

The Black Cauldron Character Guidelines

(and for objects and places, too!)

CHARACTERS

Adaon

- Tall
- Straight, black hair that falls to shoulders
- Deep, clear gray eyes
- Wore brooch in chapters 1-9
- Carries himself with a noble bearing
- Simple clothing – grey top, brown leather bottoms

Cauldron-born

- Pallid faces
- “Eyes like stones”
- Bronze bands around waist
- Black whips on bands
- Breastplates with knobs of bronze
- “Their mouths were frozen in the hideous grin of death”

Coll

Physical appearance

- Stout and round
- Bald, pink (about (#dd7e6bff) colour), shining, glowing head that stands out a lot
- No facial hair
- No beard
- About 40 (middle-aged)
- Wearing blacksmith’s apron
- Huge hands
- Bushy brown eyebrows

Mental description and how he acts

- Responsible
- Wise
- Knows about metalworking
- Knows how to run a farm
- Focused; rarely gets distracted
- Good fighter
- Caring
- Brave: rescued Hen Wen from Annuvin
- Passionate; Loves everything he does (farming, fighting, Taran, etc.)

Dallben

Physical appearance

- 379 years old
- Beard covers so much of his face that it looks like he is always looking over a cloud
- Beard is gray
- Meditates a lot (might be sleeping)
- Meditates an hour and a half after breakfast, and again later in the day
- Knobby knees
- Dusty white patched robe

Occupation

- Most powerful wizard in Prydain
- Farmer
- Oracular pig keeper
- Taran's guardian
- Owner of Caer Dallben

Doli

- Dwarf
- Stumpy
- Almost as broad as tall
- Rust-coloured leather jacket
- Olive green pants
- Stout knee-high boots
- Red/Crimson hair
- Round metal cap with Viking-like horns
- Axe and sword from belt
- Bow on shoulder

Eilonwy

- Light and musical voice
- Blue eyes
- Reddish-gold hair (reaches halfway down her torso)
- Around the same height as Taran
- Elfin face
- First met her in an apron
- Then a knee-length white v-neck dress with long sleeves
- Brown belt—celtic designs and a silver buckle
- A necklace with a crescent moon charm
- Extremely talkative
- Fast thinking
- Corrects herself and her mistakes
- Always has her bauble

Eilonwy's Jewelry

- Necklace
 - A fine silver chain
 - Silver crescent moon charm
- Ring
 - Gold ring
 - A gift from Lord Gwydion
 - A gem from the Fair Folk (unknown gem-type)

Ellidyr

- Tawny hair (light-brown)
- Black eyes
- Pale skin
- Clothes that used to be fancy but are now worn
- Very muscly
- Dark palette for clothing
- Silver-greys for clothes
- Dark purple cloak with traces of gold design—mended and patched

When he meets Taran at river

- Bloodstained jacket, half ripped from his shoulders, no cloak
- Eyes dark-ringed, glittering feverishly
- Scornful

At Lord Morgant's camp

- Face covered in blood
- Very battered
- Broken face
- Torn lips

Fflewddur Fflam

- Tall
- Lanky
- Long, pointed nose
- Has his harp
- "...bright yellow hair burst out in all directions"
- Jacket and leggings have patches on elbows and knees
- Light brown pants; green top

Personality

- Positive, no matter what
- Cares about his harp more than most other things
- Likes to change details to make things more interesting

Gurgi

- brown
- modelled after wookies (Chewbacca)
- half as tall as a fully grown man
- hairy, powerful hands (p. 25)
- makes barking and snorting noises (p. 25)
- strangest creature ever (p. 26)
- animal or human, both (p. 26)
- matted hair, covered in leaves (p. 26)
- looks like an owl's nest in need of housekeeping (p. 26)
- long, skinny wooly arms (p. 26)
- flexible feet as grimy and as dexterous as hands (p. 26)
- whines, whimpers and wails piteously (p. 26)
- beats the ground with his hands (p. 26)
- not as fierce as he looks (p. 26)
- quarter as fierce as he thinks he is (p. 26)
- sheds (p. 26)
- smells like a wet wolfhound (p. 26)
- distressing odour (p. 26)
- poor, tender headed (pp. 26-27)
- crawls on hands and knees (p. 27)
- moves with great agility (p. 27)
- close-set eyes (p. 27)
- 'silly, hairy thing' (p. 27)
- scuttles (p. 27)
- bad grammar (pp. 25-186)
- refers to himself in third person (pp. 25-186)
- uses rhyming words, ie. crunchings and munchings (pp. 25-186)
- redundant phrases, i.e. poor, tender head (p. 25-186)
- eyes go round with terror (p. 40)
- peculiar (p. 80)
- curls up (p. 83)
- always hungry for crunchings and munchings (always)

Gwydion

- Wolf-like
- Shaggy, gray-streaked hair
- Eyes are deep-set and flecked with green
- Broad, leathery face
- Wide belt with an intricately wrought silver buckle (Celtic symbols)

When he meets Taran in Caer Dallben

- Hooded cloak of gray
- Coarse, unadorned jacket
- Black sword at his side (Dyrnwyn)

How he moves

- Moves silently and weightlessly, like a wolf
- Very strong when he wants to be: yeeted Taran like a sack of meal in *The Book of Three*
- When he's fighting, he is very grounded

Gwstyl

- sad
- melancholy
- Fair Folk like
- bundle of sticks with cobwebs floating on the top
- woeful
- taller than a dwarf
- extremely thin
- spare, stringy, long hair
- nose droops wearily above his upper lip, which droops above his chin
- mournful expression
- wrinkled forehead
- blinks anxiously
- often on the verge of tears
- bent shoulders
- shabby, grimy robe that he fingers nervously; robe is beige with brown spots

Gwythaints

- They seem like no more than dry leaves from a distance
- They have glittering black wings
- Curved beaks
- Talons as merciless as daggers
- Gwythaints are black in colour
- Dull eyes
- Gigantic birds
- Flashing feathers
- Modeled after a vulture (with a nod to Kylo Ren)

Hen Wen

- Is a pig
- White body
- Short legs
- Wide cheeky face
- Chubby
- Pink snout
- Grunts
- Strong, fast
- Beady eyes

Huntsmen of Annuvin

- Hide like shadows
- Formless
- Jackets and leggings made of animal skins
- Long knives thrust into belt
- Have bow and arrows
- One warrior has a curved hunting horn hung on his neck
- Crimson brands on foreheads (research Celtic symbol for death)
- Have daggers

Personality

- Sigh, renewed attack, extra ferocity, and surge of fury when companions die
- Chill hearts
- Drain strength

Islimach

- Lean and nervous, but powerful
- Speckled red, yellow and a little bit of brown
- Long and narrow head
- Loyal to Ellidyr
- Long neck
- Beige hooves
- Hooves sharp as knives
- Big enough to trample Taran
- Bony head
- Maroon-colored saddle and bridle/reins

Kaw

- Heap of shadows
- Large crow
- Resembles a humpy ball with straggling tail feathers
- Feathers as wispy and disordered as Gwystyl's cobwebby hair
- Eyes sharp and bright
- "Handsome" - Eilonwy
- Unusual
- Gleaming beak

Lluagor

- Female
- Reddish-brown-ish
- Black legs
- Patient
- Black mane and tail
- Saddle and reins and black with silver trimming
-

Melyngar

- White steed (a mare)
- Has a gold-colored saddle and rein with grey trimming
- Strong legs
- Often tethered to something (when characters are having conversations and are not moving around much)
- Golden mane
- Sharp hooves

Melynlas

- White
- Silver-maned
- Wise
- Sure-footed
- Powerful/strong
- A gift from Lord Gwydion
- Black hooves
- Saddle and reins are silver with black trimming

King Morgant

Physical appearance

- Death stare
- Eyes like a hawk
- Richly attired—deep purple and black
- Black cloak
- Black-beard
- High-bridged nose, falcon-like
- Eyes, heavy-lidded but keen
- Think Kylo Ren with a beard but without a light saber

“The Loss” and after

- Torn and travel-stained
- Face, haggard and grim

Mental description and how Morgant acts

- Ice-edged voice
- Disagrees with Gwydion
- Suspicious
- Powerful
- Fearful
- Half-smile
- Fearless
- Second best warrior (to Gwydion)
- Thirst for power
- Once saved Gwydion's life

Morgant's Warriors

- Colours of the House of Madoc – deep purple and black
- Ride horses
- Very loyal to Morgant
- Carry swords
- From a distance look like huntsmen

Orddu

- Round
- Stout
- Spaghetti hair - grey
- Warts on her face
- Sharp black eyes
- Lumpy
- Hair has marsh weeds and colourful pins sticking out of it.
- Hair is a "hopeless tangle"
- Black clothing—stained and patched

Orgoch

- Hooded
- Messy hair
- Dark, ungirt robe
- Lip-smacking

Orwen

- short
- plump
- round, lumpy face
- very sharp black eyes
- horizontally gifted
- wears a necklace of milky white pearls

Smoit

- Red hair
- Big
- Beard
- Large mouth
- Lots of scars on face
- Nose battered to cheekbones
- Forehead lost in a tangle of eyebrows
- Neck as wide as Taran's waist
- Red and brown clothing

Smoit's Warriors

- beefy
- King Smoit's colours: red and brown
- loud
- angry

Taran

- Long-legged
- Tall and strong
- Has a sword
- Wore Adaon's brooch in chapters 9-15
- Rides Melynlas
- Wears cloak
- Brown hair
- *Shrek*-palette for clothing

OBJECTS

Adaon's Brooch

- Made of iron
- Worn at the throat
- 3 lines: knowledge, truth, love (the Awan of the 3 Rays of Light)
- Point towards center
- 3 dots
- Circular

Black Crochan

- Squat, black, and baleful
- Half as tall as a man
- It's ugly mouth gapes wide enough to hold a human
- The rim is crooked and battered
- Its sides dented and scarred
- On its lips and on the curve of its belly there are dark brown flecks and stains which are not rust
- There's a long, thick handle that's braced by a heavy bar
- There are 2 heavy rings, like the links of a chain, are set on each side
- Made with iron
- Seems alive, grim and brooding with an ancient evil
- Empty mouth
- The very sight of it is enough to feel an icy hand clutching your heart

The Book of Three

- Shocks people if they touch it (without Dallben's permission)
- Heavy
- Leather-bound
- Horizontally gifted
- Moldy
- Collects dust

From *The Foundling*:

- The Book Of Three has all the information that was known, is known, and will ever be known.

Dyrnwyn

- A black sword (blackened with age)
- Had a message carved into it: *Draw Dyrnwyn, only those of noble worth to rule with justice, to strike down evil. Who wields it in good cause shall slay even the lord of death.*
- Enchanted
- Black and golden sheath
- Black and golden hilt

Eilonwy's Bauble

- Ball of gold
- Luminous
- Sphere
- Shines very bright

Fflewdudd's Harp

- Has a beautiful sweeping curve
- Strings break when owner lies
- Has one string that will never break: Gwydion gave it to him

Gurgi's Food Wallet

- Always full
- Strap crosswise over shoulder; wallet at hip

Taran's Sword

- Its scabbard and hilt bear no ornament
- Metal shines clear and untarnished
- Craftsmanship lies in proportion and balance
- Plainness has the beauty of true nobility
- No special powers

PLACES

Annuvin

- Dark
- Sad
- Depressing
- Land of Death
- Realm of Arawn
- Deadly wasteland
- Enchanted
- Mysterious
- Musky
- Forestry
- Once home to the witch Achren until Arawn

Caer Cadarn

- North-west of Caer Dallben
- Beside Great Avren River
- Across from Morgant's Camp with River Tevvyn in between (east side)
- Stone-walled
- Iron-studded gate
- In Cantrev Cadiffor (King Smoit's Realm)
- Belongs to King Smoit

Caer Dallben

- autumn
- surrounded by hills
- "drawing in on itself"
- chicken coop
- white pig in a pen
- cottage
- stubbly field beyond orchard

The Cottage (of the Enchantresses)

Outside cottage

- At the side of the mound
- Low, hidden with sod and branches
- Next to it, tumbledown stables
- Also a demolished chicken roost
- Window half-hidden by turf and grass

Inside cottage

- Disorderly
- In a corner, a wide loom with many threads hanging down, frame half-finished, tangled
- Broken crockery on a small table
- Rusted and broken weapons piled about
- Lots of pots

Forest of Idris

- Moss
- Vines
- Uphill, downhill
- Unpaved (duh)

Gwystl's Waypost

- down a jutting, steep, rocky bank
- entrance-tangle of thornbush
- low passageway (for horses)
- gallery, long and low-ceilinged, one side solid earth, one side thick branches and thorns with cracks for air
- damp passageway
- one side, alcove with roots, lichens, and mushrooms
- water dripping from dirt roof or in rivulets down wall
- smells of loam and dead leaves in corridor

In his round chamber:

- small fire flickering tiny, ashy hearth with puffs of smoke
- messy pile of straw nearby
- broken table, two stools
- many herbs drying on the wall
- attempt to smooth walls but roots still poke through
- tree limb as a crude perch
- heap of shadows (aka Kaw)

Marshes of Morva

- Clumps of thorny furze
- Meager clumps of wasted trees
- Gray sky
- Pools of stagnant water
- Scent of decay
- Ropes of fog rising from the ground

Morgant's Camp

- wide clearing, well protected by trees (p. 159)
- guarded by deep ravine (p. 159)
- tents blended in with a line of underbrush (p. 159)
- black crochan in the middle of a tent (p. 159)
- pavilions (p. 160)

River Trevvyn

- Icy
- Shallow; not very deep
- Stony bottom
- Many high and jagged boulders
- Muddy shallows

River Ystrad

- Stony bottom
- Muddy shallows
- Icy
- Deep
- High boulders
- Strong currents