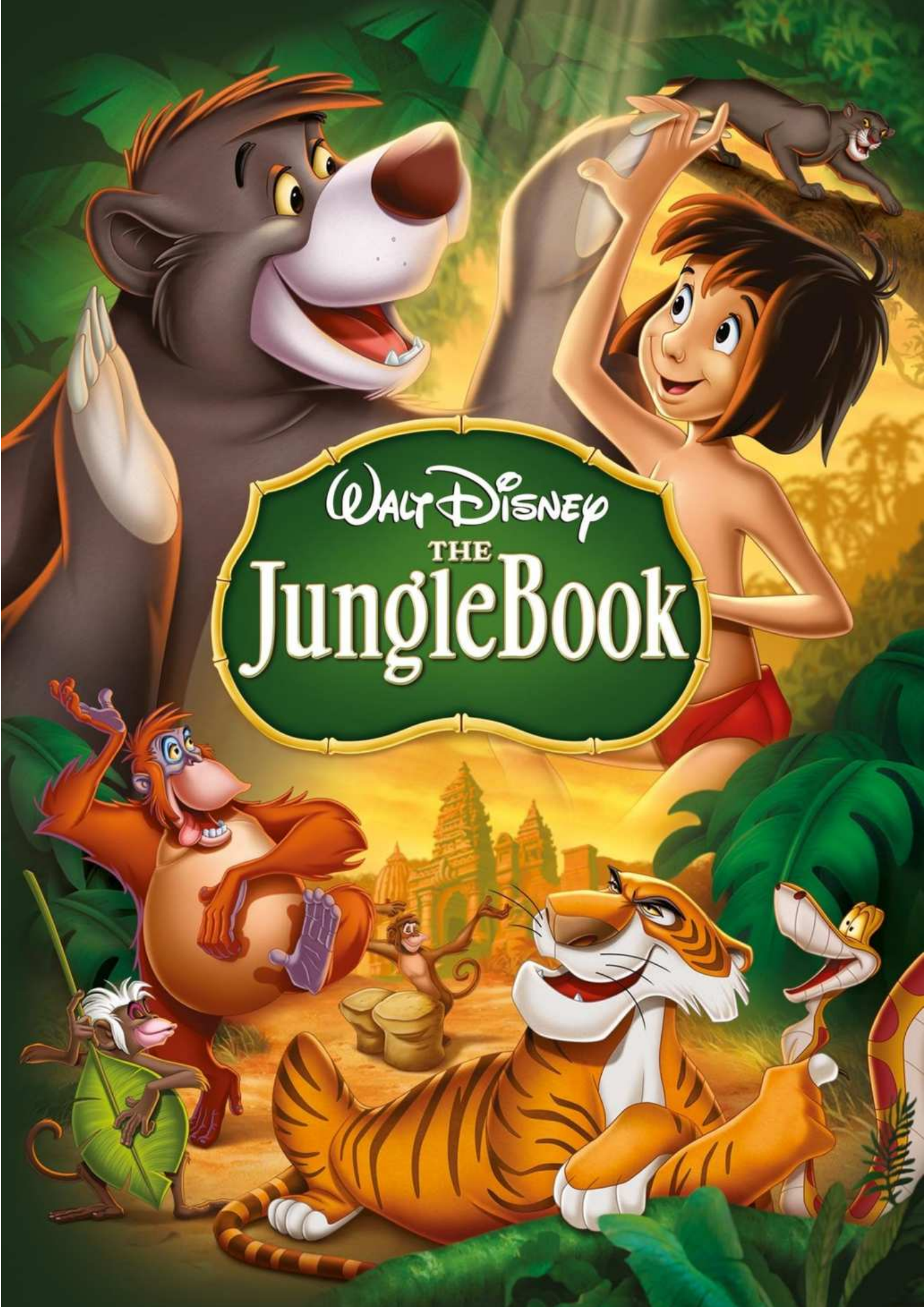

Walt Disney
THE
JungleBook

The Jungle Book

1967 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Many strange legends are told of these jungles of India but none so strange as the story of a small boy named Mowgli. It all began when the silence of the jungle was broken by an unfamiliar sound. It was a sound like one never heard before in this part of the jungle. It was a man cub! Had I known how deeply I was to be involved, I would have obeyed my first impulse and walked away. This man cub would have to have nourishment, and soon. It was many days' travel to the nearest man-village and without a mother's care, he would soon perish. Then it occurred to me. A family of wolves I knew had been blessed with a litter of cubs. I knew there'd be no problem with the mother, thanks to the maternal instinct, but I wasn't so sure about Rama, the father. Ten times the rains had come and gone. And I often stopped by to see how Mowgli, the man cub, was getting along. He was a favourite with all young wolf cubs of the pack. No man cub was ever happier. And yet, I knew that someday he would have to go back to his own kind.

-Bagheera the Panther

You arrive in this world on the morning of the day the wolf pack will decide that Mowgli needs to leave. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

Ah, man. The true danger of man lies in their use of fire, tools, and numbers; without these elements, a typical human is unlikely to prevail against many of the jungle's creatures.

[Free] Ape or Monkey

With this option, you may be an orangutan or other kind of ape or monkey that can be found in the Indian jungle. You may find yourself at home at the ancient ruins, ruled over by King Louie.

[Free] Panther

Like, Bagheera, you are a large black cat known as a panther. You have sharp teeth, as well as claws that can help you climb trees.

[Free] Python

Like Kaa, you are an enormous python, thirty feet in length. While your coils are fairly strong, they also weigh you down, and limit your mobility. Try not to get tied in a knot!

[Free] Wolf

Like, Rama and Raksha, Mowgli's adoptive parents, you are a wolf. Wolves typically operate in packs.

[100cp] Bear

Like Baloo, you are a sloth bear. Your large size affords you a good amount of strength, and you can use your claws as weapons. In addition to moving around on all fours, you are also able to stand up and move about on your hind legs.

[100cp] Elephant

As an elephant, your large size not only affords you great strength, but makes predators less likely to target you. Despite what some may claim, elephants do not have a perfect memory.

[100cp] Vulture

Vultures are scavengers that have a poor reputation amongst the creatures of the jungle, perhaps unfairly. Your ability to fly will help you keep away from many of the jungle's dangers.

[200cp] Tiger

You are the king of the jungle, on par with the fearsome Shere Khan. You are a serious threat to other animals, and can be expected to win fights against bears and even packs of wolves barring special circumstances. The biggest danger you will face in the jungle is man, whose use of tools and numbers may be cause for concern – provided they actually have reason to encounter you in the first place.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

You may choose to begin anywhere within the man-village or surrounding jungle, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Sing-Along

Want to belt out your own rendition of The Bare Necessities? Perhaps you would like to ironically sing about the value of friendship?

To help you do so, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

[Free/200cp] Animal Speech

You can apply a 200cp tier discount to this perk.

The animals of the jungle are intelligent, and capable of speech.

For free, the form you acquire here is able to speak and sing. For an additional 200cp, this benefit applies to any form you take, no matter how strange that might be.

[Free/200cp] Animal Comprehension

You can apply a 200cp tier discount to this perk.

Strangely, the humans of this setting are able to understand the animals of the jungle, even if they have not been raised by them.

For free, this jump only, you are able to understand the “speech” of animals, and vice versa. For an additional 200cp, this benefit continues with you going forward, though you’ll probably find that most of the time animals are not nearly as intelligent as they are here.

[100cp] The Bare Necessities

You have a good deal of knowledge which can help you survive in the jungle, and similar environments, such as what food is safe to eat (but not how to make fire). You can even pull off a few related tricks, like knocking fruit out of trees by bumping into them in just the right way, and peeling fruit on branches with careful, precise, throws.

You'll also find it just a bit easier to stay calm and relaxed.

[100cp] W-I-L-D

You are quite the party animal, aren't you?

Your talent for dancing has greatly improved. Additionally, you will be able to take full advantage of your dancing ability in any form you take. You could dance just as well as a bear that you could as a human.

[100cp] Colonel Hathi's March

You have developed a good amount of stamina and discipline, allowing you to maintain a march for most of the day, even if you might find such an activity unpleasant. Perhaps you'll be right at home with Colonel Hathi's herd?

[100cp] Tiger's Tongue

There's far more to intimidation than simply a roar. You've taken this lesson to heart.

From now on, speaking in a calm and dignified manner will be as effective as intimidation for you as yelling loudly or growling would be. This only applies when you mean it to, so you don't need to worry about scaring your friends. It also won't make your calm speech less threatening if it was already greater than your roars.

[200cp] I Wan'na Be Like You

Makeshift disguises employed by you, which are intended to pass you off as a stranger, are surprisingly effective. So long as you aren't put under intense scrutiny or have your disguise fall off, they will nearly always work. Allies who know you are around will be able to pick up on such disguises quickly.

[200cp] That's What Friends are For

You're a friendly sort, aren't you?

From now on, negative effects your species or other immutable characteristics may have on your ability to make friends is significantly diminished. In addition, attempts you make to cheer others up are a great deal more successful than they would otherwise be, and you are more likely to find the right words to help you do so.

[200cp] Big Beautiful Eyes

You are a bit more attractive than you were before. On purchase, you can decide whether this makes you a bit prettier, or a bit more handsome.

In addition, you have become quite skilled at signalling your interest in someone to them without saying a word, and without coming across as desperate. With such skill, even someone who had never met a person of the opposite gender would be able to pick up on your signals.

[200cp] Shere Stealth

You have an easier time moving quietly, and can identify effective hiding places in jungles and similar environments.

After all, sometimes sitting back without being seen is the most efficient way to find your prey.

[400cp] Man-Cub

Whilst you are a child, or present as such, others are much more likely to be sympathetic to your plights. Unless someone has specific animus against you, you have provoked them, or they are particularly evil, they will intervene if you are in immediate danger. If you lack a family, many will go out of their way to take you in as an adoptive child.

The effects of this perk extend to animals, both in this setting and others. Should an animal take you in and raise you, they will inexplicably be able to do a passable job of taking care of you. This will help them meet your basic needs, and prevent them from accidentally harming or killing you due to a lack of understanding on their part. It won't allow them to do things such as provide you with an education they themselves do not have.

[400cp] Cross-species Child Raising

Whether or not it is a result of a strong maternal or paternal instinct, you have become an excellent parent.

Your skill at raising children transcends boundaries of species. When raising children of other species, the same techniques that would work on your own offspring manage to work on them just as effectively, and you won't have to worry about accidentally killing species that are especially fragile while young either. Very helpful if you are a wolf, and wish to look after a human.

Additionally, children you are raising (whether they are biological or adoptive) are less likely to be targeted by predators while they are super young. For humans, this protection extends until they are about ten years old. For other species, it will extend until an equivalent age.

[400cp] Trust in Me

Like Kaa, you have the ability to hypnotise others.

In order to use this power, you must maintain eye contact with your intended victim. While using this power, your eyes flash through colours in a pattern, and while your victim is under your spell, their eyes will do the same.

Whilst under your power, the victim enters a trance-like state. In this state, they can be led around with ease, or coaxed into sleep.

[400cp] Menacing Predator

Developing a reputation as a fierce warrior and dangerous entity is much easier for you than it would otherwise be. Word of victories in battle, and evil deeds you commit, tends to spread quickly – even in cases where you kill the only witnesses to such acts.

Once you have established yourself, you will find that this reputation works to your benefit. Intimidating others is much easier, and many will simply roll over and tell you what you want to know rather than risk your wrath. Others will be reluctant to provide sanctuary for your enemies, and weaker enemies are much less likely to group up to defeat you unless you attack them first.

You can toggle the reputation building aspect of this perk, but doing so will not undo reputation already caused as a result of this perk.

[600cp] The Power of Man's Red Flower

Fire. It is a dangerous, yet useful, phenomenon, which separates man from the animals. This perk will help you harness it for your own ends.

Once a day, when you are in danger or combat, you can cause a lightning strike to occur. This lightning will not be aimed at you or your allies, but will not specifically target your enemies either. If possible, it will strike in such a way as to start a large fire. Such a force is likely to drive away the dangers of the jungle, if not defeat them outright.

Additionally, if you did not already, you now know how to make fire using branches of wood.

[600cp] ***I can't be bothered with that.***

Like Shere Khan, you are above the petty tricks of pythons.

From now on, you are immune to hypnosis, as well as similar powers or effects. When such an effect is directed at you, you will be able to immediately recognise it, as well as what the source of such a power is.

You can selectively allow these kinds of powers to work on you, should you for some reason wish to.

-Items-

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

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

[50cp, Free for Humans] Loincloth

This is a Disney film, so even man cubs must preserve their modesty.

These rags are enough to cover up your privates, as well as your chest if you are a woman. Despite their makeshift nature, when worn they'll never come off unless deliberately removed, and won't accidentally expose you either.

Should your rags be lost or destroyed, you'll find a replacement nearby as soon as you make an attempt to look for them.

[50cp] Film and Series

A copy of The Jungle Book (1967), The Jungle Book 2, and the Jungle Cubs series, on your preferred form of physical media. A classic piece of animation is yours to view whenever you like!

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

[50cp] Merchandise

A lot of Jungle Book related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Jungle Book branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

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

[50cp] The Jumpchain Book

This illustrated book covers your story in the chain to this point. It will be updated at the end of each jump. No matter how many pages are added to the book, it will not get externally larger or heavier, and you will always be able to easily navigate to the page you are looking for.

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

[100cp] Man Attire

A set of clothes, appropriate to an Indian village. The specifics can be determined by you on purchase of this item.

Not only are the clothes self-cleaning and self-repairing, but they also adjust as needed to fit you in any form you take, allowing you to dress as man does regardless of your species.

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

[100cp] Tree

A large jungle tree, which serves as an ideal resting place for panthers, pythons, and other creatures. It can be found close to your starting location, or placed in your Warehouse or on another property you own.

Predators will stay away from the tree, allowing you to rest safely. However, those who are looking for you specifically will not be deterred by this effect.

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

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

[200cp] Clean Water Source

This water source, such as a small river, will remain clean and safe to drink at all times. It constantly refills, ensuring you always have access to clean water.

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

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

At any time, you can choose to attach your clean water source to another property you own, from which point it follows that property's placement and respawning rules.

[200cp] Have A Banana!

You have come across a huge pile of bananas, which can be found close to your starting location, or placed in your Warehouse or on another property you own.

The bananas always remain fresh and ready to eat, so you don't have to worry about them rotting if left unattended. The pile will replenish as bananas are taken away, ensuring you always have access to them, but moving the pile as a whole is still possible.

[400cp] Gun

You have acquired a gun, which is of a kind that could be found in India in the late 19th century. A powerful weapon in a setting like this, provided you are able to use it.

It comes with an endless supply of ammo, which you can retrieve from seemingly nowhere, whenever you like.

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

[400cp] Meat Supply

Want to be a tiger, but don't feel comfortable killing animals that are capable of talking? This may be just what you need.

This is a large pile of fresh meat. It will replenish as meat is taken away, but moving the pile as a whole is still possible. Meat provided by the item will not rot if it goes uneaten, so you can store it where you like without creating a disgusting smell. You can choose what kinds of meat are present, so long as it is meat that could be found on a mundane Earth. You can change what kinds of meat are present when the pile replenishes.

[600cp] Man-Village

This small Indian village is now under your control.

Optionally, the village may come with human villagers. These villagers are loyal to you, and count as followers. If their numbers are thinned out, replacements will arrive at the start of the next jump. Post-chain, this will occur every ten years.

The village retains upgrades, and inactive companions can stay here, so long as they stay within the area. A small river is located in or near the village, as described in the *Clean Water Source* item.

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

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

[600cp] Ancient Ruins

You have come to control these ruins, similar in scope to the ones ruled over by King Louie.

Optionally, these ruins may come with a small force of monkeys who are capable of speech. They are loyal to you and count as followers. If their numbers are thinned out, replacements will arrive at the start of the next jump. Post-chain, this will occur every ten years.

Although the ruins are much larger than the village item above, they are currently in a state of disrepair and it will take serious effort to get the most out of them. Fortunately, the ruins retain upgrades. Inactive companions can stay here, so long as they stay within the area.

The ruins also come with a replenishing pile of bananas, as described in the *Have A Banana!* item. This is sure to come in handy if you are choosing to take the monkeys.

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

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

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Jungle Book (including The Jungle Book 2 and/or Jungle Cubs if you've included it via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Disney Sequel

Using this toggle, you can determine whether The Jungle Book 2 and/or Jungle Cubs are a natural part of this world's events. Any inconsistencies may be smoothed out in a manner of your preference. The Jungle Book 2 takes place after the original film, while Jungle Cubs is set well before.

[0cp] Early Start

Taking this toggle will cause you to arrive in this world earlier, shortly before Bagheera discovers Mowgli as a baby in a basket.

If you have also taken Disney Sequel, including Jungle Cubs as a natural part of this world's events, you can alternatively choose to start even earlier, shortly before that series.

In either case, this adds additional time to your stay, meaning the jump will end at the same point in time.

[+100cp] Those Were The Days

You have an unfortunate tendency to go off on tangents reminiscing about your past, particularly in relation to moments you are quite proud of. In addition to distracting you from your current actions, those who spend time around you are probably going to get sick of hearing the same story over and over again.

[+100cp] Lost in the Jungle

You are prone to getting lost. This will persist throughout your stay; even if you were to learn the jungle's layout perfectly, you would still wind up getting lost from time to time.

[+100cp] Lucky Loudmouth

You have a habit of running your mouth. It will be easy for you to accidentally leak information, or be tricked into doing so. Hopefully you don't put your friends in danger.

[+200cp] Man Hater

Like Shere Khan, you have a deeply ingrained hatred for human beings. Should you encounter one, you will attempt to kill them. This may be drawn out or immediate.

Fortunately, this drawback will not cause you to harm yourself if you happen to be human. It also does not override your sense of self-preservation; you will be able to flee if you are scared or in danger, and will not be compelled to attack human settlements if you don't believe you could survive such a thing.

[+200cp] Fear of Fire

You have a deeply-rooted fear of fire, and the sight of it will cause you to panic. Completely defeating this fear is not possible for you, but with great effort you may momentarily overcome it. Perks or powers that would help you do so are greatly diminished.

[+200cp] Laughingstock

Perhaps as a result of a miserable failure in your past, you have been reduced to a laughingstock of the jungle.

Humans and animals alike will mock you at every turn, and a group of vultures will follow you around, making jokes at your expense and disrupting your plans whenever possible.

You will never be underestimated in a way that would benefit you as a result of this drawback.

[+300cp] Shere Hatred

Shere Khan hates you, and wants you dead. This surpasses even his typical hatred for man; he will follow you out of the jungle, and will employ underhanded tactics like targeting your loved ones if it can get him closer to his goal.

[+300cp] ***Look me in the eye when I'm speaking to you.***

You are especially vulnerable to hypnosis and similar effects. You will also easily be tricked into looking Kaa (and those with similar powers) in the eyes.

For one reason or another, you will frequently bump in Kaa, and you are guaranteed to be hypnotised by him at least once during your stay. If Kaa is killed or incapacitated, another Indian python with similar powers will arrive in the jungle the following week.

[+300cp] Dumb

The animals in the jungle display a human level of intelligence. For some of them, this is a particularly dumb human.

Like these animals, you have become very stupid. You will fall for the most obvious of ruses, and will likely require a friend or family member to be monitoring you in order to prevent disaster.

-Ending-

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

Choose one of the following three options:

Right Where I Belong: You choose to remain in this world. Your chain ends here. As a special reward, you will continue to benefit from *Animal Speech* and *Animal Comprehension* even if you only have the free versions of those perks.

Hightail It Out of the Jungle: You choose to continue your chain. Proceed to the next jump.

My Own Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers The Jungle Book (1967) in its entirety, but indicates where The Jungle Book 2 and Jungle Cubs fits in.

[Should you include it via the toggle, Jungle Cubs occurs well before The Jungle Book, when many animal characters present in the film are still cubs.]

Bagheera the panther discovers an abandoned man cub. He takes the man cub, Mowgli, to a wolf pack where he can be raised and cared for.

Around ten years later, the wolf pack learns that Shere Khan the tiger has returned to their part of the jungle. Shere Khan hates man, and will not allow a man cub to grow up and become one. The wolf pack decides that Mowgli will have to leave the wolf pack, and Bagheera volunteers to take him to a man-village.

Bagheera takes Mowgli on one of their walks, but reveals that he is not taking him back to the wolf pack. Mowgli is not happy and wants to stay in the jungle. It is getting late, so the pair climb a tree to sleep for the night. Kaa the python attempts to hypnotise and eat Mowgli, but is stopped by Bagheera. He tries to hypnotise Bagheera, but Mowgli knocks him out of the tree.

The next morning, the pair are woken up by an elephant herd on patrol. Mowgli befriends an elephant child, and tries to join the herd, but the elephant's father, Colonel Hathi, is having none of it. Bagheera tells Colonel Hathi that he is taking Mowgli to the man-village, and Colonel Hathi lets them go.

Mowgli refuses to go to the village, and eventually Bagheera gets fed up and leaves him to his own devices. Mowgli encounters Baloo the bear, who starts to teach him to fight and growl. Baloo's demonstration of a roar alarms Bagheera, who rushes back but is annoyed to see Baloo. Bagheera says that Mowgli needs to go back to the man-village, but Mowgli doesn't want to and Baloo sides with him, taking him under his wing. He starts to teach Mowgli about the bare necessities, and Bagheera gives up, leaving again. A group of monkeys kidnap Mowgli, and Baloo fails to recover him, calling for Bagheera. Bagheera arrives and is informed of the situation, realising that Mowgli has been taken to the ancient ruins.

At the ancient ruins, Mowgli is taken to King Louie, who offers him a deal: he will help him stay in the jungle, if Mowgli teaches him the secret of man's fire, as King Louie wants to be like a man. Baloo and Bagheera arrive. Baloo disguises himself as a monkey while Bagheera tries to rescue Mowgli. The disguise works until King Louie knocks it off by accident. In the ensuing chaos, Baloo and Bagheera manage to rescue Mowgli.

That night, as Mowgli sleeps, Bagheera convinces Baloo that the jungle is not safe for Mowgli, and that he needs to go to the man-village. The next morning, when Mowgli learns that Baloo is intending to take him to the village, he runs away. Baloo and Bagheera split up to look for him. Bagheera runs into the elephant patrol. He tries to persuade Colonel Hathi to help, and succeeds when Hathi's wife and son encourage him to help. Shere Khan eavesdrops on this conversation, pleased that Mowgli is alone in the jungle.

Mowgli runs into Kaa, who hypnotises him into a sleep and plans to eat him. However, Shere Khan overhears the singing and comes to talk to Kaa. Kaa manages to hide Mowgli from him, but Mowgli is able to wake up and escape.

Mowgli encounters some vultures, who try to cheer him up after seeing he is down. They are interrupted by Shere Khan. Shere Khan attempts to attack Mowgli, but Baloo arrives in time to hold him off. Lightning strikes a nearby tree as Shere Khan defeats Baloo. The vultures distract Shere Khan as Mowgli ties a flaming branch to his tail, causing Shere Khan to flee. Bagheera arrives, and consoles Mowgli as it appears Baloo is dead, but he wakes a few moments later.

Mowgli, Baloo, and Bagheera head past the man-village, and Mowgli becomes fascinated by a young girl collecting water. He approaches her, and she leads him back to the village.

[Should you include it via the toggle, The Jungle Book 2 occurs after The Jungle Book. Characters are not visibly older but Mowgli has had some time to settle in to the living in the man-village.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.