

Disney Villains Victorious
A Jumpchain CYOA
By Digger and HeavensAnon
Based off of a classic /tg/ homebrew

Evil has won.

You may be familiar with the classic fairy tales as told by a certain mouse. Wonderful tales like that of the Lion King, Peter Pan, Sleeping Beauty, The Little Mermaid...this is a world where all such tales unfolded, on a planet just like our own, except more fantastic, more colorful, and the time period delightfully nebulous. But while the stories you're familiar with from this strange mousey chronicler ended with the heroes standing tall over the wily villains who embodied the worst in others, in this world, each and every one stood victorious. Their goals had been achieved. And many of them became sovereign rulers in their own right, what this world now knows as its Kings. Ursula very literally controls the seas and keeps the continents divided. Maleficent has seized the domain of the fairies, turning it into a wild and feral land under her sorcerous thumb. Frollo has ascended into Papacy while bearing a cursed, skeletal form and fanatically chases any signs of 'heresy' and subjects it all to the Holy Flame. Even now, these Kings barter, haggle, diplomatize, and battle each other in an eternal game for supremacy. All while the King of the Night, Chernabog, sovereign lord of all Evil laughs from atop Bald Mountain, unchallenged.

But this is not a world without hope. While the destined heroes of old have perished, met grisly fates, or succumbed to their own vices or flaws, there is still a glimmer of light in the everyday people and animals who yoke under the reign of these evil Kings. Where there are sparks, there will be fire. Light and heroism still exists in this world, even as it hides in the shadows of this rotting planet. And one day, that flame will emerge and meet the daylight...

Whether you fight for evil, seek survival, or choose to be one of the few who dream of freedom from this awful world...I give you +1000 points to consider spending as you please. You will be spending ten years in this world. Your age and gender may be chosen freely.

Locations:

Where do you wish for your journey to begin? The Old West, a desert-filled anarchy of cowboys and cattle rustlers? Under the watchful eye of Pontifex Frollo's Inquisition in France and Northern Spain? Adrift in the ocean at the mercy of the cruel Queen Ursula? It matters not where you begin, for evil is everywhere...but you may start on the border of any King's territory of your choosing. (See Notes.)

Races:

Human [Free] - You should know this by now. Two legs, two arms, and most of the populace on the planet.

Animal [Free] - Four legs good, two legs bad. Er, do you even have legs, actually? Whether a parrot, a fish, a mouse or even a warthog, you're a talking cartoon animal fully capable of speech. Some are even bipedal and fairly human-like in appearance, for some odd reason. You have the natural abilities your species possesses, but not much else. You must also be a mundane species from this planet.

Origins:

Choose one.

Drop-In - There's a certain charm to just appearing out of nowhere, isn't there? You're a wandering soul, after all, so why enter with ties and connections that could weigh you down? You appear in this world with the clothes on your back and whatever you purchase below.

Hero - While the world is full of evil and selfishness, heroism hasn't totally disappeared from this world. Whether acting as a quiet resistance to the tyranny of Kings or just a helping hand to those suffering outcasts, you are someone with good and dreams carried in your heart. This world is battered and bruised...but maybe you'll be the light that fills the darkened night.

Villain - Evil gets things done. That has been proven on a global scale, and you're definitely a wicked sort, tried and true. Whether a minion or an aspiring conqueror yourself, you have ambitions and vices you desire to fulfill...perhaps even hope to become a King yourself. Evil is far from a big, happy family, and you're ready to trick and betray your way to the very top. Or perhaps you have a good cause?...pfffft, of course not.

Fortes:

Notable figures in this world tend to be good at specific things. What are you good at? Choose one.

Strong - Big, strong, imposing and possibly not very smart, you're good at solving your problems not with fancy words or some nerd's math equation, but by punching the problem in the fact. You've got a strong back and know how to get into a tussle and come out on top. Street smart, soldier-trained, or even an old fighting champ...you might be some or all of those sorts.

Nimble - Quick on your feet, quick to swipe from pockets, and quick to get the heck out of dodge. You're a shady sort or just someone with a good arm for a bow, reliant on getting the

jump on your foes and avoiding their clumsy swings at you while knowing just how to hit them right between the eyes with a careful swing of your own. How about that?

Smart - If your calculations are correct, then you know just what to do in this situation. You're a brainy type, a nerd true-and-true and perhaps even a researcher or a mad scientist. You know how to use academic, scientific, and maybe mystical knowledge to get you and your allies ahead. Brains beats brawn!...sometimes.

Sensible - Like the Smart forte, you're good at using your head...not for figuring out science and knowledge, but figuring out people and how your surroundings change unexpectedly. You can see through tricks and illusions, as well as being quick to read the mood of a situation or what's on someone's mind. Maybe you could even manipulate them, if you play your cards right. Because you're just a sensible person, right?

Charming - While Sensible is good at reading people, you're good at stringing them along and confusing the heck out of them. You're a fast-talking, fast-singing, walking talking distraction and a half. You could pull an entire crowd of mooks into confused awe with an embarrassing song and dance number, or even charm someone the old-fashioned way with a bit of romancin'...and hopefully can get out of dodge before someone catches onto the ruse.

General

The Sound of Music (Free/100) - It cannot be understated how important music is in this world. Even in this world where the shadows and evil reign supreme, the citizens can't help to break out into song - even if nowadays all they sing are songs of despair, toil, and doom. You now share this quality, having a perfect singing voice with a tone of your choice, along with the ability to improvise a musical number with friends, enemies, and even random strangers almost on demand, who likewise sing with surprising amounts of talent and effectiveness. You can even hear instruments being played by some ethereal band to backup your voicework.

The singing voice is free, but creating sudden musical numbers in almost perfect sync with other individuals in future worlds will cost 100 points to retain.

Drop In

Jaded(100) - Truth be told, you're not that unfamiliar with these kinds of circumstances, are you? Good and evil isn't so clear-cut back home, and it is healthier to mind only you and yours instead of weeping tears for every suffering bystander. Whether from a sense of self-preservation or just common sense, you know how to blend in with both shadows and apathetic crowds. So long as you make no effort to get involved in the day-to-day events of a kingdom or country, guards will neglect to interrogate the foreigner and the magic sorcerer finds someone else to be preoccupied with. Naturally, this means nothing if someone is already actively seeking you or you step out of the shadows.

Live Life(100) - A raging ocean ruled by a wrathful Queen and an angry volcano monster, an island haunted by the presence of the undead, a country divided by several warlords with conflicting agendas...it takes a particular individual to survive in lands that care little for their subjects, much less common decency. You are that person. Whether trapped in a dystopia or out in the desert, you know how to quickly adapt to a new environment, and can manage to find things like food, shelter, and more through a combination of luck and a willingness to expand your diet. You could even find subsistence in an empty prison cell with this kind of good luck. This only covers your base needs, though...this won't do much for emotional turmoil or living threats to your life.

The Mob Song (200) - The people and animals who live in fear of tyranny or just the dangers of the environment are understandably a bit tense. While many have lost hope of any real change, anger and resentment boils under the surface towards each other and their Kings...maybe even wannabe Heroes who are making trouble. And what do you know - your words are the match. You can quickly push a crowd into a berserk frenzy with just a few minutes of talking, able to quickly pin the source of their problems or ills on any patsy of your choosing with a half-baked excuse. This won't exactly make an army or a revolution...but it can make a great distraction, no?

You Can't Take Me(200) - Hamhanded is a bit of an understatement for how authority works in these lands. If your first offense isn't your last, you'll find justice tends to come swift and cruel for reasons you might not even understand...so the best way to avoid that is just to not get caught, right? That's how you've handled it till now, at least. You're excellent at making a clean break when the heat's on, slipping through the hands of pursuers with a mix of cunning and just being able to turn tail and run. You might not always get out with everything you want, or even your own terms, but at least you'll find getting out alive comes a lot easier.

The Dragon Warrior(400) - You'd be surprised how much of the darker parts of this world comes from those who can't defend themselves being oppressed by sloppy, crude thugs who relish being able to send the meek running with a mean look. You're not so easily scared off - clumsy punks like them can barely even touch your prowess in combat. You've become an accomplished warrior in Martial Arts, with the skills and training to hold your own against an entire crowd of the dime-a-dozen leg breakers that usually serve as to enforce a villain's whims. Their lackeys go down to you in a straight fight within a few strikes, and if it really came down to it you could even go mano-a-mano with a King's direct lieutenant and make them rue the day they challenged you - though doing so with a King is a dicier proposition, and not a fight you should pick with confidence.

Higitus Figitus(400) - Magic's real, don't you know? Not that diabolical power the Kings use, either. Magic, the art of working wonders. You've got a touch of it with you now, you can use the particular whimsical magic that this land was known for once...the kind of thing that animates furniture, or make a young child's wish come true, or turns the tides in a show of fireworks and

sparks. It's a fantastical power, but it's an art, not a science. It just as much relies on heart and song as it does on knowing the chants. Unfortunately, one of the few people who could teach the art proper is either gone or biding his time...so you'll have to figure out the specifics on your own.

Someday Out of the Blue(600) - I guess 'ol Aesop was on to something, huh? It's about the journey, not the destination. The lessons and morals you internalize from the stories of your own travels are more important than locking yourself in your room and practicing the same sword swings. When you complete a significant personal objective, you will have an opportunity to internalize a new 'moral' or 'lesson' the experience had taught you the same way you would training and mundane experience. Simple things or techniques like 'stick 'em with the pointy end' or 'keep a cool head' will make you just a bit better at something, while grand lessons like 'friendship is worth more than power' or 'being a leader isn't about doing what you want, but what your people need' will see a meteoric rise in your skills or abilities that have room for growth - especially skills relevant to that lesson or the moment it is called for.

Of course, you must actually experience these moments of epiphany and actively demonstrate them in that moment to gain any benefit. They're not limited to moral lessons, either - Machiavellian experiences are available for you villainous or pragmatic types. A show of hypocrisy or weakness after the fact won't take your skills away...but it is a poor practice to play with your own heart like that, you know?

From The Heart(600) - That's where the music comes from, you know? While song plays a role in this world, it often doesn't have much tangible benefit beyond being distracting or just nice to listen to. But where your words flow, so too does talent and luck. When you sing a song, you will find a sudden and downright legendary increase in skill related to the subject of your song. Singing a song of battle against a powerful villain will see you change from an amateur fighter to a master swordsman, a love song turns a wicked sorceress' heart half-circle, and even an amazingly loud song about how you move with catlike tread would let you sneak past even the tightest security with nobody paying you any mind. That said, songs are meant to be short affairs, and so is this particular magic...your competence boost and contrivances that support your song will fade after a few minutes, becoming less effective the longer a song is. The length of a 'scene' or maybe two is when this is at its most effective, afterwards you'll need a short break. Remember: timing is everything.

Hero

A Whole New World(100) - The thing that keeps so many people stuck in their ways is tunnel vision. When curiosity and an open mind mark you as a threat, it's easy to just enter a rut. But you? You've got a little something special...a fantastic point of view that's just the tiniest bit infectious. If you could call those people who've given up on living their own lives as dreamwalkers...you can help them "wake up" to new possibilities, as well as seeing the brighter side of things. That's not something you find often nowadays, so cherish it.

I've Got a Dream(100) - In a capricious world ruled by some of the worst that it has to offer, in some places the living envy the dead. In others, like the land of the Horned King, the difference is nominal at best. But you? You're alive. Not only are you alive, you WANT to live. There's a fire, a desire, in your heart that means even in the toughest of times there's something to live for. Even if they take your life, the Kings won't ever take your dreams.

Never Had a Friend Like Me(200) - It's easy to fall victim to indecision in a land of evil: To some, none of this is worth fighting for and to even more worth dying for. Caring about others is a risk, a weakness. But those kind of people aren't going to be the ones to drag your hope down...and maybe you can even turn the selfish around. You'll find that more and more those who join your cause for any reason, even to turn traitor, will find it hard to turn against you. It would have to be something they would care about even more than their own life threatened for them to even consider leaving you behind. Sticking by you even when times are dark...well, that's just what a friend's for, isn't it?

God Help the Outcasts(200) - The margins of society are where you'll find open ears...The people seen as invisible, underneath those who are "important." In a dire world, they suffer the greatest, as silent victims. But you can hear them, and in turn they can hear you. They listen to your words and know that you're the one who can help their voices be heard - a great help considering many of them are the last to be expected to use their position to turn the tables. The meek shall inherit the earth, you'll make sure of it.

I'll Make A Man Out of You(400) - The people of this land are scared and slinking. But you can't fight the Kings of this world alone: They wish to be free, and you will lead the fight. With your guidance, you'll find that even the fat, short, scrawny and cowardly start to get a fire in their eyes as you teach them to fight. In a short time, you'll see even a village of tender greenhorns becoming a warrior as fierce and fit as any you could ask for!

I Just Can't Wait to Be King(400) - No bones about it. Your head's a natural fit for a crown. It isn't something quite in your blood, though it's pretty evident it's something that shines through in how you hold yourself. You've got a natural sense of what it takes to lead the people who trust you, and what's more you've got a great sense of what it'll take to earn that trust. Once people do start listening to you, it's no big thing for you to figure out what they need and how to make sure their needs are taken care of. Isn't it good to be king?

When You Wish Upon A Star...(600) - Now you...you're something real special. Like a wishing star fell to earth. You've got something to you that makes you stand out no matter where you are. You've got some inner light that makes you immune to the laws of the land in this place - what they'd call the Rule of the villains who hold this place in their grip. Not only that, any other magic or power that'd try to change your mind or warp your body are going to find you're a hard nut to crack in that respect. Like any star, that light of yours can shine: Freeing people from the grip of Rules and powers like it with a touch is in your hands, letting you act as a beacon of

freedom in a world of shadows. Something about that seems to make it harder for you to go down as well: It seems like destiny itself wants your life to shine bright, as the little twists of fate that allow you to break through otherwise near-impossible odds just occur around you.

Zero to Hero(600) - What it takes to be a real hero is to stare danger in the face, grin with a fire in your eyes and come out on top. You've got an amazing potential in any skill you can pick up normally, as a sword swinger and fighter your name can go down in legend, as a wizard you could be a peer with Yen Sid and Merlin...all it takes is a little pressure and heat to turn you into a diamond. With training, dedication and overcoming hardship you basically can go from a somewhat scrawny nobody to a herculean force to be reckoned with in record time, especially when you're put in fly or die situations...just don't forget that the latter bit is on the table if you're too reckless.

Villain

That's My Lullaby(100) - How do you sleep soundly after all you've done?...oh. That's how. Far from being harmful, you have so thoroughly embraced villainy that guilt has become almost a drug to you. While you do feel the pain and guilt, you've learned how to make it into something almost enjoyable despite that. A spoonful of sugar to make the poison go down, or so it goes. If that's what it takes to live with yourself.

Are You In or Out?(100) - Villainy didn't seize this world through idle threats or mindless strength...it was knowing how to say the right thing at the right time, to tug at the tiny little vices in the hearts of common people. You know how to manipulate others as well as pressure them into acts of evil through impulse or temptation, even the sort who would regret the fact afterwards. The weak-willed dance to your words, and would-be heroes pause briefly at hearing you speak...though you may need a bit more incentive on hand to deal with stronger-willed types.

I Want the Good Times Back(200) - It's easy when you fall down the slippery slope of villainy to forget why you turned to the dark side. Intoxicated on power and dominance, it is all too easy to lose your way. But within you, you do have an unbreakable kernel...now no matter what, you will find that losing sight of your goals in the havoc of the "now" and what it asks of you is going to take more than a bit of temptation. No matter how strong your vices or how great your power, you will keep an iron composure and will, able to think rationally even as you immerse yourself in ultimate depravity and sin.

Poor Unfortunate Souls(200) - That's what you do. That's what you live for: being the "devil" in a deal with the devil. Beyond mere manipulation, a mere glance can tell you the immediate desires of the person you talk to, and just how to tempt them to benefit you in the name of that wish. You even know how to word the terms of your agreement to make it seem fair, even if your reputation is that of a nasty sort. You could even trick a good-hearted hero who hates your

guts into working for you or being your patsy...if briefly. Try to dispose of them before the deception is known, would you?

Hellfire(400) -The power that Villains and Kings draw upon is a dark one indeed. It manifests in many ways - superhuman strength and toughness, an almost hypnotic charisma, the ability to weave powerful black magic, or transformation into beasts of might and magic such as the infamous Maleficent's dragon form. However it manifests, you can tap into this dark strength to increase your magical, mental or physical prowess by a frightening amount - but at a cost. As you draw upon this power, your mind will be wracked with the raw urges of villainy, wearing down at your sanity and self-control. Abusing this constantly will see that, without resisting this downward slope, you'll begin to value inflicting cruelty or malice above anything else, even your own life as hatred and spite flow through you without regard for the consequences.

In the Dark of the Night(400) - Your goals are your own, and you will not let anything get in your way - not even your own personal demons. Your twisted mind has allowed you to channel selfish desires, negative emotions and villainous urges into a source of mental fortitude - a "Villainous willpower" comparable to those displayed by heroes. By using fire to fight fire, metaphorically speaking, you can battle corruption and madness simply by "overpowering" it with your own internal darkness - allowing you to have a stronger willpower the more vice-filled and evil you are. You can't break what's been already been broken, after all.

The World's Greatest Criminal Mind(600) - No matter what you do, you should be able to do it well. Even as someone who works evil, there's no point if you don't strive to be good at it. You, my friend, are VERY good at being bad. You can find your talents at gaining power and advantages through underhanded means skyrocketing with this option, anything from blackmail to betrayal to simple robbery a tool in your considerable utility belt. These might bring avengers and do-gooders to bring you down, which you'll have to deal with as a side effect of these dark acts, unfortunately. Still, your expertise and raw cunning is not to be doubted. Even people who'd otherwise be on your level in intellect will be thrown off their guard simply by HOW low you're willing to go, and if you're willing to stoop to the most heinous of acts it will be hard to find those you can't outfox.

Be Prepared(600) - It is an unfortunate thing that becoming drunk on power and discarding the caution and measurements taken to achieve it is so common...as well as the pitfalls that result in the downfall of those who are particularly reckless about forgetting their basic talents in a power-drunk reverie. You have a complete understanding of the common behaviors of villainy as well as how to subvert or follow these behaviors when it suits you. Similarly, you're able to understand the necessity of cruelty: how to apply just enough pressure that people bend instead of breaking, and when to relieve this pressure so it does not build up and become resentment. Finally, you know how to manage a STABLE empire, not a slapdash affair that's little more than an extortion racket. You can make the trains run on time, and the people underneath you know this, even if it means they occasionally have to shovel a friend into the train's furnace to make it

happen...thus, you'll find that those you lead with this expertise are very appreciative of the order you bring. You might even find a cult of personality rising as long as you keep it up.

Fortes:

Everyone's good at something, even beyond being a villain or a hero or just trying to get by. A lot of people who get mixed up in the world's most important events always have something that allows them to make their mark on history - hero or villain, you don't get far just by being average.

These advantages are what you'd call your "Forte", what people would say is your most notable quality. You could be fine in the other qualities, but what you pick here is what stands out in this world. Each one has some unique and exclusive benefits to picking them, so do pick wisely, even if these benefits aren't much.

Strong

Strong as an Ox(free, restricted): Somebody's been drinking their milk. You're built big and strong, and what's more you can take quite a bit of punishment. You could easily get thrown around and knocked about without so much as a bruise, and what's more you can dish the punishment out as well as you can take it with fists and feet.

Heave Ho(200): You've got a pretty strong back. You'll find that lifting things doesn't tire you out at all, and what's more you can easily move even with heavy objects in your arms or wearing heavy gear.

You and Me!(400): There's a problem when you've got buddies a bit squishier than you - you can take the hurt they can't, but most of the time the smart ones are going to be gunning for your pals. Not today. You've got a knack for provoking people, figuratively painting a big target on your chest that's impossible to just ignore.

Here Goes Nothing!(600): Sometimes, you just need to put it all on the line in order to show you're not messing around. When you willingly charge into what would otherwise be a suicidal situation, where you're well and truly out of your depth - you'll find that the pressure does wonders for you, you'll be at the top of your game and working at 110% the entire time you're in the line of fire. Headstrong is almost a bit of an understatement...

Nimble

Free Like a Bird(free, restricted): You've gotta spread your wings and fly! You're faster than a horse when you hit your stride, acrobatic, and all-in-all you're a one-man circus when it comes to death defying feats of high flying leaps and dashes. You're also able to control your speed so you don't go out of control.

Looking for This?(200): What a weasel. You're sneaky, slinky, and able to slip through the cracks - able to fool most of the thugs that pass for security in this place. You can also use your natural deftness to be a fantastic pickpocket and all around robber.

Catch!(400): What an arm! Your eye is keen, your hands have an amazing precision, and what's more your mind seems to be made for long range. Whether it's flinging a stone or shooting bullseyes from the hip, you've got a great head for shooting, throwing, and fighting from almost a mile away normally. The fastest thing they'll never see, eh?

The Phantom Blot(600): Like an ink blot in the night, you slither and move with ease and silence. You've got a legendary talent in stealth, and what's more you're so nimble you can leap and move as if almost weightless, like a phantom with the serene ease of your movements, and even landing from a flying jump wouldn't stir a mouse with your precise footwork.

Smart

Sharp as a Knife(free, restricted): You're a smart cookie, able to pick up on new information with ease and what's more, use your smarts to solve problems both theoretical and practical. You'll be the brains of the operation most often than not, with the tinker going on in your thinker. Last but not least, you're trained in some kind of book learning - mechanics, electronics, medicine, anything you'd expect to learn in a proper school.

Well Read(200): Specialization is for the weak-minded. You've got a literally encyclopedic knowledge - a somewhat shallow but VERY wide breadth of knowledge, being able to spout off a few facts about most topics - from animal to mineral to vegetable, and you can easily quote the battles historical. Not quite enough to be an expert of everything, but enough to know where to even start on that path.

Workshops? Pah!(400): Necessity is the mother of invention, isn't it? While you might sometimes get lucky to find what you need to whip up some brilliant invention, usually all you'll have is what's on hand. But that's good enough. You can make stuff like you were in a well stocked laboratory...with basically nothing but the contents of a garage, a pantry and some kitchen chemicals. How's that for necessity?

The Mad Doctor(600): They called you mad, and they were right - but they can't call you stupid, no sir. Especially not when it works. You're able to "fuse" physical objects and living creatures through mad science and near-mystical procedures, using a lot of ingenuity and engineering to make these hybrids work, even when they shouldn't otherwise.

Sensible

Sly as a Fox(free, restricted): You're hard to fool. You've got a good head on your shoulders, allowing you to see through tricks and traps pretty well - even magical ones, using just a probing logic and a few tests. Your eye for detail and your perception allowing you to outfox any deceit and get out of most traps!

Let's Get You Fixed Up(200): With this much danger and mayhem, it pays to be able to help people out when they've taken all the punishment they can stand. This isn't just physical, however - people often have to deal with some horrifying or painful things in the course of life in these lands. With some tender loving care from you, you'll find that scars both mental and physical will start to fade from those who you get to treat.

Ever Wonder Why We're Here?(400): People don't usually enjoy being in their ruts, and the same goes for even the day-to-day thugs of the villains or the cheering supporters of the heroes. You, however, know just the way to jolt people out of their usual day-to-day roles and beliefs for at least a few minutes no matter how strong these may be ingrained into them - a good opportunity to make them question their actions and maybe turn them around.

I've Got Your Number(600): People tend to work in patterns, when you get down to it. Not always cliché, but often recognizable enough for you to work with....you've got a knack for breaking people and situations down into a handful of "aspects", short descriptions of these patterns - such as "The Strong Guy", or "Loves the Sound of Screaming." What's more, you're pretty smart when it comes to figuring out how to use these to create an advantage for yourself or your allies...or manipulating your foes to dance to your tune.

Charming

Sweet as a Song(free, restricted): You've got a musical soul, don't you? You've got a natural talent when it comes to making or performing music, and your improvised ditties tend to be catchy even if you made them up on the fly! You're also very easy to get along with, and probably a sight for sore eyes to boot.

My Words Are A Matter of Pride(200): When you speak, people listen. Getting in a word edgewise is rough, especially if you don't want to seem rude. But from here on, you can utterly forcibly interrupt conversations and speeches consequence free - your voice is just that important.

What Friends Are For (400) - You're pretty good at making friends, ain't that right? Oddly enough, even people who have a reason to distrust you or think you an enemy will hear you out, and with a bit of persuasion can even be made a friend!

Luau!(600): How in the...Sometimes all it takes to throw people off is to just act so...strangely that their minds can't process how or why you'd act like that. You can create opportunities and

advantages by sheer audacity, acting in such an appallingly out of place yet charming way that even otherwise dead serious villains can only gape in awe.

Items:

Drop In

What Could Have Been (100) - Maybe you're the only one who can appreciate what these really are. This is a DVD collection of all classic Disney movies, new and old - in this world, they're tales of what had happened if the villains were stopped before they could become unstoppable, and the heroes won the day. In a sense, fairy tales.

Crate of Crystals (200) - A collection of magical crystals that hold the energy of Atlantis within them, these valued treasures may act as a power source for small vehicles or personnel-sized items. The crate holds 20 within, and will replenish spent or destroyed crystals.

Hakuna Matata(400) - A wonderful phrase. It means no worries, and in this case it's cause you have a small but comfortable natural oasis! This little sanctuary is far from the eyes of predators both four legged and two-legged...it would require you leaving or someone actively hunting you down without rest to track you here, and you'll rarely have a reason to leave due to the sanctuary being a natural paradise for food, and drink.

The Sorcerer's Apprentice(600) - Where in the world did you find this!? This magical hat was said to be owned by the great sorcerer Yen Sid, granting even apprentices the ability to work great wonders of magic. While wearing it, if you don't have "Higitus Figitus", you gain some magical ability similar to it with the potential to grow in magical prowess. If you already have that perk, you'll find that your raw magical might is amplified to match even Yen Sid, Merlin and Maleficent in power! Though, you'll need to figure out how to correctly channel it to get the most of this, since you won't be taught all the possible spells you could perform right away.

Hero

Pixie Dust(100) - This small cloth pouch contains a handful or two of a familiar, sparkling gold dust. Aside from being pretty to look at, sprinkling it on someone will give them the ability to fly!...so long as they think happy thoughts. Since thinking happy thoughts in the sky is a bit harder these days, it also works with things like 'hope' and 'trust' if happy thoughts aren't on the table. It refills daily, and generally lasts several days per person.

The Sun Chaser(200) - If you choose to battle the darkness, then you must have an appropriate vessel to carry you around the world. This is a stylish biplane with a color and distinctive symbol of your choosing. Not only is it sturdy and fuel-efficient, but it has a cargo compartment that seems to defy all logic - you could store up to eight people along with a small house's worth of

cargo without any decrease in flight performance. It's a speedy bird, too, capable of circumnavigating the globe over the course of a day or two. Fly on the wings of freedom, Jumper.

Wand of the Swamp Sage(400) - An artifact of one of Doctor Facilier's previous foes, this wand was a particular issue for his friends to deal with as it appears to be instilled with an inner light - and calling it a wand is being generous, since in practice it's more useful as a club. Whacking creatures and people empowered by darkness with this is liable to lose their powers from it, and if they're made from mostly evil and darkness? It's going to hurt like nothing else, and weak ones are going to get banished to where they came from in one hit. Don't mess with this wand.

The Embers of Hope (600) - A glowing ball of blue radiance, you can fit it in the palm of a normal person's hand. While it seems meager on its own...this point of light seems to be downright anathema to even the demon Chernabog, and you'll find Kings and Villains and Monsters alike will all feel a burning fear and pain in its light. What's more, in the presence of something monumental like an act of true love or heroic sacrifice, it blazes with bright light that can bring a miracle forth - reviving a lost hero, or breaking a great curse...

This amazing power only works once per year, as its light dims but otherwise stays aflame until it regenerates its full potential. If you wish, you can integrate the light of the Embers of Hope into a weapon, or an accessory you own or a new one in order to act as the holder of the light.

Regardless of your own alignment, it does not harm you.

Villain

Gallant Garb(100) - Dress to impress, so the old saying goes. Between the stylized vizier's robes of Jafar and the utterly menacing sorceress' robes of Maleficent, you'd be sticking out like a sore thumb without a similarly stylish clothing. Luckily, we're happy to provide. You'll get a set of clothes just to your style with that "larger than life" quality oh so associated with the Kings in their prime.

Fearsome Staff(200):A simple staff, it as an imposing aura of authority surrounding it that gives you gravitas - it's a rather useful tool to get your points across too, whether it's drawing attention by tapping it against the ground or swinging it to demonstrate action and power! The gem set as its topper also appears to magnify magic channeled through it, and contemplating your schemes while eyeing the gem seems to make the dots connect all the easier.

Bubbling Cauldron(400): Not quite the Horned King's crown jewel, but a good imitation of such. The liquid of this cauldron will convert whoever drinks or eats it into a zombified servant, at their original strength but with no fear or pain in their hearts...a perfect disposable minion, isn't it?

The Den of Darkness(600): A proper villain doesn't scheme from a dusty storehouse or the back of a cheap hovel - If you want to be taken seriously, you need a sanctum that demands respect! A proper keep, fort, or similarly imposing structure has been provided to you, with all the

atmosphere you'd expect from a lair of evil and a number of guards provided free of charge! Similarly to "Hakuna Matata", it'd take a determined pursuer to find this place and a rather skilled one to breach its walls.

Companions:

A Round Table? Why Not A Square Table? (100-300) - It's dangerous to go alone, especially in a world like this. Whether friends or lackeys, you can create or import 2 companions for 100 points, 4 for 200, and up to a full eight for 300. They may take the form of either a Human or Animal for free, and receive a free background and 600 points to spend on what they wish.

Starbound (100) - You wish to take someone away from this broken world? Or perhaps take a villain to greater conquests? Either way, you may choose to take a living canonical character from this world onto your journey...just note that many of the heroes of old are dead or in hiding, and many Kings are loathe to give up their power or domains for anything short of a very good reason. But should they be among the living and willing to join you before the decade ends, the deal can be made...and the gates to the Underworld are far from bolted shut.

Drawbacks:

Memory (+0) - There's a strange feeling of deja vu when others see you...if you've been to past Disney jumps, then individuals from that world will feel as if they can recognize you. Your enemies will be wrathful, your friends will more easily trust you, and your reputation is easy to resurrect...even if they can't quite remember why. They just feel like they know you from somewhere...

Mine, Mine, Mine! (+100) - Everyone has their vices, but you in particular seem prone to letting it get the better of you. Whether it's gold, love, or just the feeling of power, you crave a particular material pleasure and will easily be tempted by opportunities to gain more of it. While a close friend or ally can snap you out of it, and you can resist it on your own for a time, expect to get into a lot of trouble for it.

Worthless (+100) - You just can't take this kind of pressure. Mentally broken and tired from the costs of survival, you essentially have a strong sense of cultivated apathy that has to be pierced in order for you to care or move to action - and when you care for something that is set back or taken away, it will sting just a little more. This can be overcome with lessons and more little victories, but don't expect years of turmoil to vanish easily.

We Need A More 'Adult' Audience (+200) - As you may expect, this is not a happy world. The villains have won and have become Kings who rule their domains with iron fists...or terrible negligence. Still, it's not so bad...the world keeps its 'Disney' roots and is grounded in things *mostly* appropriate for children and early teenagers to view, with only the odd adult implication or in-joke. Not anymore. The world is now full of blood, death, sex, and drugs taken up to their

most grotesque implications, and is just as bleak as you'd expect. Almost like an invisible force decided they needed to hammer home how terrible the world is. In terms of what you have to worry about is that villains and Kings especially are more prone to shooting to kill instead of capture erstwhile heroes. Who thought this was a good idea...?!

A Shooting Star (+200) - Magic being such a jealously guarded secret, the Sorcerer Kings are perhaps the most formidable and dangerous of the Kings by virtue of their command over these arts. With the exception of a certain Ice Queen, they have each received a vision or a prophecy of a being from another world, marked by a certain sign or a certain birthday, and that this being is either a great hero who will one day overthrow them...or a harbinger of doom for all. Whether or not it is true, they will certainly believe it, and not long after your arrival one or several will begin monitoring your actions and activities. Though they are content to watch if you merely seek to survive, they will scheme and turn nature itself against you to hinder your journey...and should you become an obvious threat to them and their power, you will find legions of Cauldronborn or Maleficent's wrathful fae magic and more at your heels. Beware the sorcerer, Jumper.

The Shroud of Evil (+400) - Evil is a tangible force in this world, something that corrupts and suffocates the magic that once filled this world. Apparently, interdimensional powers are likewise disrupted by this cloud of malevolence, for now you've been reduced to the barest shred of your original powers, turning heroes to zeroes and gods to mortals, and your equipment into useless piles of junk. While what you've gained from this world specifically remains at its full strength, the only way to regain what you've lost is to loosen evil's grip on this world...for each King overthrown or defeated, your abilities will steadily return. Only when Bald Mountain is the only Evil Kingdom remaining will you fully regain your past glory and all of your items return to their original functionality.

The King's Hand (+400): With these points as payment for your services, you have sworn loyalty to a single King within this world. While their attitude towards you will vary depending on their own Rule and mental state, they tolerate your presence enough to give you tasks and duties to expand their sphere of influence, and you must obey them in both letter and spirit. This can be...problematic if you displease them or give them incentive to see you wiped from the board, but should you serve them well, it is likely they will consider you part of their Inner Circle...or their right hand. Should this King ever be slain or removed from power, your chain will be given up as payment, and circumstances will conspire to see this done if you do not protect them. Should trust, or dare I say even friendship form between you two, then at the end of your jump, you may take this King as a companion if you so wish.

Out of the Inkwell(+600): As if this world wasn't shadowed with enough evils, an evil with a mysterious origin seems to be spreading from the pacific ocean onto every continent it can. It is unknown to any of the Kings, barring Chernabog who only seems to be pleased with its arrival in this world. This strange phenomena resembles a slick black liquid, an "ink", and as it spreads it dissolves all it encounters into more of itself, becoming a rushing dark tide that threatens to

swallow the earth in time. It is a slow creep, but one that is relentless. If it is not stopped it will begin to melt down almost all the lands into a homogenous ooze. There is hope, however. If its source is destroyed, it will be vaporized and become inert...however, it already starts with a massive lake-sized pool of ink in the Pacific Ocean and grows in both depth and breadth every day. The “source”, the “inkwell”, will move to evade detection in the opaque liquid and flee from harm. It will take restless pursuit and search to succeed, all the while exposing yourself to the dissolving, assimilating nature.

Night On Bald Mountain (+600) - The cause, or perhaps simply the embodiment of all evil in this world is said to be the demon Chernabog. Already a terrifying King capable of commanding the dead and beasts with a flick of his hand, creator of horrible monsters and curses that could lay low even the heroes of old in their prime, the evil in this world saturated with villainy and vice has empowered him to levels fit only for a God. To challenge Chernabog while evil reigns supreme is to merely receive a lesson in defeat and despair, for no hero from this world can hope to challenge him at the peak of his power. There is only one Rule that encompasses his domain and all others: ‘Do not speak his name.’

He has taken notice of you, Jumper. And he finds your starbound journey an interesting little game to play for the next decade. In the daytime, you will find both villains and heroes you cross developing deep-seated grudges towards you, creating archenemies dedicated entirely to your defeat, humiliation, or death. Emboldened as if by ‘Hellfire’, your foes will gain infernal magic and corruption that will bring them to bear against you with terrible might. When you battle the Kings, their abilities and prowess seem to be encouraged by the shadow of Chernabog himself, gaining magic and tricks that prey upon your weaknesses and personal failings.

At night, you will be tormented in both dreams and the waking world by the screeching and hateful dead. With different ones each night, you will be haunted by ghosts of heroes who failed in their journeys and jealously seek whatever you possess, the phantoms of Kings you have overthrown, and even the faceless Mooks you may have slain along the way arising to torment you, taunt you, and break both your body and spirit - they can be defeated or delayed, but they can only be banished by the rise of the morning sun.

Perhaps with your own terrible and fantastic might, you could have slain Chernabog yourself after a climb to Bald Mountain...but now, fed by both your own agony and knowledge of what you are, the demon cannot be truly harmed or slain until every last King in this world has either been redeemed or overthrown. Only then can you end this terrible nightmare. Unless, of course, you can survive the decade...

Ten years in this world...has it finally ended? Well, you know the story by now.

Happily Ever After - Had you been slain with no ability to rise again? Or is the burden of your long journey too much to bear? Either way, this option will take you home and return you to Earth with all you have gained. I hope you find happiness, Jumper.

Starlight - This world needs hope...or a more effective iron fist. You're just the one for the job. You will remain in this world for the rest of your life.

The Adventure Continues - Onto the next jump.

Notes

Disney Villains Victorious is a homebrew project from /tg/. More information on the setting and the system it is based off of can be found here:

https://1d4chan.org/wiki/Disney_Villains_Victorious

Reconciling game mechanics with your chain is a matter of individual fanwank.

It is up to you if Gridlocked or Spaced or similar modules are 'canon' for your visit to DVV, just note it is likely to make your life more difficult. In a hypothetical future, proper 'expansions' for these will be made, but it's unlikely at time of writing.

All credit for the setting goes to the original creators and namefags who worked on this. Thanks again for making it, wherever you folks are.