else entirely, with great signs to show your claim that will make all but the wickedest of foes support your claim. Long live the King!

Knight

Greetings, Old Boy! (100cp): Even in dark times like this, it's nice to know hospitality is still alive and well. At least for some, as Marvin, erm, I mean, Merlin might disagree on Sir Ector's 'hospitality', while Sir Pellinore might not. Whenever you visit someone of either lesser or equal station to your own, you will be welcomed and greeted as if you were an old friend, given room and board and treated as a proper guest. No staying in a leaky, nasty old tower for you, now that's for sure! Of course, you can overstay your welcome, and hospitality goes both ways, so try not to offend your host. Still, I'm sure you'd prefer a nice, warm stay in a castle over being left out in the rain, now wouldn't you?

Well, I'm Responsible (100cp): Sir Ector might not have been perfect, but he did genuinely care about Arthur, even if he sometimes acted as a harsh taskmaster. Arthur certainly respected the older man despite everything. Like Sir Ector, you make for a proper guardian, knowing the skills needed to raise a child in harsh times, to teach them and guide them. You may not have the fancy book knowledge Merlin does, but dash it all, you can teach a young lad important things, things they need to survive and prosper, and you can raise them to be happy, which some might argue is far more important. You also know how to teach your wards the importance of keeping a schedule, certainly a useful skill for running a castle!

Big News, Ector, Really Big News! (200cp): It should come as no surprise that, even now, gossip is something everyone, regardless of rank or class, cannot help but be interested in. Well, you might not know about what the maid does in her free time, but you're certainly abreast of the latest and greatest news going around the realm, always being up to date with the movements of the court or nobility or whoever else might hold power and wealth in the realm you live in. And you'll always find someone interested in whatever news you have to share, even if it's just a passing, polite interest. Now, don't expect to be learning the deepest, darkest secrets of the various lords and dukes without effort, but a tournament to decide who will be the next king, well, that's very different. And very important information.

What A Setup (200cp): Hunting the beasts of the forest and wilderness is a pastime mankind has engaged in since the very beginning of their species. And whether it's for sport or survival, you're quite the hunter yourself! Tracking and snatching small animals, hunting great beasts like deer, you possess the skills needed to locate your prey, and the skills for catching them, too. You're quite skilled with the use of the bow and arrow, such that as long as you're not distracted or interfered with, you'd be able to hit a deer from a great distance and take it down with one shot. You could, in theory, use this skill for combat, but there's a vast difference between using a bow and arrow for hunting and using it in battle. Besides, everyone knows a proper knight uses the lance and sword for fighting!

Steady With The Lance (400cp): One has to wonder: was the reason Sir Kay was so incompetent as a knight that his father, Sir Ector, was a poor teacher, or because Sir Kay himself was a hopeless student? Whatever the answer, it's not one you'll have to worry about: when it comes to teaching someone your physical skills, whether that be swordsmanship or jousting or fist fighting, you'll always be able to find a way to reach even the most incompetent of students. Oh, they might not become an expert, but they'll at least be able to master the basics, something that seems to be beyond Sir Kay. And with a competent student? Why, they'd very quickly become even your equal, at least when it comes to physical skill!

Big Lad (400cp): If you were to ask Merlin, he would say that brains are more powerful than brawn. And while he'd probably be right, having brawn as well doesn't hurt! You're an example of physical fitness for sure, with a form that would make any knight proud. Strong enough to wear the heavy armor with ease, tough enough that you'd be just fine even after taking a blow that would leave your armor dented, and able to move surprisingly quickly even while wearing that same armor. Best of all, even if you were to grow old and fat after years of lazing away in your castle, you'd still be surprisingly fit. Oh, you might not be quite as agile as you used to be, but you'd have the same strength and durability as you had in your youth. And you'd still be pretty quick for someone your age and size. Though it might be a good idea to leave the jousting to younger, fitter men at that point.

Now It's Up To The Swords (600cp): But if just being big and tough was all that was required to be a knight, then any brute and bully could be a knight. But strength alone isn't enough: jousting is a science, as much as Merlin might scoff at the idea, and swordsmanship is an art. Luckily for you, you are as exactly as skilled and talented as a knight should be! Whether it's horseriding, swordsmanship, jousting, the use of shields and the defenses of your armor in combat, you are a master of knightly combat, whether it be the type used in tournaments or what's used in real, life or death combat. On that note, such is your skill that you will never injure or kill someone that you did not mean to, knowing when and how to pull your strikes to avoid permanent injury. You'd make a fine Knight of the Round Table!

To Run A Place Like This (600cp): Ah, but there's more to knighthood than wars and tournaments. Many knights also rule castles of their own, with servants and serfs and their own family to worry about! Perhaps you're one of them? After all, you're quite the manager, knowing how to keep even some of the greatest castles and fortresses in Christendom not only running, but running well! Keeping the servants loyal but hardworking, keeping the castle walls and defenses strong, making sure the food and drink are well stocked and the place well furnished, and most importantly, keeping your own family well-fed and secure. So good are your management skills that any castle or fortress or other form of building you run will steadily improve in quality and appearance. Sir Ector's run down, rickety old castle may not ever rival Castle Camelot, even under your guidance, but it might come close!

Animal

She's A Redhead (100cp): My my! You're a cute little thing, aren't you? Much like a certain squirrel, you're quite adorable, with a form that is to other animals like you what a handsome young man or beautiful young woman is to a normal person. You'd certainly catch the attention of anyone you're interested in, and you'd probably gain quite the following with just your looks alone. Aside from your good looks, you also have a pleasant voice. Even a squirrel's chittering would become something soothing or pleasant, a bird's song would be music to the ear of many people, and a person's voice would sound like something out of a fairy tale. This alone might not win you the heart of the one you love, but it's a handy tool, wouldn't you agree?

Highly Educated Owl (100cp): You may or may not be an owl, but you're certainly educated! So educated, in fact, that you can speak as a human does, no matter what sort of creature you are! It's a lot more impressive than it sounds, when you consider how most animals can barely make noises beyond chirping or hissing, and some animals can't even do that! But if that's not enough for you either, you can also read and write in any form, even forms without opposable thumbs or other digits they can use for writing, or with eyes that would otherwise be incapable of taking in such fine details. If you feel so inclined, you can teach other animals or creatures to speak and write and read like you do.

Hawk, HAWK! (200cp): Now, naturally, in the animal kingdom, there are always predators looking for prey. That's perfectly natural, you yourself might be a predator. But even if you are, you always have to keep an eye out for creatures that want to make a meal out of you! You're quite perceptive, noticing even crafty or well-hidden predators, noticing things like a hawk's shadow or a wolf's eyes peering out of the darkness, with enough time to move before the beast catches you! Ah, but what if you yourself are searching for prey? Well, you're good at spotting those, too. A squirrel, fallen from its tree and within your reach, a little bird that would make a tasty snack, as long as you can catch them, you'll eat quite well.

Don't Panic! (200cp): Fear can be a good thing, from time to time, warning you of dangers or of things that could hurt you. You know what's not a good thing? Panicking. If you're too busy flailing about to think, you'll be easy prey. Not to worry: while you're still capable of feeling fear, it will be the kind of fear that will keep you alive, not the mindless terror that will see you dead. You'll always be able to think things through, keeping control of yourself and observing details that will help you escape your foe, assuming they exist. You'll also be able to work up the courage to help others, even if that means putting your own life at risk. You don't have to, of course, if your own survival is more important, but you'll always be able to.

Upon The Weak, The Strong Ones Prey (400cp): And you're certainly not weak! You are dangerous, though how that danger manifests is up to you. Perhaps you are a stag, with mighty antlers capable of rending flesh? Maybe you're a hawk, with powerful eyes and razor sharp claws? Or perhaps a wolf, with deadly teeth and a powerful nose? Even small, humble animals like squirrels might find themselves becoming more dangerous, at least enough to ward off predators. As a bonus, other animals seem to know you're dangerous, prey animals panicking at the sight of you and predators acting cautious around you. You can turn this effect off, if you wish to not spread fear or worry.

Look, Boy, Look! (400cp): In the end, it was Archimedes, not Merlin or anyone else, that pointed Arthur towards the Sword in the Stone, setting up events that would lead to Arthur becoming king. You, yourself, seem to have a sense for things that will help others, and point them towards a brighter future. You might not know how or why; Archimedes certainly didn't. But perhaps it is Heaven itself guiding you, helping you see or hear or otherwise notice the exact right option for their happiness and success. Sometimes, other pieces are needed for these events to occur: it was not until Arthur and Archimedes came to London Town and stood before the Sword that the old owl unknowingly pointed the boy towards his destiny, after all. But when the right time comes, you'll know. Perhaps it truly is ordained by Heaven.

Wolf's Woe (600cp): That poor old wolf. At a certain point, threat to Arthur or not, you almost have to pity him. Fortunately, you don't have his bad luck, but you do have his odd durability. Shaking off being whacked in the snout by a tree branch or having an even larger branch fall on him, running after having one of his weak, frail legs bitten repeatedly by an angry squirrel, surviving a long drop and tumble down the side of a rocky hill, ending with a log smacking him in the head and trapping him within it...you'll feel the pain, but you'll find most injuries that aren't outright crippling or fatal can be shrugged off. And even if you were thin and frail and on the brink of starvation, you'd still be able to run and hunt as if you were healthy and fit.

Strongest Force On Earth (600cp): That love business is a powerful thing, you know? Perhaps even stronger than gravity. You're capable of doing amazing things for the ones you love. Consider the little squirrel girl who'd fallen for Arthur, rushing to his rescue and saving him in just the nick of time, her teeth hurting the wolf while she easily outraced him as he turned to chase her, moving with such agility and speed that she ran on top of him as he was falling to leap back to the cliffside they'd both fallen from. And that's just what an angry little squirrel was capable of doing for the one she loved! Now, naturally, this won't work if you put the one you love in danger yourself, but otherwise? Don't underestimate the power of love!

Magician

Magnificent Marvelous Mad Madam Mim (100cp): Madam Mim might be rotten to the core, and proud of it, too, but somehow she makes it almost charming. Even if you're not as evil as she is, you too can find delight in the gruesome and grim. You'll be able to feel joy in doing evil instead of guilt, you'll be able to find pride in looking revolting and hideous instead of shame, why, you'll even be able to get a kick out of seeing another's misery, even if you didn't cause it. And when you are causing another's misery, well, that's even more fun! Just because you're able to doesn't mean you have to, of course: you can choose to turn this off to feel empathy for others again. But if black sorcery is your dish of tea, you'll be having a blast from now on!

Works Every Time! (100cp): Merlin might come off as doddering and forgetful from time to time, but he's a cunning old wizard. Just like him, you've got a knack for coming up with threats and incentives to get people to do what you want. If you were a wizard like him, you might threaten to turn your grumpy animal friend into a human, or get a stubborn knight to let you stay and educate his ward by turning invisible, blackmailing him with the idea he'd never know if you were there or not unless he let you stay. Even as a human, you'd probably find ways to get people to do what you say. Of course, even if they do agree, they might find ways to get back at you. Like, for example, Sir Ector letting Merlin stay...in a rotten, crumbling old tower.

Who Cares As Long As The Work Gets Done? (200cp): Magic is useful for a lot of things, as I'm sure you well know. One thing magic is especially handy for is taking care of pesky household chores. Why clean the dishes when they can clean themselves? You have a minor talent for magic, allowing you to animate objects to do tasks for you. Want the dishes to clean themselves? Just a quick incantation, and they'll do just that! Want your tea to be served and prepared for you by your own dishes and sugar cups and whatnot? Oh, just sing a bit and they'll be ready to serve. Even better, the spell only fades if you want it to do so, though I'd be careful about keeping such enchantments going around superstitious folk.

Higitus Figitus (200cp): Hey, speaking of convenient. Moving can be such a pain, right? Having to move all that heavy furniture and delicate sets around, it's so time consuming, not to mention the danger of something being damaged or broken! Fortunately, there is a solution: magic! You're capable of shrinking objects down, such that you could fit the furniture of an entire house inside of one travel bag, without having to deal with the weight or risk of any damage done to your property. And if they've already been animated, you can go even further, singing out an incantation to make everything you want to shrink float towards you and your bag as they decrease in size. You can, of course, bring them back to normal later. If being a wizard doesn't work, you'd make a killing in the moving industry. Or you would, if it existed yet.

Power To See Into The Future (400cp): Aha, it seems Merlin isn't the only soothsayer in the world, now that you're here! Much like the great wizard, you have the power to see centuries into the future, though again like Merlin, you won't see everything. You'll actually have far clearer vision looking into the far, far future, able to see details on things like trains or early aeroplanes with enough accuracy to create smaller models of them. Events closer to your current time are much harder to see, though not impossible: Merlin knew Arthur was coming to Merlin's house, knew where he'd come in from, and knew enough to recognize him immediately. However, he didn't truly know who would visit him, or what their adventures would be like. Still, being able to see the future at all is something most men can only dream of. Maybe one day, you'll gain the power to visit that future?

Educational Purposes (400cp): Merlin, as silly as he might act, is extremely well educated, even by modern standards. You too possess an incredible amount of modern knowledge, whether from seeing into the future, visiting the future, or just by being educated by Merlin, who's done both. From what's now considered common knowledge, such as the existence and mechanics of gravity, to the more obscure, such as knowledge of a rare disease, you're a mind that would be respected even in modern times! And, unlike Merlin, who tends to get too deep too quickly into his pool of knowledge, you know the perfect way to convey your own knowledge to any students you might have. You could be the greatest teacher in all of history!

World's Most Powerful Wizard (600cp): Eccentric though Merlin and Madam Mim might be, both of them have more than earned their reputation as wizards. Like them, you possess an incredible amount of magical power and knowledge. Teleportation, turning yourself invisible, casting spells like creating sudden, in-door blizzards or withering flowers with a touch, all these and more! Most of these spells don't have much use in actual combat, though you have other tricks for that, but what your magic can do is something truly incredible: you can travel through time, allowing you to see the future personally, even going as far as the distant, highly advanced 20th century! It's a great big modern mess, truth be told, but Bermuda is a lovely vacation spot if you ask Merlin.

Change Into Something Else! (600cp): Ah, shapeshifting, a classic! You are, like Merlin and Madam Mim, a master of changing your size and shape into just about anything. You can make yourself big enough to fill up a whole house, or shrink yourself down to mice-size, or even smaller. You can change your appearance to be hideous or beautiful, or transform into all sorts of different animals and minerals and vegetables. You could even transform into a huge, fire-breathing dragon! Or if you're feeling mischievous, or want to teach someone a lesson, you can change someone else's form instead. This will only be more effective with greater knowledge and education: if you knew about a rare disease, you could transform into it. You have the instincts of whatever you transform into, too, though this can sometimes be a hindrance, such as if you transformed into an elephant and saw a mouse.

Items

Items are discounted for their origin. Discounts are 50% except for 100cp items, which are free. You may, if you wish, import items you already have into similar items you purchase here.

General

Sword In The Stone Movie and Merchandise (50cp): Looks like Merlin was right, they did make a motion picture about Arthur after all! Like television without commercials. What you have here is the movie, 'Sword in the Stone', along with all the merchandise made for and from it, like toys or ornaments and the like. Even better, once your time here is done, you'll also receive not only a version of 'Sword in the Stone' featuring you and all the changes you made to the story, but other motion pictures about your time here, if you'd like. You'll also receive similar merchandise based on you and yours and the changes you made. If taken with **Love Really IS Stronger Than Gravity!**, that will include the squirrel turned girl herself, Hazel.

Merlin's Inventions (50cp): A train powered by hot tea, a miniature prototype plane, and a variety of other gadgets and gizmos invented by Merlin, using his knowledge of future inventions and the materials he has available to him in the current medieval era. They are, for the most part, simply toys for entertainment, though you might find some use with Merlin's effort at making a watch. You have a collection of all the little inventions Merlin has made, and even the blueprints he used to make them in the first place if you have an interest in recreating these toys for others to play around with. You could even use them for education, if you wish, like Merlin did!

Magical Wardrobe (50cp): Featuring outfits from a fairy tale version of medieval times! They're actually quite comfortable to wear, which is part of the magic. You have everything from the rough looking but serviceable clothing a servant might wear, to the fantastical outfits of a noble lord or lady, a seemingly endless variety of different outfits and robes and dresses to wear. You even have some that look more like a wizard's attire than a mere mortal's. This is bound to impress the locals, though it might also lead to some of them accusing you of witchcraft. They're probably just jealous.

Student

Pet Hounds (100cp): Aww, look at these little guys! Okay, maybe not little, since they may or may not be bigger than you are, depending on your age and species, but still! These dogs, probably intended for hunting, absolutely adore you, such that they'd probably jump on you to express their affection the moment they see you. Don't worry, despite their size and strength, they won't hurt you. Truth be told, as loving as they are, they're just dogs. Good for hunting and warding off intruders and just for the comfort big, loving dogs offer their owners, but not much else. Still, they'll be loyal to you 'till the day they die. And if they do die, they'll come back, young and fit again, the next week.

Enchanted Cleaning Supplies (200cp): Look, I understand: you're busy. Maybe you're busy learning from a wizard, or trying to survive a wicked witch, or preparing to become King of England. How are you supposed to have time to clean clothes or dishes or your home while dealing with all of that? Not to worry: it seems a kindly old wizard, who may or may not be Merlin, has given you a gift. What you have here are the tools and soaps and whatnot needed for cleaning...well, just about anything, really. Need to clean your dishes? Don't worry, they'll be clear enough to see your reflection soon enough! Need to wash your clothes? Hey, they'll be sparkling soon enough. And even a castle like Sir Ector's would be shining with tools like these! His servants would call it evil magic, but who asked them?

Noble Adoption (400cp): Well now, aren't you lucky? You are now the ward of a member of the nobility, whether it be a knight such as Sir Ector, or perhaps a refined lord or lady instead. You don't have much power within the household right now, and in fact, you may end up having to do menial labor in your foster parent's home. But at the same time, your foster parent will genuinely care for you, seeking to protect you and support you, trying in their own way to educate you and set you up with a promising future. Indeed, should you show competence and capability, they'd be happy to raise you up, giving you a higher status or role in their home. And should you ascend beyond them, they'll be some of the first to pledge themselves to you.

Holy Sword (600cp): It seems the Sword in the Stone wasn't the only blade sent down from Heaven. You have in your possession a sword not unlike the one Arthur is destined to pull, a sword that can cleave, stab, and cut through everything from stone to metal as easily as a knife does butter. But that's not the greatest power this sword possesses. No, it's that any who see it will know, intrinsically, that the wielder is one of great power and authority, such that most mortal men would be compelled to bow before the one holding the sword. Just by wielding this sword, one could easily become king, though ruling afterwards is something the sword can't help with, aside from its use in battle. The sword will never hurt you unless you will it too, and if it is destroyed, stolen, or lost, it will return to you in a week.

Knight

Knightly Equipment (100cp): Now, what's a knight without armor? Little more than a peasant, wouldn't you agree? You have in your possession a suit of proper armor which, while heavy, offers a great deal of protection. If hit by a lance during a jousting match, you might be knocked off your horse, but no permanent damage will be done. Speaking of, you also have in your possession a proper lance and sword, both of which would suit you well in both real combat and a tournament. And finally, you have a shield to defend yourself with. Both your shield and your suit of armor can be adorned with any symbols you associate with yourself, or whatever house, kingdom, or faction you wish. If stolen, lost, or destroyed, these will all be replaced in a week.

Noble Stallion (200cp): Now, what's a knight without a fiery steed? You might as well be a bandit with armor! This powerful, intelligent stallion is the kind of beast a proper knight would be proud to ride, able to easily carry a knight in full armor at a high speed, carrying the same pride in knighthood that you do. In a jousting match or battle, your noble steed will be just as dedicated to the fight as you are, not hesitating or fleeing but glaring at your enemy as if it truly understood what the battle between men meant. It's also intelligent to know when to back off, such as if you and your foe were in a swordfight it could not interfere with. If this noble beast should ever die, it will return you, hale and hearty, within a week.

Noble Connections (400cp): King Uther's court might be disbanded, but that doesn't mean the knights and nobles don't keep in contact with each other. Sir Pellinore and Sir Ector maintained their friendship after all these years, after all. You too possess a great deal of connections and bonds with your fellows, though the depths of these bonds vary. With some, it's more distant, formal, willing to meet with you and negotiate with you but not much else. With others, it's a bond of deep friendship, such that a knight might give up their own aim for the crown to help you or your child, though with some reluctance if you are incapable. Still, connections like these mean you can gather a wide network of allies and supporters very quickly if you're clever. In future jumps, you will have similar connections amongst the upper class.

Castle (600cp): Now, what's a knight without a castle? Still a knight, just a poor one. You, however, are not a poor knight. No, you are a landed knight, complete with your own castle! And, unlike Sir Ector, yours is not a castle that is filthy and slowly crumbling, no. Yours is a castle to rival Camelot's, at least as it is now! It is a mighty fortress, with your banners and flags everywhere, countless servants rushing to maintain it and serve you, a small army of men-at-arms to protect you, your family, and your castle, and a seemingly limitless supply of food and drink and other necessities. It may not match Camelot at the height of its power, but it is still the pride of Christendom! In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Animal

Perch (100cp): No bird can fly forever, no wolf can constantly run, no fish can swim without ever stopping. Sometimes, you need a place to simply settle down upon. Maybe not a place to make your home in, but at the very least one to take a break on. Here you have something like that: a perch for a bird, a bed for a beast of the land, just something you can settle down on and rest. It also contains other, smaller advantages, such as being able to sharpen or shave your claws so they don't grow dull or overgrown, or something to break open a nut or other hard to crack food source upon. If this is ever lost, stolen, or destroyed, a replacement will be sent to you the very next day.

Food (200cp): Now let's be honest: if you're an animal, you're probably not going to care much for the works of men. A castle is just another place to live in, a sword is something that can hurt you, and a crown, well, you might not know what's good for at all. But food? You know what food is. What you have here is a grand, replenishing supply of whatever type of food you might eat, be it meat or fish or plants or all three or something else entirely. You have enough food here, in fact, to feed your whole herd or pack, or just yourself if you're feeling greedy. And don't worry about running out: your supply will constantly replenish itself, so that even if it is completely devoured, it will be fully replenished within a week at the most.

Shelter (400cp): One of the most important things for any animal, be they man or beast, is a place to live. Whether it's a castle or a cave, it's a shelter all the same. And that's what you have, now: a place to live. Perhaps it's a bird home, like Archimedes has, a small, hanging wooden box to rest in. Perhaps it's a hole in a healthy tree where you've made your nest, like a certain squirrel. Maybe it's a body of water, be it a river or a moat. Or if you're human, it could be a humble but lovely house, instead. Whatever the case, it's your home, and it's a place where you can be safe and secure, and in the case of beasts other than fish, warm and dry as well. It may not be grand or extravagant, but it'll do. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Magical Nature (600cp): Now this? This is something grand. It is a place out of a fairy tale, and though it is lacking in fairies, that does not mean it is empty. Indeed, it is filled with an assortment of animals that just seem a bit more than what's natural. A forest might have an exceptionally clever and agile squirrel and a starving wolf that's somehow still physically fit, a lake might have curious and intelligent frogs and monstrous fish that seem to be like the tigers of the waters, a mountain may have great hawks who cast a shadow on the ground below them and similar masters of the air. And if all of that is enough, there lives within this area a wizard or witch or some other sort of practitioner of magic, one who is benevolent if a little odd, and may be willing to help you. Perhaps it shall be a wizard such as Merlin, or perhaps, a Lady of the Lake? In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Magician

Library From The Future (100cp): Education is a very important thing! You now possess a copy of all of Merlin's mundane, intellectual books, taken from the 20th century into the time of Arthur. It's a small mountain of books you have, everything ranging from fine literature to the then highly advanced science of the time. These are the kinds of books that would make a librarian or scholar of the 1900's fume with jealousy, and be deemed as witchcraft or even heresy in these dark times. Someone of the 21st century might consider them antiquated or out of date, but then, at least they'd make for a fine novelty collection to be shown off to others.

Enchanted Household Items (200cp): You're a busy magician. You don't have time for trivial things like 'preparing a meal' or 'walking over to your chair'. Fortunately, that's not something that will be an issue for you anymore, as you now have a massive collection of mundane household objects given life by magic, whether it be your magic or another wizard. Your food will prepare itself, your chair will come to you, your bed will always be made as comfortably as possible, really if you had another set of enchanted objects for keeping things clean you'd be living in what's essentially a fully automated house. Merlin might actually be a little jealous, since your collection seems to be more obedient and well-behaved than his.

Familiar (400cp): Every good wizard needs a trusty animal friend who will help them throughout their life! Merlin has Archimedes, and Madam Mim has, well Madam Mim has no one, but she's very proud of being bad, so we won't count her. You, too, have an animal companion, their species and personality being up to you, though these do have to be real animals, like owls or dogs or such. Nothing like dragons of any color, pink or purple or otherwise. Your familiar is just as intelligent as Archimedes, having both the ability to speak human languages as well as a mastery of reading and writing, among other subjects. They're also quite capable and loyal, willing to face down bigger beasts or dangerous witches. If they die, they will come back again, young and healthy again, the next week.

Wizard Home (600cp): Well now, what do we have here? You, much like Merlin and Madam Mim, have a home out in some remote place, a seemingly humble, if expansive, home, with all the amenities and resources you might need for comfy living, even if you might not be living like a king. But what's so special about this place is that it has an odd sort of protection, in that it can only be found by those you want to find it. Witch hunters could spend days and weeks and years searching for you, but never be able to find you. Furthermore, this is a place of education, so that any teaching or learning or both done here will be far more effective. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Companions

Companion Import (50-400cp): You'll find that very few people in this world are actually alone. Even Madam Mim, in other tales, was friends with her fellow witches and villains. So, you should be able to have friends, too! Whether it's bringing friends and loved ones from your past adventures or finding new ones, you'll never be alone! Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin, and have 600cp to spend on perks.

Canon Companion (100cp): Ah, but perhaps you'd rather take someone from this world with you on your adventures? Perhaps you think that lad Arthur should have a chance to be something other than a king or orphan, perhaps you wish to learn more from Merlin, perhaps you'd like to watch all the mayhem Mad Madam Mim can do in other worlds, or maybe you want to see if there's even the slightest hope Sir Kay can be a decent knight instead of a bungling fool? Well, so long as they agree to go with you, you can use this option to take them with you as a companion on your chain! If taken with **Love Really IS Stronger Than Gravity!**, you also have the option of taking Hazel with you as well.

Curious Mind (50cp): ‘Curious’ might be something of an understatement when it comes to this mind: this young lad’s thirst for knowledge is insatiable! He’s always searching for answers, trying to understand every little thing he comes across. Why is a knight’s armor designed the way it is, why do wolves howl at the Moon, how can birds fly but not most other creatures, the list goes on. He’s always scampering about underfoot, and, to his credit, the boy does try to help in exchange for the answers he gets, working hard to help out around the houses or castles he visits. He’s actually done a lot of good, and lightened the spirits of those he helped, something needed in these dark times. Perhaps you are someone he’s helped in the past, or a fellow seeker of knowledge, or even a teacher that can truly educate him? Whatever the answer, it seems he’s eager to learn more about you, too! He possesses the **Kitchen Duty!**, **I’m Sorry, Sir, Most Befuddling Thing**, **Give The Boy A Chance**, and **Knowledge and Wisdom Is The Real Power** perks.

Nameless Knight (50cp): In another time, she might have been called a tomboy growing up: wrestling with her brothers, going out to hunt with them despite her poor mother’s best efforts to get her to be more lady-like, training in the yard and showing off a skill and tenacity that her father could not help but praise. Having grown up on stories of heroism and courage in a time seemingly long since past, she became eager to live up to those old tales, setting out from her home to act as a proper knight should, battling bandits and protecting the innocent. Yet, knowing her actions might bring shame or disdain to her family, the young woman swore to never reveal her name to anyone, except to a friend tried and true. Perhaps you are that friend, or perhaps you are her friendly rival or squire, or a magical mentor? No matter what you are, she’s decided you’re worth fighting with and for. She possesses the **Greetings, Old Boy!**, **Well, I’m Responsible**, **What A Setup, Big Lad**, and **Now It’s Up To The Swords** perks.

Sophisticated Snake (50cp): Times have been rough for this scholarly serpent. As you might imagine, most humans in this era see a talking snake and immediately assume him to be the Devil himself. Which is unfair, really, he's a harmless little grass snake, he doesn't even have venom! And he honestly only has the best of intentions, suggesting ideas that he knows will lead others to happiness, or trying to teach other creatures to speak as he does. But that's just how life is, sometimes. At least he's gotten used to humans pointing and screaming at him and calling him Satan by now, so that he can get right to fleeing for his life instead of desperately trying to explain himself. Perhaps you are one of the animals he taught, or maybe you're a human who chose to listen to him instead of trying to crush him underfoot? Either way, it seems like he's taken a shine to you, and wishes to help you. He possesses the **She's A Redhead**, **Highly Educated Owl**, **Don't Panic**, **Look, Boy, Look!**, and **Wolf's Woe** perks.

Tricky Teacher (50cp): It seems that, before Merlin taught Arthur, he had another student. And while she might not be quite the magician her mentor was, she's just as brilliant of a teacher! These days, she's taken to guiding others, taking on different forms and shapes and names as she teaches the haughty and the meek alike lessons, though she's obviously much kinder to the latter. Her vast ocean of knowledge means she has plenty of different forms she can take, and her mischievous personality means that most of her lessons will involve her students taking on different forms as well. Different sizes as well, sometimes. How else can her students learn what a germ is or what the life of a giant is like? Perhaps you're one of her students, or her patron, or her familiar, or a former classmate of hers? She seems fond of you, for whatever reason, and decided it'd be fun to go with you. She possesses the **Magnificent Marvelous Mad Madam Mim**, **Works Every Time!**, **Higitus Figitus**, **Educational Purposes**, and **Change Into Something Else!** perks.

Miraculous Maiden (50cp, Requires Love Really IS Stronger Than Gravity!): Well. By Jove. Once, there was someone who loved you, but could not be with you. An animal or beast of some kind, whether it be a hawk or a frog or a wolf or even a squirrel, like Hazel, who loved a human like you. Perhaps, in another life, her story would have ended like Hazel's: in heartbreak. But like Hazel, her story's ending has been changed, and whatever miraculous or magical power made Hazel a human has done the same thing for her. Beautiful, clever, and utterly in love with you, she's determined to win your heart for real this time, to be with you and make you happy. She's a little clueless as to how to be a human, even if she's mastered the form and language, but you'll help her, won't you? You both deserve a happy ending, after all. She possesses the **She's A Redhead, Highly Educated Owl, That's What Makes The World Go Round, Look, Boy, Look!**, and **Strongest Force On Earth** perks. After your time in this world is done, she'll be able to switch between her human and animal form at will.

Drawbacks

Education doesn't come free, and every lesson has its challenges. If you're willing to face those challenges, however, who knows what you'll be able to achieve?

Roll Credits (0cp): This story isn't all that long, in all honesty. Beginning in June, when Arthur first meets Merlin, and ending only five months later, when the boy who will be king pulls the Sword from the Stone and claims his rightful throne. While the tale of King Arthur continues on, that is where this particular part of the tale comes to a close. If you wish, your time in this world may come to a close then as well, ending on the day Arthur would have pulled the Sword from the Stone, whether he does so or not.

The Matter of Britain (0cp): There is, of course, another option: instead of staying here a few months or ten years, you may stay here for the entirety of King Arthur's tale, however different it might be thanks to your influence. I would caution, however, that if you choose to be an **Animal**, depending on your species you may wish to look into options to extend your lifespan. Surviving a decade is one thing. Surviving anywhere from twenty-one years to forty-four is another.

The Once and Future King (0cp): The movie, 'Sword in the Stone', was based upon a book of the same name, written by author T.H. White, the first in a collection of the stories that would be compiled together under the name of 'The Once and Future King'. And while 'Sword in the Stone' was fairly lighthearted, what came after would be far darker, more akin to the original Arthurian tragedy, with the great cruelty of the Queen of Air and Darkness, Morgause, half-sister of Arthur, spelling the doom of her brother, his cause, his kingdom, and even both herself and her own children. If you wish, you may spend the decade in this version of the world instead.

Love Really IS Stronger Than Gravity! (0cp): This is a kind thing you're doing. In another life, a certain squirrel's story might have ended in tragedy and heartbreak, and truth be told, Arthur's wouldn't have ended much better. But with this, the story will take a different path. The redheaded squirrel's heartbreak will end, as she will be gifted with a human form and the name Hazel, and she and young Arthur will find themselves in a true fairy tale romance. How this will happen, well, that's up to you: a gift from Merlin, out of guilt for her heartbreak, a desire to help his student find true love, or perhaps both? A prank from Madam Mim that blew up in the old witch's face when it led to a Happily Ever After? The will of Heaven, seeking a brighter future for the Lord's chosen? Or perhaps, it is your own doing? Whatever the case, this change alone might save Camelot. It will certainly make Arthur and Hazel happier.

There is a reward for such kindness. It may cost a little extra, but you might find yourself with a **Miraculous Maiden** of your own...

Everybody Calls Me Wart (100cp): Wart seems like an odd thing to call a lad like Arthur, who while not exactly handsome yet, is far from ugly. Then you remember what he is: Sir Ector's ward. Ward. A word that an idiotic jerk like Sir Kay would twist into 'Wart'. As stupid of a pun as that might be, somehow it caught on. You've been given a similarly atrocious alias, taking some aspect of who you are and turning it not only into an insult, but into the name that nearly everyone will use for you. Even Sir Ector used it from time to time, all the way to it being the first name he gave his fellow knights after Arthur pulled the Sword from the Stone. You can, eventually, get people to stop calling you this, but it'll take something big.

Sword In The Anvil (100cp): So, technically speaking, the Sword isn't in the Stone, it's in the anvil on top of the Stone. The very tip of the blade might be in the stone, but really, it's in the anvil. False advertising if ever I've heard it! Unfortunately, you're going to be dealing with a lot of that, in a way that will always bother you. The Lady of the Lake, for example, will not actually be in the lake, but in a castle by the lake, the Holy Grail will be more of a Holy Bowl, and the Round Table, well, it might be more of an oval or even a square. This doesn't really change the power or importance of these things, but it will be just enough to bother you every single time you see it. Expect to get some odd looks from locals who really don't understand what the issue is.

It's Like Gravity. (100cp): Much like many other time travelers, Merlin has a tendency to forget that things he believes to be common knowledge usually aren't in earlier eras, using words or referencing discoveries that won't be made for centuries to come. Like him, you have a tendency of saying things others don't really understand, using metaphors or comparisons to try and explain things that will just leave others even more confused. Which will then, in turn, force you to explain in detail to try and get others to understand what you mean. They still probably won't get the whole picture, but they might grasp the basics, like gravity making things fall. You might still have to explain why that's not like tripping, however.

I Hate Sunshine! (100cp): It's one thing to love evil, as Madam Mim does. But she also hates anything and everything good, being utterly repulsed by it, even to her own detriment. Like her, you just cannot stand anything wholesome or decent, seeking to destroy such things whenever you see them, and exploding into almost childish fits of rage when you can't. Which is often, because there will always be something good you can't get rid of. You can't even stand these things when they're good for you, shrieking about how you hate horrible wholesome sunlight and trying to hide away, even when your doctor recommends you get plenty of it while sick. It's going to be a miserable existence for you, I'm afraid.

I Always Wanted To Fly Like A Bird! (200cp): Bold words for someone within magical transformation distance. You have a habit of saying things that wizards and witches and other magical beings will take as inspiration for transformation, transforming you into different kinds of animals. Talk about wanting to fly? Congratulations, you're a bird! Lament having never learned how to swim? You'll learn how to swim very quickly as a fish! Complain about how there's nothing to eat except bugs? Oh, that's a frog's favorite dish! Luckily for you, the ones who cause these transformations are mischievous at worst, and many are even benevolent, if a little strange. You'll regain your original form soon enough. It will simply be very inconvenient and bothersome.

Maniacal Madam Mim (200cp): Well. That's a problem. You've earned the special attention of Madam Mim, the local evil witch, and she's decided she must destroy you. Is it because you're so good that you sicken her, so evil that she sees you as competition, or is it just because she's the Mad Madam Mim? Who knows, it's not like she really needs an excuse to make someone else miserable. While perhaps not the most intelligent, relying mostly on brute force when it comes to both her magic and her transformations, she's certainly dangerous, with a mastery of black sorcery, the kind of cunning only a proud cheater and blackheart can have, and the ability to rapidly take on all sorts of dangerous transformations, including a fire breathing dragon! You'll either have to match her brawn or use her brain to win!

Higeldy Pigeldy-No No, That's Not It... (200cp): You might be getting just a bit old for this. Often, you will find yourself forgetting or overlooking certain details, such as the right words for a spell that will transform you back into a human or transform something threatening you into something less dangerous, or the real name of the boy you've been raising for over a decade, or that you're pouring wine into your beard instead of into your cup. You also have a stammer that surfaces when you're panicking or in an emotional state, which can hamper spellcasting or take the wind out of the sails of a dramatic speech. This isn't to say you're washed up, given Merlin's own challenges, but it'll certainly make life a lot more difficult, and can make certain situations far, far more dangerous.

What In Thunder Is A Monster Like That Doing In The Moat?! (200cp): Speaking of dangerous, there are plenty of dangerous beasts in the wilderness, beasts that are a threat to man and animal alike. Wolves, tigers, sharks, hawks, the list goes on. And you will not only frequently encounter these beasts, but encounter them in places you wouldn't expect to find them in, at inopportune times, or both! And these beasts will be determined to make you their prey, to tear you apart and turn you into a meal. Don't go thinking they're stupid creatures, either: they may not have the intelligence of a human being, and you may still be able to outwit them, but you'd be surprised just how cunning they can be. Use your head, or you might lose it.

Can't You Remember A Blasted Thing?! (300cp): I'd tell you not to quit your day job, but unfortunately for you, your day job is precisely what you're so poor at. You are to whatever occupation you hold what Sir Kay is to knighthood: that is, so incompetent you could lose a jousting match with a dummy. It would take you months of training and effort just to be presentable, much less successful! Someone whose job was to clean or cook might somehow make an even bigger mess or create such slop even a dog might turn its nose up at it, a predator might have the same success rate as a certain wolf, and a magician, well, you might do more damage on accident than Madam Mim does on purpose! You could become better with a great deal of time, effort, and a good teacher, but you'll never be one of the greats.

Men Lived In Fear Of One Another (300cp): For the most part, the dangers that faced Arthur in his first adventure were predators and beasts, hungry animals looking for their next meal, with Madam Mim being the only 'human' enemy. That's not the case anymore. Bandits, crooks, and villains of all sorts have risen up to do mischief, cause chaos, and wreak havoc. Some are incompetent brutes, more dangerous for their strength than their intelligence or skill. Some are cunning tricksters and thieves, taking advantage of the chaos to rob the poor and steal from the weak. Some are like Madam Mim, deadly threats lurking in the unknown outside the kingdoms of men but not an active threat unless stumbled upon. But some, some are like the villains and monsters of other tales, the kind that threaten entire kingdoms, lay down terrible curses, and challenge even great heroes. Can you stem the rising tide of evil?

Land Torn By War (300cp): Before, when none were able to pull the Sword from the Stone, the various lords and knights simply retreated back to their castles, perhaps skirmishing with one another or dealing with bandits or pressing down on those who served them, but there was at least some semblance of peace. Not anymore. When no one pulled the Sword from the Stone all those years ago, the country descended into war and bloodshed, from a mix of lust for power, desire for control, and a deep feeling of grief and rage that the great miracle of the marvelous Sword seemed to have been for nothing. Not all is lost: Arthur still lives, as Sir Ector, Sir Bart, and Sir Pellinore have formed a defensive alliance. But even the vision of the miracle realized by the rightful king pulling the Sword from the Stone might not be enough anymore, not for everyone.

Hail King Arthur! (300cp): I'm sure you know how the story of King Arthur, ends: Camelot fallen, the Round Table splintered, Arthur betrayed by both his wife Guinevere and his trusted friend Lancelot, and ultimately dying in battle against the treacherous Mordred, his own son, who will die with him. It's not a happy ending by any stretch of the imagination. Which is why it's up to you to change it. You must take Merlin's place as Arthur's guide, teacher, and advisor. You must help him to become the great and noble king of Britain, to forge the splendorous kingdom of Camelot and gather the heroic Knights of the Round Table. You must help in safeguarding the future of this new kingdom against those who would see it snuffed out. You must help him to find love, true love, and forge a dynasty that will outlive him. Above all else, you must ensure Camelot, that beautiful dream of Might used for Right, not only endures, but shines for all to see. You must ensure Arthur's story ends Happily Ever After.

As a bonus, should you succeed in this most noble of quests, you may choose to have the Arthurian legends seen in worlds beyond this one reflect your actions here, and the happy ending that occurred because of you. Well done.

Ending

The credits are rolling, the last page has been reached, and the only question that remains is where your own story will take you. You have three choices in front of you:

Go Home: Even wizards like Merlin need vacations! Perhaps you'd like some rest too instead of more of this jumping nonsense. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe the story of this world isn't done yet after all? Sequels are a thing, after all. Perhaps you'd like to see what the future of Arthur, Camelot, or the entire world looks like? If so, you may choose to stay in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

What can wizards do, magic wise?: We don't know the exact limits of what magic can do in this story, but to give some examples:

Merlin displays the ability to animate objects, cause them to levitate, shrink them and return them back to their normal size, turn himself invisible, teleport, transform others into different forms and shapes, transform himself into different forms and shapes, travel through time, and see the future. He was also able to create an in-door blizzard that only affected Sir Ector and not the rest of the castle.

Madame Mim also displayed the ability to vanish and shapeshift, her own version allowing her to turn her normal human form into something either tiny or large enough to fill up her house, or to make herself appear beautiful. She also displayed dark magic like killing a flower with a touch, and the ability of flight.

The actual limits of magic, however, are unknown: Merlin wasn't trying to show off, preferring using subtlety and cunning over brute force and overt displays, and Madam Mim barely got any screentime to show off her 'black sorcery'. It can be presumed, however, that outside of shapeshifting, magic here has very few combat uses, given that Mim herself didn't use anything besides shapeshifting and briefly turning invisible at the beginning of her duel with Merlin.

Generally assume that, outside of shapeshifting, time travel is the most impressive display of magic you'll see, with magic being mostly good for things outside of battle, with the exception of shapeshifting.

Okay, what about shapeshifting?: Again, we don't really know, but for the most part? It's limited by your knowledge. Merlin was able to transform himself into a disease during his battle with Mim, and given that Madam Mim specifically forbids transforming into vegetables or minerals as one of the rules of her wizard duel with Merlin, it's possible he can transform into those as well. It's possible he can transform himself into a rocket as well, given the 'Blow Me To Bermuda' scene, but given you can see his beard and arms, the rocket sound is probably just a reflection of his anger.

To give my own take on it, I think there is a limit in how powerful your transformations can be: Madam Mim's dragon form, which was her trump card and something that genuinely frightened Merlin, isn't really comparable to the dragon form of, say, Maleficent from *Sleeping Beauty*. Aside from being smaller, her fire was notably less powerful (burning Goat Merlin's fur and Mouse Merlin's tail, as well as the ground around him, but not actually harming or killing him vs Maleficent's fire vaporizing stone), and her physical strength and durability are probably weaker as well.

Similarly, while you could become a disease to rapidly get even dragon form Mim sick with a cold that would last for at least three more weeks after the initial infection, you're probably not going to be able to become cancer, let alone any supernatural or sci-fi plague.

What about magic boosters? Would that do anything?: Sure. There are probably plenty of perks or items that would let you boost your magical power or ability or skill that would let you increase the range of the magic you get here, so if you grab those, feel free to go beyond the normal limits of what you can do with this magic.

How dangerous are the big villains mentioned in 'Men Lived In Fear Of One Another'?: The major villains are essentially supposed to be on the level of some of the more dangerous Disney villains, whether it be evil fairies like Maleficent, sorcerers like pre-Genie Jafar, or warlords like Shan Yu. They're rarer, such that you'll probably encounter only a handful of them, but when they do pop up, you better bring your A-game. Cleverness and strategy might help here if raw power doesn't.

For 'Long Live The King', how does this work if I have a family in-jump that's not powerful?: Depends on the setting! In some, your family may be the descendants of a long-lost magical family, and you're the rightful heir, the Chosen One. In others, you might have extremely wealthy distant relatives, or maybe something about you makes a powerful CEO or crime lord see you like their own child and pick you to be their successor, or maybe your great-great-great grandfather was a genius scientist whose works you'll discover and cause your family to shoot up to the tippety top of the economic food chain. It all depends on the setting and what works for your story.