# Disney's Sleeping Beauty Jumpchain CYOA

In a far away land, long ago, lived a King and his fair Queen. Many years had they longed for a child, and finally their wish was granted. A daughter was born, and they called her Aurora. Aurora, sweet Aurora, yes they named her after the dawn, for she filled their lives with sunshine. Then a great holiday was proclaimed throughout the kingdom, so that all of high or low estate might pay homage to the infant princess. And our story begins on that most joyful day, where all the kingdom celebrate the long awaited royal birth. And good King Stefan and his Queen made welcome their life long friend, King Hubert, and his son, Prince Philip. Fondly had these monarchs dreamed one day their kingdoms to unite. Thus today would they announce that Phillip, Huberts son and heir to Stefan's child would be betrothed. And so to her his gift he brought, and looked, unknowing, on his future bride.

Next were to come their honored and exalted excellencies, the three good fairies. Mistress Flora, mistress Fauna, and mistress Merryweather. From each, came a gift: from Flora came beauty, from Fauna came the gift of song, but before Merryweather could grant her gift, who should arrive but the wicked fairy, Maleficent? She had not been invited to this most joyous occasion, and in her spiteful fury, she laid a curse on poor Aurora: that before the sun set on her sixteenth birthday, she would prick her finger on the spindle of a spinning wheel...and die. Her dark laughter filled the air as she left, and all hope seemed lost. But Merryweather's gift had not yet been given, and though her magic was not strong enough to undo Maleficent's fearful curse, it was great enough to lessen death to a sleep broken by true love's kiss. For true love conquers all

King Stefan ordered all the spinning wheels burned, in fear for his daughter, but in order to truly avert Maleficent's curse, the three good fairies would need to take Aurora away, casting aside their powers in an effort to keep her safe and hidden under the name Briar Rose. And here, on the last year before her sixteenth birthday, is when you shall arrive. In this world of good versus evil, love versus hate, you'll need all the help you can get. And so, my gift shall be 1000cp to aid you.

# Locations

So where does your story begin, Jumper? There aren't many locations shown during this story, so your options are...somewhat limited. Nonetheless, I will strive to show you as many as I can. Roll a 1d4 for your initial location, or pay **50cp** to pick it yourself.

1. **Kingdom of King Stefan**: The fairy tale kingdom ruled by noble King Stefan and his wife, Queen Leah. A prosperous land with a great people who adore their rulers, for many years the kingdom has been in a state of great sorrow due to their beloved princess having been sent away to protect her from Maleficent. But as Aurora's sixteenth birthday approaches, that sorrow has slowly begun to turn to joy, as Maleficent has yet to find their princess, and soon, she will return to them, free from that terrible curse. Sadly, unless things change, it will not be quite so easy...
2. **Home In The Forest**: Oh, nothing to see here Jumper, just an old woodcutter's cottage deep in the forest, with three kindly old peasant women looking after a foundling child named Briar Rose. Certainly, these peasant women aren't actually the three good fairies in disguise, and Briar Rose definitely isn't Princess Aurora...except they are, and she is, as you can probably guess. The young princess is completely unaware of who she is, and lives a simple life with her caretakers and animal friends. Yet, in her dreams, she sees a man she cannot remember meeting, a prince...her true love.
3. **Forbidden Mountain**: How on earth did you find yourself here?! This is the most dangerous place in all the land, playing host to the castle of none other than the Mistress of All Evil, Maleficent. Even now, it thunders and shakes with her rage and frustration over being unable to find Princess Aurora, infuriated that she cannot find her and thus cannot enact her curse upon the young woman. It is a dark and dead place, a bleak monument to all that is evil in the world. To be here is dangerous for many, save one of Maleficent's servants...or a being who could claim to be her rival or equal. Let us hope no such being exists, hmm?

4. **Free Choice**: Well, aren't you lucky? Perhaps you've been blessed by the good fairies yourself! Pick from any of the three previous locations listed to start at, free of charge. If you pick the **Forbidden Mountain**, you've got no one to blame but yourself.

## Backgrounds

So then, who are you, Jumper? A force for good? A force for evil? Whoever you are, pick from the following origins to determine your history in this word. Though, speaking of history, if you'd like, any of the following backgrounds may be taken as **Drop-In**. **Good Fairies** and **Uninvited**, as mystical beings, are centuries old by default, however those of the **Beauty** and **Hero** backgrounds may use 14 plus 1d8 roll to determine their age. You may keep your gender from the previous jump, or choose both for **100cp**

**Good Fairy**: Well, I think it's safe to say you'd be welcomed at any party celebrating a baby's birth. You are one of the more benevelonent fairies, perhaps a compatriot of the famous trio. You possess a set of small wings that somehow allow you to fly despite their size, and some truly lovely magic thanks to your magic wand. With just this, your magic is fairly minor, able to brush away thorns, change the colour of dresses, change your size and similar small effets, but not much else. Still, I'm sure most people would be glad to see you! Well, most people save Maleficent, but she's a nasty sort, so you wouldn't want to associate with her anyway.

**Beauty**: Oh my, what do we have here? How surprising, to see such a fair being outside of royalty...or, perhaps, are you royalty after all? Whether your blood is blue or not, you represent the more gentle side of this world, the arch-typical fairy tale princess, though of course a fair and charismatic prince would be just as appreciated. You are a rose among the many thorns of this land, though do be careful that you are not plucked or wilted by more malevolent hands. Play your cards right, and you might have a fairy tale ending of your own to look forward to.

**Hero**: Well well well, what have we here? A noble prince? A courageous peasant? Whoever you are, you represent the more valiant aspect of this world, the arch-typical fairy tale hero, though not too many would complain if you happened to be a heroine instead. After all, it's the 14th century, times are changing! Either way, you are the one that will slay the dragon or save the princess...or at least you can be, potentially. And considering who the local dragon happens to be, challenging her on a whim might be a poor idea. Just maybe.

**Uninvited**: Oh dear. It seems the forces of evil can count one more among their ranks: you. You are one of the many dark beings that haunt this land, perhaps a servant of Maleficent, perhaps a separate evil, or perhaps a contender for her dark throne...though you'd have to be very powerful for that. As it is, you can choose to either be either a dark fairy or a goblin, or some similarly evil creature. Just be warned, you won't have many friends. You certainly wouldn't be invited to any parties or celebrations anytime soon, at least not by the forces of light.

## Perks

Of course, any important character in a fairy tale must have some talents, gifts, or powers, so it shouldn't be surprising that you would have some as well. As always, perks are discounted for their respective backgrounds, with **100cp** perks being free for their background.

### Good Fairy

**Live Like Mortals?**(100cp): Surprisingly, it is rather difficult for those with power to adapt to being powerless...but sometimes, that's exactly what you need to do, and now, you'll be able to do with ease! No matter how powerful you get, you will never become overly reliant on your abilities, always being able to fit right back in with the normal folk without any difficulty. You could go from god to mortal, and no one would ever notice. Comes in handy when avoiding those looking for people with powers like yours, or when you just want to blend in.

**Living Like A Peasant**(200cp): Of course, if you're used to using magic, you might not have developed the skills to do thing the mundane way. After all, why would you ever need them? Well, that's not an issue now! You have all the skills needed to maintain a home and raise a child in the 14th century, or at least the fantasy equivalent of the 14th century. Cooking, cleaning, bathing and changing a child, making sure they grow up happy and healthy...ever considered taking care of a child, Jumper?

**But She Doesn't Know Everything**(400cp): Maleficent, for all her power, is not omniscient, and part of that comes from her inability to understand love or kindness or the joy in helping others. It was this that allowed the three good fairies to sneak Aurora out right underneath her nose...well, that, and her minions' incompetence. Now, you too can pull off feats such as this, coming up with plans that take advantage of your enemy's blind spots to trick and surprise them. Perhaps it is their pride, perhaps it is their greed, perhaps like Maleficent they are simply unable to comprehend good as a concept. Whatever it is, your plans will become far more difficult to uncover, and it might be too late by the time your foe does. Do be careful, however, if you are careless you might expose your plans, just like the three good fairies did.

**The Fourth Good Fairy**(600cp): Oh my! You're not just any good fairy, you're one of THE good fairies, or at least a fairy on their level! You possess incredible magic, and while it may not be as direct or flashy as Maleficent's, used in the right way it might just spell her downfall. First of all, you possess the ability to create objects formed from pure goodness, like the Sword of Truth or the Shield of Virtue, the latter of which could block even the flames of Maleficent's dragon form, and the former of which could harm and even kill her. On top of this, you are able to grant blessings to others, though you may only bestow one gift per person. A gift of unnatural beauty, a gift of heavenly song...or a gift of a lessened curse. A curse of death from the likes of Maleficent might be too powerful for you to do anything but lessen it to a deep sleep broken by true love's kiss, but a lesser curse might undone entirely! Do keep in mind, your powers can only be used for good, to spread joy.

## Beauty

**The Gift of Beauty**(100cp): Well, you wouldn't be much of a beauty if you didn't have this, would you? You have been gifted with incredible looks, such that could only have been given by a fairy. Women are a rival for Princess Aurora, who possessed hair of sunshine gold and lips red as the rose, while men could give Prince Philip, a regular prince charming, a run for his money. You inspire awe in others, and love as well if you so desire, though it will be a shallow love based only on appearance unless you take the time to deepen it.

**The Gift of Song**(200cp): Another miraculous gift! The fairies must really like you to have given you two gifts. This here grants you a voice like Aurora's, a heavenly song that fills the world with joy. It is a voice that animals cannot help but adore, and should you be kind to them I have no doubt you would make many friends among them with ease. With a voice such as this, don't be too surprised when mortal men confuse you with a forest nymph at first. After all, what else but a magical creature could sing like that?

**Once Upon A Dream**(400cp): How curious! It seems that you possess something truly rare, something beyond a gift from the fairies. You have dreams, visions almost, that seem so vivid and real...perhaps because they are. They are dreams you share with another, one who you will soon meet, and who you will come to love in some way or another, be it familial, platonic, or of course, romantic. They too, shall remember their dream, and unconsciously seek you out. For as long as you play your cards right, you can be assured they will come to love you just as much. Almost like something out of a fairy tale, no?

**Sweet Jumper...**(600cp): Oh my, what's this? It seems you really have a knack for attracting benefactors. Powerful beings seem to take an interest in helping and protecting you, aiding you as much as they can and even putting themselves at risk. They are happy to grant you blessings, if minor ones, and will even lower themselves if they need to.

As an example, take the three good fairies and Princess Aurora. They blessed her with beauty and song, and weakened Maleficent's curse. They took her to a small cabin in the woods, taking care of her and even stripping themselves of their supernatural powers to better protect her, coming to truly love her as family. And when she was struck by Maleficent's curse, they aided Philip in saving her and slaying Maleficent, ensuring she would have a happy ending. You can still drive your benefactors away if you're really nasty, and they won't be the strongest around, but their help could help you with your own happy ending.

## Hero

**This Is The 14th Century!**(100cp): Oh, all those old geezers are living in the past! Nowadays, things are different! It's perfectly natural to marry for love, instead of simply marrying for political purposes. Why, in this era, a prince could marry a peasant, a farmer could romance a princess, all these and more are possible now! If it wasn't clear, what this perk does is essentially hand wave issues of class when it comes to love. A king might offer up only a small bit of resistance to his son marrying a peasant for love, despite this ruining a sixteen-year long plan with a fellow monarch and friend to unite their kingdoms. Do note, this does not prevent other issues others might have with the relationship. If the monarch doesn't like you, love might not be enough to save you.

**Prince Charming**(200cp): Well speaking of romance, it seems you've got some real skill for it. You've got a way with words, easily able to woo the ladies, or the gentlemen if you prefer. Your talent with wordplay goes beyond just flirting, though, as you've got a talent for tricking people and getting them to agree with you without meaning to. Take Prince Philip tricking his father into accidentally giving him permission to marry a peasant girl for love despite being angry at the idea not more than a moment before, and being horrified after. Finally, people just...like you. You're a likable person. Your horse might give you trouble sometimes, though.

**True Love's Kiss**(400cp): Don't forget, Jumper, above all else this is a fairy tale, and one that came from the house of Walt Disney, nonetheless. Evil will always be defeated by good, for true love conquers all. Should you love someone, truly love someone, your kiss will have the power to break any curse placed upon them. It need not be romantic love, platonic and familial love will also work, but it has to be true love. Once per jump, you may even save someone from a curse that should have meant their death, bringing them back from the abyss. If a curse has been placed on multiple people, and the one you love is just one of the victims, your kiss will only break their curse, not the curse placed on the others.

**Slaying The Dragon**(600cp): Maleficent is the Mistress of All Evil, a wicked fairy wielding all the powers of Hell. Her dark magic is unrivaled throughout the land...but in you, the world has found someone who might finally be able to defeat her. You are a truly wonderful representation of the arch-typical hero, wielding a mix of a fit body, a clever mind, and great skill with using both sword and shield, as well as being a great horseback rider and a little luck. You would be considered one of the greatest knights in the land with all that you have! On top of all this, you shine the brightest while fighting against evil, growing mightier the more wicked the foe. Compare Prince Philip being ambushed and overwhelmed by Maleficent's minions to him slaying the witch herself, albeit with some help from the good fairies. Let your sword of truth fly swift and sure, that evil die and good endure!

## Uninvited

**Elegant Evil**(100cp): As wicked as Maleficent is, one cannot say she does not embody the grace of the Fae. Like her, you possess a sort of inhuman elegance, something that entrances and terrifies those who see you. Your voice is like poisoned honey, your visage is that of noble beauty masking pure evil, and your every movement is as graceful as only the Fae can be. And this is when you are trying to act pleasant.

Your true nature, fully revealed, is far more terrible to behold, filling even the courageous with fear. Should you have power to back this up, like Maleficent, even the greatest forces of good in the land would be left horrified by your true evil and power. Teach them respect.

**Wicked Jumper's Trick**(200cp): How utterly nasty. It seems you have a talent for knowing how to best cause your enemies pain and suffering, to harm and wound them for whatever reason you have. Oh, it's not a physical pain, no, it's something far worse: pain of the heart. A king and queen who longed for a child for many years finally had one, and didn't invite you to the celebration? You'll put a curse on that child, ensuring that the child will be beloved by all...and then die at the age of sixteen. A noble prince who wants to rescue his true love? You'll imprison him until he's an old, withered man, so when he finally does break your curse and his love awakens, she'll go insane when she sees him, her mind shattering...true love defeated. You really are evil.

**Jumper's Powers Are Far Too Great**(400cp): Your plans are not so easily undone, Jumper. The forces of good might be able to lessen your curses, or delay your plans, but they cannot stop them entirely. The most powerful good fairies in the land could only lessen your curse of death to a curse of sleep, and their valiant efforts to hide your victim from you can only last so long. As long as you put effort into hunting for them, you will find them eventually. True, your foes may yet triumph if you are careless, but they will find that one way or another, your plans WILL come to fruition...evil always finds a way, after all.

**Jumper Of All Evil**(600cp): This is...this is terrible! This land suffered enough with Maleficent, but now you have appeared, a claimant to the title of Master of All Evil, or perhaps a claimant to Maleficent's title instead? Either way, you possess terrible dark magic, on par with the wicked witch's own. Like her, you can call down bolts of lightning capable of shattering stone, or creating a forest of thorny vines to entangle a great castle that a noble knight with a holy sword would have difficulty breaking through alone, perhaps ending up as his tomb.

Calling down a frost to kill the flowers of one of those pesky good fairies would be child's play, and the power to call forth green flames to defend yourself from your enemies or teleport with is within your grasp. The curses you call forth could match any Maleficent wields!

That is to say nothing of your most terrible power: like Maleficent, you too may take on the form of a dragon, great and terrible and capable of spewing flames capable of vaporizing stone, erupting with such force as to send a knight flying off his steed even if he should block your attack, and to send that same shield flying if he is not careful. A bite from you is deadly, and you are durable enough that even an enchanted sword striking your hide would only cause you minor pain. Beware, however, that like Maleficent you are not invulnerable. Should that same sword strike true into your more vulnerable underside, well...do remember how the story of Sleeping Beauty ends. Nonetheless, you are a force to be reckoned with. For now they face you, oh Jumper, and all the powers of HELL!

# Items

Enchanted swords, magic wands, glittering castles, all these and more are staples of fairy tales in general, and this one in particular. So, why not make sure you have some items of your own to aid you? Each item is discounted for their respective origin, with **100cp** items being free for their origin.

## General

**Soundtrack**(50cp): Walt Disney's movies are known for their music, and this movie in particular has some great, perhaps even iconic music. Now, whenever you wish, you may listen to the soundtrack of this world even in future worlds. Other people won't be able to hear it, unless you decide to let them. To sweeten the deal, you'll even get new Sleeping Beauty-styled music for yourself and your companions, as well as for your friends, foes, and places in future jumps.

**Figurines**(50cp): Believe it or not, Sleeping Beauty figurines used be a pretty big thing. Hell, merchandise for the movie in general was big. Well, here you have a collection of figurines for all the characters in Sleeping Beauty, from the Three Good Fairies to Princess Aurora to Prince Philip to Maleficent and more. You even have one for Maleficent's dragon form. And because I'm so nice, I'll throw in sets for Aurora's castle and the Forbidden Mountain as well.

## Good Fairy

**Magic Wand**(100cp): Well, you couldn't be a fairy without a wand, now could you? It's a small thing, easily held in one hand, and it's not exactly remarkable appearance-wise, looking like a yellow stick instead of anything fancy. But through this, you can channel your magic, coming out in a form that resembles dust willed with tiny stars. In the hands of a normal fairy, it's capable of doing magic. In the hands of a truly powerful fairy? It can work miracles.

**Food And Supplies**(200cp): For the average peasant, or fairy disguising themself as one, these will come in handy. Here, you have an unlimited supply of all the essentials of a 14th century home, everything from bread and meat to flour and wheat as well as cleaning supplies and eve some herbs and medicines. There's an ax there as well, though it's not good for much besides cutting wood. It's very basic stuff, but who knows? It might just come in handy...

**Mystical Guise**(400cp): Though you may disguise yourself as a peasant, that doesn't mean you are one, despite Maleficent's insults and sneers. You are a fairy, and even good fairies have their pride. And so, you have been gifted with a glimmering, shimmering outfit, a sign to all not only of your nobility in the sense of morality, but in the sense of the elite of society as well. It is a guise that informs all that you are to be respected and admired, even if you do not demand worship and subservience like Maleficent does. It's rather convenient as well, never getting caught and only able to be grabbed by your friends and allies.

**Woodcutter's Cottage**(600cp): A woodcutter's cottage? But you're a fairy! No fairies live in woodcutter's cottages in the woods! Which is why it's the perfect hiding place, right? No one would ever suspect a fairy or Jumper would live in such a humble, mundane abode. Well, that's how it works out, at least. As long as you're not careless, you'll most likely be able to stay hidden...most likely. And aside from that, it's just a nice place to live. Comfy, warm, easily big enough for four people to live in, and secluded in the forest where few would care to look.

## Beauty

**Birthday Cake**(100cp): Happy Birthday, Jumper! What? It's not your birthday? Well, erm...here's a giant cake for you anyway! It's huge, and it tastes absolutely delicious. You could almost swear it was made from magic! And it might have been, since for some reason it changes from pink to blue and back again sometimes. Don't worry about it, I'm sure it's nothing. Whenever you finish it, you can replace it instantly with just a thought. So enjoy unlimited cake!

**Royal Bed**(200cp): My my, what a lovely bed you have there, Jumper! It's so comfortable, you could sleep on it forever! Well, that, or you had a curse of eternal sleep placed on you too. One of the two. Kidding aside, this really is a lovely bed, made for the likes of kings and queens and princesses, and you'll find no better bed in all the land. You'll always wake up refreshed and ready after every night, and you'll look good too, somehow. No bed head for you!

**Jumper's Magical Castle**(400cp): What have we here? Someone's moving up in the world, huh Jumper? What you have here is a magnificent palace, like something out of a fairy tale, a place filled with colour, joy, and plenty of servants to cater your every whim.. Everywhere you look, there are banners with your symbol, if you should have one, on them, and the whole place is luxurious beyond compare. There are even a legion of guards that are trained and equipped to keep you safe! They're not much good against the likes of Maleficent, I'm afraid.

**Hidden Royalty**(600cp): Oh my, it seems Princess Aurora wasn't the only member of the royal family in hiding, hmm? Much like the princess, you too are a member of the ruling family, perhaps a sister or brother. Maybe you are in fact a closer relative of King Stefan or Queen Leah? Either way, you are a member of the royal family, and should you reveal yourself, you will be welcomed with open arms...as long as you're not obviously evil, of course. But what good would this do for you in future jumps, you ask? An excellent question!

In future jumps, you may choose to have a connection to one of the local ruling families, being hidden royalty in that world as well. Much like in this world, you will be welcomed with open arms so long as you are not opposing the royal family. Do keep in mind that if the policy of the royal family is 'kill all other members of the royal family', you won't be received well. Also, you won't be heir to the throne with this alone. You're just another member of the royal family, which is still pretty great.

## Hero

**Heroic Outfit**(100cp): Alright Jumper, listen up. If you're going to be a hero, you need to LOOK like a hero. Appearances are very important, you know. What you have here is an outfit that's perfect for the hero of a fairy tale involving dragon slaying and princess saving. It looks good, feels good, and is practical, for the most part. Cape might get stuck in giant thorny vines created by dark magic, but what are the odds of you running into any of those?

**Noble Steed**(200cp): Of course! Every valiant knight needs a noble steed to ride into battle, that's just common sense! What you have here is a surprisingly courageous horse, brave enough to stand even before the gaze of Maleficent's dragon form and to charge at her at your direction. Not only that, but is a horse you share a strong bond with, an animal that truly cares for you, even if it occasionally gives you trouble. In your darkest hour, when your back is against the wall and the powers of hell are arrayed against you, this creature will stand with you.

**Shield of Virtue**(400cp): A replica of the shield that will one day be wielded by Prince Philip against Maleficent...or is his shield the replica, since you have yours first? Either way, this shield was created from all that is good, and it is a potent defense indeed. Rocks, arrows, all of these projectiles are easily blocked by the shield. But even more impressive is that this shield can even block the flames of Maleficent's dragon form, which can incinerate rock and hammer with a force that even with the shield would send you flying. True, it can be knocked out of your hand if you are not careful, but you'll find no better defense here.

**Sword of Truth**(600cp): With this blade, or at least one like it, Prince Philip will achieve the impossible and slay Maleficent, the Mistress of All Evil at the height of her power. An enchanted sword forged by the power of righteousness, it is a mighty weapon against evil, as even a strike at the armoured hide of Maleficent's dragon form would cause her pain, and if it were to strike at a more vulnerable spot, itt could even kill her! Indeed, this sword is a bane to evil everywhere. But that is not the only gift it has. It is not just an incredible sword, it is not only enchanted to be a weapon against evil, but it is also blessed so that, once per jump, you may throw it, and like the sword wielded by Phillip when it was blessed by Flora, it will strike swift and sure, striking your foe's most vulnerable spot. You would have to be able to hit it by throwing the sword normally, of course, but against certain enemies, this might be enough to strike the death blow...just like with Maleficent.

## Uninvited

**Magic Staff**(100cp): Those goody two-shoes Flora, Fauna, and Merryweather all use such simple wands to cast their magic. Just further proof they're nothing but rabble, of course, especially since your own instrument for casting magic is so much grander. Yours is a great staff, one perhaps much like Maleficent's, topped with a magic orb through which you may show others images, such as their daughter's dead body or the future you have planned. It's handy for casting magic, and it makes such a satisfying noise when it smacks the ground...

**Dark Familiar**(200cp): Every proper witch needs a familiar, Jumper, and this one is yours. You are now the happy owner of a surprisingly intelligent pet, some 'sinister' animal or another such as a spider, snake, or raven, if you feel like imitating Maleficent. This pet is very intelligent, able to follow even somewhat complicated commands like 'find a girl of sixteen years with hair of sunshine gold and lips red as the rose'. It's a fantastic spy, a great lookout, and an amazing alarm, as well as being truly loyal to you and utterly adoring. The rest of the world may hate you, Jumper, but at least your pet loves you.

**Forces of Evil**(400cp): And of course, if you're going to be a Master or Mistress of All Evil, you're going to need some minions, right? Well, here they are: an army of goblins, orcs, and other monsters, all ready to serve you! They're not particularly large or strong individually, but they're great in swarms, and even a knight such as Prince Philip could be captured or killed by them if they ambushed him...assuming he didn't have the fairies to help him. They're all loyal to you, though I'll warn you they're not the most intelligent bunch. Much like Maleficent's goons, you'll need to explain to them that a baby won't stay a baby forever, or they'll keep looking for that baby sixteen years later.

**Forbidden Mountain**(600cp): What evil overlord could call themselves as such without an evil lair, an ominous fortress, a sinister castle? Not one that's any good, erm, evil, that's for sure! Luckily, you are a proper evil monarch, and as such, you have a dark domicile of your own. Much like Maleficent's lair, you have a large, jagged, dead mountain, on which is the unholy palace that you call home. It is dark, dreary, and a perfect fortress to repel the forces of good from. Even the most idiotic minions could put up a proper defense, assuming the other side doesn't have fairies helping them. And it comes complete with everything you might need, from a throne room to a dungeon to a tower on which you might overlook the land...this is your kingdom of shadow Jumper. Rule it as you see fit.

# Companions

No one can do it all on their own, not in this world of magic and monsters. Aurora and Philip had the aid of the three good fairies, Maleficent had Diablo and her minions, and I'm sure even you have some friends or minions, right?

**Companion Import**(50cp-400cp): Assuming you do have some allies and minions to take along with you, this right here is the option for bringing them into this world. You may import any companion for **50cp**, so up to **400cp** if you want to import all eight. Each companion gets **400cp** to spend on perks, so won't that be helpful?

**Three Good Fairies**(200cp, cannot take with **True Love Conquered**): Well now, isn't this something? Somehow or another, you have managed to befriend Flora, Fauna, and Merryweather, the fairies that represent all that is good in the world and oppose Maleficent, their wicked counterpart. Each one of them is gifted with powerful magic, and each of them have a unique personality to them: Flora is strong-willed and clever, as well as a lover of both flowers and the colour pink; Fauna is kind-hearted, even to the point of feeling pity for Maleficent and believing she must have some good in her; and Merryweather is aggressive and brave, even to the point of charging at Maleficent in dragon form. Above all else, however, these three are compassionate and benevolent, even to the point of being willing to live as mortals without their powers to help an innocent child. They possess all the perks of the Good Fairy perkline as well as their wands, and should they be willing by jump's end, will follow you to future worlds.

**Princess Aurora**(200cp, cannot take with **True Love Conquered**): Also known as Briar Rose, and the Sleeping Beauty. Aurora is one of the original Disney princesses, alongside Snow White and Cinderella, and it shows. Kind-hearted? Check. Beautiful appearance and voice? Check. Competent when it comes to house-work despite being a princess? Check. Beloved by animals? Check. Tormented by the forces of evil?

Unfortunately, check for that, too. Aurora is a beautiful, sweet girl, one who believes in love above all else.It is to the point that when told she was a princess, betrothed to a prince, she was horrified, because she had fallen in love with a man she believed to be a peasant. You won't find many who would turn down power and wealth for love. She is kind and caring, to people and animals both, and in her eyes whether her love is a peasant or a prince matters not: love is what matters. All that being said, I wonder what your relationship with her will be? Are you a friend she's made as Briar Rose? Another caretaker she was particularly close to? Or...perhaps, have you taken Prince Philip's place in her dreams? No matter. She possesses all the perks of the **Beauty** perkline, and should she be willing, will join you at the end of the jump and follow you to future worlds.

**Prince Philip**(200cp, cannot take with **True Love Conquered**): Oh my my, what have we here? This, Jumper, is Prince Philip, one of the original Disney heroes, and one of the first princes to truly earn that title. Philip is a courageous young man, as well as quite the charmer and explorer. He's a man with a strong belief in the idea of love, of marrying someone not for wealth or power but for love. He would rather marry a peasant woman he truly loved then a princess he'd never met. It's the 14th century, after all, times are changing! Like that Briar Rose woman, who is most certainly not a princess in disguise, definitely not. Kidding aside, Philip is not one of the first Disney heroes just because of his belief in love, no. He's also quite the competent fighter, and though he did have some assistance from the three good fairies, he was the one to strike Maleficent down, and break Aurora's curse.

So, Jumper, how do you know this fellow? Are you a fellow knight, a brother in arms or blood? Are you a benevolent benefactor, helping him to fight evil and save the day with magic? Or...perhaps, have you replaced Princess Aurora in his dreams. Whatever the case, should be willing to at the end of the jump, Prince Philip will join you, and follow you to future worlds. He possesses all the perks of the **Hero** perkline, and will be a great help for you in the fight against evil, no matter what form it takes, witch or dragon.

**Maleficent**(400cp, cannot take with **Maleficent's Rage** or **Happily Never After**): A-are you sure, Jumper? You know who this is, right? You know, Mistress of All Evil, wicked fairy, pretty much one of the most evil Disney villains of all time save for Chernabog himself? Well, if you insist...Maleficent is, as I said before, the Mistress of All Evil, and one of the most iconic Disney villains ever. She is graceful, elegant, poised, up until her anger is aroused, turning her into a storm of fury, cruelty, and spite. Maleficent is vain and petty, and even a small snub can garner a deadly reaction from her. She is, perhaps, not entirely black-hearted, as she does express love and concern for her raven Diablo. But that is the only sign of compassion she shows. Cruelty and wickedness aside, Maleficent is both powerful and clever, her magic too great for even her heroic counterparts to undo entirely, and twice she nearly obtained victory over the forces of good, first when she captured Philip and then when she fought him as a dragon.

I know not how or why you have managed to gain Maleficent as a companion. Are you an amusement, a mortal she took an interest in and decided to allow the chance to bask in her glory? Are you a fellow fairy, who she considers subordinate to her? Or...perhaps, are you a monster like her, a force of pure evil and dark power, one of the few beings she might consider an equal? Whatever the case, should she be willing by jump's end, Maleficent will join you as a companion fully, following you to future jumps with the entire **Uninvited** perk line, as well as her beloved raven Diablo, her **Dark Familiar**.

## Drawbacks

This is, for the most part, a safe, peaceful land. Maleficent aside, there aren't many dangers here. You could live out a normal, peaceful life...or, you could take these. After all, **1000cp** isn't always enough to get everything you want, right? In exchange for some...added difficulties and challenges, I'll be willing to give you some extra points to spend. Let's say something to the tune of **600cp** maximum, unless you take **Happily Never After** or **True Love Conquered**, in which case it is **800cp**. Do enjoy, Jumper...

**On That Joyful Day**(0cp): Oh! Starting early are we, Jumper? Well, if that's what you want, I can work with that. Instead of beginning the jump a year before Briar Rose's sixteenth birthday and the events of the movie proper, you will instead begin on the day of Aurora's celebration, the day when Maleficent first cast her curse on the poor princess. What you do from here is up to you. Will you convince Maleficent not to curse the child? Will you take the child under your care, like the three good fairies would have done, or alongside them? Or heaven forbid, will you curse her too for not being invited? Your time here in this world will end at the same time as it would have normally, so...twenty-six years!

**Maleficent Continuity**(0cp): ...ho boy. Alright, so, to explain this one real quick, this sends you to the continuity of the live-action Maleficent movie, and it is a doozy, let me tell you that. King Stefan and Maleficent were friends and even lovers as children, up until he betrayed her and cut off her wings, using this as 'proof' he killed her in order to become king. The three good fairies are incompetent at best and arrogant nitwits at worst. King Stefan becomes a murderous tyrant, while Maleficent ends up being the hero, and even a mother-figure to Aurora. Prince Philip, while a decent guy, is unable to break the curse so Maleficent ends up doing it. Diablo, the raven, is actually a shapeshifter, and the one who turns into the Dragon. It's...a bit of a mess, honestly. But if you want to go there, it's your choice.

**You Weren't Wanted**(100cp): People just don't like you, Jumper. I'm not sure why, but they don't. Maybe you're an obnoxious eater, maybe you look like a slob, maybe you're an evil fairy that likes cursing people and killing flowers for no other reason than spite, who knows? No matter the reason, you will never be invited to any party or celebration hosted by those grand kingdoms, never invited to a ball or wedding, never invited to anything party-like, ever. Well, at least you and Maleficent have something to grumble over. And hey, good excuse for cursing people!

**Stormyweather**(100cp): Much like a certain blue fairy, you have a bit of a fiery temper, making you rather aggressive towards the target of your ire. One of your sisters wants the cake to be pink instead of blue like you want? Not only will you not let her have her way, you'll instead turn the cake and even her outfit blue in a magic. A wicked witch bullies you and torments innocents? Better insult her when she's already in a cursing mood, charge at her in dragon form, or otherwise go out of your way to express your anger. I sure hope your companion can hold you back from doing anything rash.

**Idiots! IMBECILES!**(100cp): Bah! Are you the only one capable of doing anything around here?! It appears most of your allies or minions have suddenly taken a drastic nosedive in competence, and I do mean drastic. As in, 'search sixteen years for a baby, forgetting that babies age and that the baby won't be one forever' levels of incompetent. You might have a few competent minions, and you might be able to direct your less capable allies into doing something right, but it'll be an exercise in frustration.

**Blue! PINK!**(100cp): For as much as they usually get along, Flora and Merryweather always squabble over which of their favourite colours is better, pink or blue. Well, now it seems you've been caught in the middle of this struggle, because for some reason a lot of your items outfits will start switching between the two colours, back and forth, over and over. Not only that, but it seems they'll start squabbling over other things, like whether sweet or sour is better. This will never be dangerous to you, but it will sure be exasperating, and there's no way to stop it.

**Sometimes I Don't Think Jumper Is Very Happy**(200cp): Odds are, you're not. Much like Maleficent, you can't comprehend love or compassion or the joy of helping others. Your heart is cold and empty, affection for a pet aside. And not only are you miserable, this has also given you a blindspot to any plan that is based on compassion or humility or the like. You might be able to sniff out eventually, but it would take great carelessness on the parts of your foes. It's not always good to be bad.

**Our magic doesn't work that way**(200cp): Oh dear. It seem that, like the three good fairies, your powers have been limited. Now, they can only be used to do good, to bring happiness and joy. Which sounds great on paper, except now a lot of options you have are limited. You won't be able to use your magic to turn Maleficent into a fat ole hoptoad, you can't use your ki to rob people, and brainwashing is off the table. You're not entirely helpless, as indirect means of battling evil, such as providing enchanted weapons to the forces of good or turning minor evils like Diablo the raven to stone, but you probably won't be battling Maleficent anytime soon, at least not by using your powers.

**Fair Folk Temper**(200cp): Oh jeez, and I thought having Merryweather's temper was bad. No, this is worse: you now have Maleficent's temper instead. Someone didn't invite you to a party? Curse them or their loved ones! Your minions are incompetent? Strike them with lightning and your fury! Some prince is trying to break your curse with 'true love'? Imprison him, lock him in chains, and visit him just to mock and torment the poor man. You really are a piece or work, you know that? I mean, honestly, it was a minor snub, did you really have to go that far over something so trivial?

**Loveless**(200cp): This drawback does not make you incapable of loving, Jumper, no, far worse than that: it makes it so that for all your searching, you will never find love. And you will search, that I can assure you. You will chase your dreams of a beautiful maiden, only to find an illusion. You will search for that handsome prince, but find only an arrogant fool. Perhaps, once or twice, you might for a moment experience true, reciprocated love...only for your romance to come crashing down on you. Your lover betrays you, your relationship is torn apart due to differences of class or stature, or a curse steals them from you. Each time love is within your grasp, it will slip from your fingers. Here, in this world of fairy tale romance, where true love conquers all, you will only ever be one thing: alone.

**Royal Rage**(300cp): What on earth? What could you possibly have done to earn this reaction? For some reason, either King Stefan or King Hubert have turned their fury upon you, and will seek to punish you for whatever offence they believe you have committed. They might not have great magic on their side, but what they do have are armies, and the support of their people. They will hunt you relentlessly, and will even risk war if that's what it takes to put an end to you. And do not forget, the two kings are friends. While you might be dealing with one king at first, tread carefully, or you may end up facing two angry monarchs.

**Fairy Fury**(300cp): ...how? How on earth did you manage to earn the ire of the three good fairies? You must really be malevolent if you have managed to make enemies of them. Or perhaps it is all a misunderstanding? Whatever the case, the three will seek to subvert your schemes and ambitions at every turn, using both magic and surprisingly simple but effective plans to undermine your works. They will not be able to directly confront you, as their powers are limited, and will only move to have you slain should you go too far, but do not forget that these three fairies played a key role in Maleficent's downfall.

**Princes Protection Program**(300cp, requires **On That Joyful Day**): Jumper, I've got good news and bad news: the bad news is, Princess Aurora has just been cursed by Maleficent, and there's no way to undo the curse. The good news is, you've been chosen to protect, raise, and guide her up until her sixteenth birthday ends, by which time Maleficent's curse will be no threat! And with your cosmic powers, I'm sure- wait, what's that? Erm...I've got some more bad news, Jumper. In order to evade Maleficent's attention, you'll have to go without your powers for sixteen years. You'll have to live like a mortal, and raise Aurora, sorry, Briar Rose, to be a proper young woman. All while evading the eyes of Maleficent, whose minions will be much more thorough. If you are caught during the course of those sixteen year, allowing Maleficent to enact her curse, you will fail the jump. Good news is, if you succeed, you will be welcomed by a grand celebration!

**Slay The Jumper!**(300cp): Oh for the love of...now you have wannabe heroes trying to bring you down, Jumper! For some reason, these knights are convinced that by defeating you, they will obtain great glory and fame, going down as heroes throughout the land. And, to add to the problem? They're all...surprisingly competent. They're not mythical heroes, of course, but each of them would be able to give noble Prince Philip a hard fight, using trained bodies, honed minds, and high quality equipment. What they lack up in numbers, they make up for in skill. They will be a recurring problem during your time here, and they will try to adapt and prepare for any tricks you've shown off, as long as such a thing is possible.

**Wrath of Maleficent**(600cp): What did you do? WHAT DID YOU DO?! Did you seriously manage anger Maleficent of all people, to the point where she's focusing her fury directly on you? Bah, of course you did...well, I might as well prepare you for what you're about to face. Maleficent is a powerful and wicked fairy, a master of dark magic and a clever schemer on top of everything else. Though she does have a problem comprehending acts of heroism and compassion, she's quick to adapt once she's caught on, and capable of preparing trap and ambushes for her enemies. She is backed by an army of goblins, orcs, and monsters, who lack in skill and intelligence but make up for it in numbers and ferocity, along with her pet and spy, Diablo. Finally, when she's been pushed to the, she may take on the form of a terrible dragon, a form that Prince Philip only narrowly triumphed against with the aid of the fairies and a magic sword and shield. Good luck, Jumper. You're going to need it.

**Curse of Sleep**(600cp): Oh no. Oh this is bad, this is very bad! It appears somehow, you have fallen under the same curse as Aurora, whether it was from Maleficent or another wicked being on her level. You have been placed into a deep sleep by this curse, and now it is up to your companions, friends, and allies to rescue you. It will not be easy, as whatever wicked force cursed you has you under heavy guard, and they will not soon let you awake if they can help it. Not without a fight.

Your allies will have to either confront and defeat this great evil, or find a way to sneak past them and break your curse. Either path will be very difficult, and should you remain asleep by the time your jump is done, you will wake up...back on your homeworld, your chain very much over.

**Happily Never After**(800cp): Something has gone wrong. Something has gone terribly, horribly wrong. The three good fairies have been imprisoned, consumed by guilt and grief. Prince Philip is locked away in Maleficent's castle, his spirit broken. King Stefan and King Hubert have been put under a spell of sleep, along with their kingdom. And Princess Aurora herself sleeps an ageless, dreamless sleep. Maleficent reigns supreme, and all hope is lost. All hope...except for you, Jumper. You are the last light in an endless sea of darkness, and you must set things right. You must free the fairies, and revive their hope. You must save Prince Philip, and restore his spirit. You must confront Maleficent, and strike her down, once and for all. And you must save Princess Aurora, either by having Philip break the curse, or breaking the curse yourself, waking her from her slumber, and allowing the kingdom to awake as well.

It will not be easy. You face Maleficent alone, without any help from the fairies, the kingdoms, or Prince Philip. And the Mistress of All Evil has only grown more dangerous in these dark times. I know not how, perhaps it was with the aid of the Black God of Bald Mountain, but her powers have grown even stronger, and her incompetent minions, a disgrace to the forces of evil, have been replaced with genuine demons, adding to her claim of being backed by all the powers of Hell. The odds are stacked against you Jumper. But, should you succeed, the land shall be filled with great joy and celebration, and all shall acclaim you and your deeds. You shall be known as a hero to all the land, and I have no doubts even royalty would consider themselves honored to court you.

Aside from this, in future jumps there shall be an aura of heroism about you, distinguishing you and announcing to all the world who and what you are: a hero, a saviour, and living proof that good will always conquer evil. You may, of course, toggle this at will, if you'd like.

**True Love Conquered**(800cp): ...there is, of course, another option. There is, of course, the path of darkness. All those years ago, it was not Maleficent who cursed Princess Aurora, no. It was you. You were the one who placed your wicked curse upon her. Why you did it, I could not say. Were you like Maleficent, angry that you were not invited to Aurora's celebration? Were you worried that the unified kingdoms of Stefan and Hubert would be a threat to you? Were you trying to impress Maleficent? Or are you simply so petty that the idea of anyone being that happy offended you? No matter the reason, the powers of good have been arrayed against you, Jumper, and far more fiercely than they were against Maleficent.

You shall face first the armies of the two kingdoms, their best soldiers and their noblest knights, all charging out to meet you. Meanwhile, the three good fairies will hide Aurora away, placing her somewhere even you would not think to look at first. You must find her, all while fighting off the forces of good, all within sixteen years. If the sun sets on her sixteenth birthday without your curse going into effect, you have failed. But even after your curse is successful, the game will not yet be over. No, now you will face all the powers the forces of good have at their disposal, the best of the best led by none other than Prince Philip, armed with the Sword of Truth and the Shield of Virtue, and backed by the three good fairies. You must face these foes, and emerge triumphant.

But ah, victory in battle alone would not be completely satisfying to you, would it? No, you must prove that true love does not, in fact, conquer all. That evil is the more powerful force. Once you have beaten the forces of good, you shall take Prince Philip captive. You shall keep him as your prisoner, and break his spirit. And once his heart is shattered, and he is an old, broken man, you shall allow him to return to Stefan's castle, and awaken his true love. You shall relish her screams as her mind and heart shatter. Aside from crushing the forces of good beneath your heel, and gaining the respect and approval of Maleficent, from this jump forward, a toggleable aura of malice shall follow you, marking you as a great evil, inspiring fear in all. You have proved that evil will always conquer good and destroy true love. You have won.

# Ending

The curtain falls. The sun sets. The book closes. Your time in this world is over, Jumper. I hope that no matter what path you took in this world, you lived it to the fullest, no matter who you are. You still have three last choices.

**Go Home?**: As lovely as this land is, perhaps it has left you a little homesick. If so, that's nothing to be ashamed of. I will return you to your homeworld, and you may keep all the perks, items, companions, and more that you have gained during the chain. I hope you find your happy ending, Jumper.

**Stay Here?**: Then again, this really is a remarkable land, full of magic and adventure. Why would you want to leave? If you choose to stay here, time will resume on your homeworld. You will be swiftly discovered missing, and a search shall be launched. After a few months, your family, friends, and loved ones will be forced to accept that you are gone, and though they may grieve, they will eventually find peace, I promise you. Enjoy your stay in this fairy tale land!

**Move On?**: But ah, any good story must have a sequel, right Jumper? Your tale will not end here, not just yet. Instead you shall move on, to new worlds in other realities. It's exciting to think about, isn't it? Well then, see you soon, Jumper!

# Notes

- The limitations placed on the three good fairies' powers are weird, and I don't fully understand them. So, the basic idea is that, as they say in the movie, "It can only do good, dear, to bring joy and happiness." But what that exactly means is kind of vague. Turning Maleficent into a toad is off the menu, but turning Diablo to stone is possible, at least while he's trying to wake up and warn Maleficent. Direct violence against Maleficent's minions? Nope, but they can make those minions' projectiles harmless, or give Philip an enchanted sword and shield to fight Maleficent and her minions with. Assume that the general limits are 'No direct violence, but indirect support is fine, and so is using your magic on a minion of evil while they're doing something that will cause harm to someone'. Or something like that.
- To make up for the extra failure condition in **True Love Conquered** compared to **Happily Never After**, you have Maleficent as a potential ally against the forces of good, compared to facing an empowered Maleficent and her demons alone but only having to defeat her and save her prisoners.
- Romancing Maleficent is technically possible, but it's going to be hard since she's...you know, pure evil. Also being evil and on her level of power helps, and a Jumper that completed **True Love Conquered** will be well on their way to winning her black heart.
- All properties purchased can either be attached to your warehouse post-jump, or can be placed within the jump itself.
- The boost given by **Slaying The Dragon** doesn't make you an equal for every villain you face by itself, it just strengthens you depending on the level of the evil you face. If you were fighting off a thief, it would be a tiny boost, barely noticeable. If, on the other hand, you were facing Chernabog himself at the height of his power, your might would soar in the face of this ultimate embodiment of evil. You might still lose, but you have a better chance then you would have had normally.

- **Woodcutter's Cottage** would help with **Princess Protection Program**, but keep in mind Maleficent's minions aren't going to be as stupid as in canon. They're still not the brightest, but they're not dumb enough to make the baby mistake. Watch out for Diablo, whenever Maleficent finally sends him he'll be much more dangerous, and much more likely to catch you if you're not careful.
- Only your powers are locked away, not your perks in general. So a perk for being a trickster? Perfectly fine. Magic, psychic powers or ki? Nope. In general, assume 'obviously supernatural' is off the table.
- The **Good Fairy** items suck because they didn't have much in canon. Princess Aurora, Prince Philip, and Maleficent, in contrast had lots of stuff, though of the three Aurora had the least due to her limited screen time. That, and items are my bane in general if I'm being perfectly honest.
- Why do the Three Good Fairies have the perk for being good housekeepers despite, well, not being good housekeepers?
  In-jump, assume they figured it out eventually before joining you. For the meta reason...well, all the other canon companions got their whole perk trees. So that's why.
- Taking **Fourth Good Fairy** or **Jumper of All Evil** as an **Uninvited** or a **Good Fairy** has some interesting effects. You can choose to have the perks work as normal, or have them work in a way that matches your alignment. For example, an **Uninvited** could create objects made of evil or grant eerie blessings, or a **Good Fairy** could counter Maleficent's magic and curses and turn into a dragon that is beautiful and good instead of terrifying and evil. Do note this is a one time choice, you can't change it later unless you have perks for that. In which case, go nuts.
- Buying either of the previous capstones as a human will make you a mage with power rivalling that of the Good Fairies and/or Maleficent. Expect lots of confusion and curiosity, and maybe fear depending on your magic's alignment.

- If you want, the **Gift of Beauty** can make you as beautiful as Aurora as a guy or handsome as Prince Philip as a woman. Have fun, you crazy traps.
- Taking **Hidden Royalty** as a **Good Fairy** or **Uninvited** makes you a relative of one of the royal family's ancestors, fitting your nature as a centuries old being. **Uninvited** will be viewed with some concern and suspicion, but will still be accepted and can potentially improve their image with time and good deeds, assuming they don't act obviously evil. If, however, they embrace evil, they will be considered an enemy as per usual, family or not. Aurora will be the friendliest, assuming no hostile action is taken against her. **Good Fairies** will naturally meet with a very warm reception.