

BE CAREFUL WHAT
YOU WISH FOR.

Disney

WISH



Wish

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Once upon a time, there was a young man who believed there was nothing more important than a wish. Not just any wish of course, the one that drives your heart. The one that makes you who you are. But he also understood just how impossible it can be to make that wish come true. How easily dreams can be destroyed. And so, he set out to do something about it. He studied the magic of the world tirelessly and became a mighty sorcerer, able to protect from harm or ill will, any wish given to him, and for the good and the worthy, even grant that wish. The sorcerer didn't know if the world would want his gift. But he and his loyal wife found the most perfect island deep in the Mediterranean Sea. And there they built a kingdom like no other, where anyone, any family, no matter where they came from, were welcome. And to their joy, people came, settled there from far and wide, gave their wish and appreciation for his protection, and with the very real hope it could one day be granted. And everyone agrees there is no one more deserving... than my grandfather. A most loving... and handsome... man who turns 100 years old today.

-Asha narrates the history of the kingdom of Rosas as she speaks to her grandfather

You arrive in this world as Asha finishes up narrating the history of the kingdom. 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-

You may choose to be a human, goat, or Star. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Nothing more needs to be said.

[Free] Goat

You are a goat. Without additional purchases or powers, you are incapable of human speech. Fortunately, you are no less intelligent than you once were.

[600cp] Star

No, you aren't a giant ball of plasma!

You are a strange magical creature native to this setting. Stars normally sit up in the night sky, but for one reason or another, you have descended to Earth.

Stars innately possess vast magical power, which may make you a target of evil or power-hungry individuals. You can create magical stardust which has various effects. Plants, animals, and fungi, exposed to this stardust will gain eyes, a mouth, the ability to speak, and human level sapience and intelligence if they lacked these things prior. It can also be used to animate or levitate inanimate objects for short periods of time. You are not affected by this stardust yourself.

Of course, your magic abilities do not stop there. You are capable of flying at high speed, and can create firework-like magical effects when you do so. Using objects like sticks, you can create magic wands, which can produce various magical effects (see the Magic Wand item), and can also allow the wielder to use lesser versions of any magic systems you are capable of using yourself.

Without additional purchases or powers, you are incapable of human speech whilst in this form.

-Background-

You must choose one of two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Rebel

You are opposed to King Magnifico, or are likely to become so as events unfold. You are probably an ordinary citizen of the Kingdom of Rosas.

Royal

You may have some connection to the royal family of Rosas, though this cannot give you more than King Magnifico or Queen Amaya. Alternatively, you might be visiting royalty.

-Location-

You may choose to begin anywhere within the Kingdom of Rosas, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Rebel Perks

[100cp, Free for Rebels] Welcome to Rosas

You are good at remembering information and general trivia related to locations. With sufficient knowledge of a location, you will have an easy time organising tours of that location. When conducting these kinds of tours yourself, you are skilled at keeping others enthused and engaged in the tour.

In other words, you'd make an excellent tour guide.

[100cp, Free for Rebels] *Do we call that a talent?*

Despite what some may think, drawing is actually quite a useful skill. A skill you are now particularly good at.

Whether you mean to use it to help explain your plans, or just as a fun hobby, drawing comes easy to you, allowing you to whip up detailed sketches in short amounts of time.

[200cp, Discounted for Rebels] I'm A Star

It isn't every day that trees come to life, and animals start talking. Fortunately, you are equipped to deal with these oddities.

First, you are good at adapting to strange or unusual circumstances, allowing you to keep your cool when exposed to bizarre events that are outside your sphere of expectations.

Additionally, you are able to keep others calm when demonstrating your unusual forms or abilities. Whilst people around you will still recognise these as out of place, they won't freak out and can act rationally. You can choose when this effect is applied, and who it applies to, but this does not mean you can force someone to freak out if it they would not normally do so.

[200cp, Discounted for Rebels] *Who knew my voice would be this low?*

Whether as a result of magic stardust, or some other means, you are now capable of speech.

This might not seem like a lot at first, but you'll retain this ability to speak even when in forms that would not typically be capable of it, such as if you were a goat. Even forms that lack mouths are capable of this speech; you can choose whether you temporarily grow a mouth that is capable of speech (but nothing else) when you talk, or whether noise is just inexplicably generated from you.

At the start of each jump, you can optionally choose to change how your voice sounds, whether that be as simple as changing how deep it is, or as complex as emulating the voice of another. Post-chain, you have this same opportunity once every ten years.

[400cp, Discounted for Rebels] *Knowing What I Know Now*

Framed by a tyrant? Don't worry, there is still a path forward.

From now on, you are extremely skilled at inspiring others to rebel. You could even convince a Queen to betray her King. However, in order for you to benefit from this bonus, you must have legitimate grievances against the authority figure you are rebelling against. These could be acts of tyranny, or significant lies told to the general populace. You do not have to have direct evidence of these grievances, but they must be real. Of course, this perk does not prevent evidence from further convincing others to side with you.

Additionally, when you are charged with a crime you did not commit, you have a much easier time convincing those around you of your innocence. As above, you must actually be innocent in order to benefit from this effect.

[400cp, Discounted for Rebels] *From one domesticated animal to another, help us!*

Animals, whether wild or domesticated, are far more positively disposed to you than they otherwise would be.

Unless you have given them a reason to dislike you, such animals are often willing to help you when you ask for it, even going out of their way to do so.

Exactly how helpful these animals are will depend on their intelligence and ability to understand what you are saying, but even if you can't communicate with them you will be able to rely on them to protect you from immediate danger.

This perk only applies to what are typically described as animals, such as goats, chickens, or horses. It does not apply to humans, human-like creatures, or magical entities.

[600cp, Discounted for Rebels] *This Wish*

The power of human desire is often underestimated. With a perk like this, you probably won't be one to do so.

First, by making a heartfelt plea to the night sky in the form of a song, you can pull down a Star. Not a ball of plasma, rather the magical creatures known as Stars in this setting. These creatures are a

source of greater magical power. They are good natured, but can be childish at times. If you are a malevolent sort, you might want to harness their power directly instead of merely asking them for help. You can only pull down a single Star at a time, and unless prevented they will return to the sky after a few weeks.

You can pull down Stars even in settings where they would not normally exist; who knows where they come from and go to when they return to the sky. If a setting has similar star-like creatures, you may summon one via the same method.

Second, by making a heartfelt plea while singing with many others at once, you can activate various magical effects. These allow you to free others from magical bindings or containment, and rescue wishes (as well as similar kinds of metaphysical components, such as the “heart”/ “soul”/etc.) that are trapped in a body that is not their true owner’s.

You will only use any of the effects provided by this perk when you mean to, so go ahead and sing as often as you like.

Royal Perks

[100cp, Free for Royals] Someone I’d Like To Kiss

Ah, it seems you are quite good-looking, Jumper.

On purchase, you must choose whether this perk grants a boost in either your masculine handsomeness, or your feminine beauty. In either case, it wouldn’t be a surprise for you to end up with more than a few admirers in the kingdom.

[100cp, Free for Royals] Showman

You are a naturally charismatic person, with a good flair for the dramatic.

Additionally, you have an impressive aptitude for turning serious or important rituals into celebratory affairs that can be enjoyed by the whole kingdom. When using magic, you can cause it to be slightly flashier and more impressive looking than usual; this does not make such magic more powerful or effective than it otherwise would be.

[200cp, Discounted for Royals] At All Costs

Something about your presence helps others to trust you, and feel safe under your protection. This perk only works so long as you are acting (or pretending to act) in a genuine, positive manner – don’t think you can throw around evil magic and oppress your citizens and achieve the same results! It also does not stop others for finding reasons or evidence to distrust or dislike you, though it may lead to fewer people actively looking for such things.

Humans can be a fickle lot, and this perk does nothing to prevent feelings of safety devolving into complacency, or trust devolving into ingratitude or unreasonable expectations.

[200cp, Discounted for Royals] Voice of Reason

Paranoia can be a dangerous thing, leading good or well-meaning men to take dark and drastic actions. Thanks to this perk, you'll have an easier time keeping these kinds of people on the straight and narrow.

From now on, you receive a noticeable boost to your persuasiveness whenever you are trying to talk some sense into the paranoid, or when trying to get someone who is emotionally overwhelmed to calm down and get a clearer perspective on things. Unfortunately, this doesn't guarantee that you can always convince someone to do the right thing, or think correctly, especially if their problems continue to compound.

[400cp, Discounted for Royals] Kingdom Craft

When it comes to building and running a kingdom, as well as related matters of statecraft, your expertise is second to none.

With your level of talent, you could build a kingdom on par with Rosas within a human lifetime. You are effective at promoting unity within your kingdom; your kingdom is able to coexist even if you bring in immigrants from all around the world, and even if you arranged a system where only one citizen gets special treatment from you each month, your kingdom would not be at each other's throats.

Your economic management of kingdoms is similarly impressive. It would be easy for you to maintain a high standard of living with minimal taxation – even while providing rent free public housing for a majority of your citizens!

[400cp, Discounted for Royals] Not-So Forbidden

Do you think it's unfair to be doomed to insanity because of one single mistake? Perhaps you just want to use forbidden magic freely, without it using you in turn? Then, this perk may be just what you need.

From now on, your use of dark or forbidden magics or energies will never corrupt or damage your mind. Long-term corruption or damage to your body from such things is similarly protected, though powers or spells that immediately damage or change your body as either a cost or as part of the power itself will still function in that way.

This perk only protects you from your own use of such things. Were someone to hit you with a spell that corrupts your mind, this perk would not be of help to you.

[600cp, Discounted for Royals] Sorcerer

You have obtained a level of magical prowess and training on par with King Magnifico, prior to his descent into forbidden magic.

You can now perform a variety of magic spells and rituals. Perhaps most importantly, you can perform a special ritual which removes the 'wish' from a willing participant, manifesting it as a floating crystal orb. You can then store the wish for safekeeping or, if it is within your power, grant it.

See the notes section for more information on what removing a wish does to a person, what kinds of wishes you can grant, and what other spells you may have access to.

General Perks

[Free] Sing-Along

It seems that just about everyone here knows how to sing.

To make sure you aren't left out, 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] Disney 100

In your travels you'll encounter odd "references" and "callbacks" to important characters, events, and moments from classic Disney films. For example, if you were to meet a boy interested in flying, there are good odds his name is Peter, and he has red hair and a green attire.

Whilst you will encounter these references quite often, they will never provide you with a notable advantage, or change a major element of your current world. You can toggle this effect off and on as you like, but toggling the perk off will not undo changes to the world that you've already experienced.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Rebel Items

[100cp, Free for Rebels] Fairy Godmother Outfit

The hooded attire has been custom made to fit you. Despite being a distinctive blue colour, while you wear it with the hood obscuring your face you will find it easier to blend in amongst crowds, even when others are looking for you specifically. You may toggle this effect on or off at any time.

Your outfit is self-cleaning and self-repairing, ensuring you can wear it as often as you like. If it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Rebels] Cottage

A small, cozy cottage, situated on the outskirts of the kingdom. It's nothing special, but it's home.

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

Should the cottage 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.

[400cp, Discounted for Rebels] Magic Wand

A magical wand, created by the power of a Star.

The wand requires practice to use, but you do not require any special training or aptitude to start using it. With the wand, a person can cause objects or creatures to grow many times in size, can change objects into different kinds of objects, can create clothes, and perform other minor magical tricks.

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

[600cp, Discounted for Rebels] Introvert's Sanctuary

It can be hard for the introverted to find a space for themselves, but fortunately you found yours.

Somewhere in the Kingdom of Rosas is this secluded area. There's enough space here for a small group of dissidents to establish a base. More important than the space, is the privacy. No matter what, only those you would like to are able to find this area. It would take you or someone else who knows where it is to deliberately lead the unwelcome here for them to find it. Additionally, if you are currently rebelling against the ruler of the local area, and someone who would be an asset to you is also rebelling (or considering rebelling), they will be find themselves drawn to this space, allowing you to easily meet. You can toggle either of these effects on or off individually, though you can't cause someone who already knows where the space is to forget it in this way.

In each city or kingdom that you visit, you will quickly find a similar hideaway. Due to the nature of this item, you cannot import other items into it.

Royal Items

[100cp, Free for Royals] Royal Robe

This intricately designed robe (or dress if you prefer) is not only stylish, but also fits your preferred aesthetic and includes your personal iconography. Wearing it seems to slightly boost your charisma and appearance, though you may toggle this effect on or off at any time.

Your robe (or dress) is self-cleaning and self-repairing, ensuring you can wear it as often as you like. If it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Royals] Royal Horse

A well-trained horse, suitable for a valiant knight, or a brainwashed soldier.

The horse is surprisingly intelligent. Fortunately, it is absolutely loyal to you, so you don't have to worry about your enemies talking it into giving them a ride.

Should anything unfortunate happen to your horse, they'll be back tomorrow, good as new! This is a Disney movie, after all.

[400cp, Discounted for Royals] Sorcerer's Study

This grand tower is now your property.

Inside is a study that any sorcerer would appreciate, with various beakers, vials, and magical reagents, as well as tomes that relating to various magical spells and concepts. There are no books on forbidden magic present, which may be a blessing in its own way.

A large mirror in the study is actually a secret door, leading to an open space just underneath the tower's study. The area is meant to store wishes that have been taken from people. As long as you use this area exclusively for this purpose, you will find that it expands internally as needed to store any amount of these wishes.

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

Should the tower 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. If any of the tomes or tools provided by this item are lost or destroyed, a replacement will appear in the tower after 24 hours (or as soon as the tower is replaced if it is currently unavailable).

[600cp, Discounted for Royals] Book of Forbidden Magic

This strange book has come into your possession. If you have no magical ability or knowledge, it will be completely blank. However, as you learn different magic systems, its pages will fill.

The book will provide you with helpful information to maximise the amount of power you can get out of your spell and magical effects. When using magic in the manner described by the book, the magical effects of your spells will glow green, as will your eyes.

Additionally, the book will even provide suggestions for new applications with existing kinds of magic you have access to. These suggestions will always take the magic in a foul direction. For example, if you knew Magnifico's wish taking ritual, it could teach you how to consume these wishes to fuel your own magic.

Unlike the book presently sealed in Magnifico's study, use of magic recommended by the book will not immediately corrupt you into a power-hungry maniac; it is up to the strength of your own character to ensure that you use these spells for the common good. Or not, the choice is yours.

No matter how many pages are added to the book, it will never become overly heavy or large, and you will always be able to navigate to the page you are meaning to find. Should the book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

General Items

[50cp] Film

A copy of Wish on your preferred form of physical media. This celebration of Disney's 100 years is yours to view whenever you like.

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

[50cp] Merchandise

You've acquired a large batch of official Wish merchandise.

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

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

[50cp] Framing Book

This book recounts the events of your chain leading up to this point. It is relatively light on text, and heavy on pictures. Some of these pictures will even animate, in order to better illustrate their point. No matter how long your chain gets, it will never become overly heavy or large, and the reader will always be able to navigate to the desired page with ease.

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

[50cp] Magnifico Cookies

This small box is full of an endless supply of cookies, each designed to resemble the face of King Magnifico.

When a cookie is retrieved from the box, it will be warm, as if it was freshly baked. Cookies inside the box do not spoil.

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

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 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 Wish 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 Wish, 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 companions will fail.

[+100cp] Bad Animation

It seems that you aren't a fan of how things look around here.

For the duration of the jump, everything will look just a bit off to you, and others won't understand if you try to explain it to them. This will likely impact how much you enjoy your time here.

[+100cp] Sneazy

You have allergies that flare up quite often, causing you to sneeze. You have an unfortunate tendency to sneeze right on food you or others are about to eat. As you might expect, others aren't going to be too happy with this.

[+100cp] Grumpy

Like Gabo, you are irritable by nature, and are less trusting of others than you would normally be. It will be a struggle for you to relax and enjoy your time as, as you are often finding reasons to be grumpy.

[+200cp] Sleepy

You have given your wish to King Magnifico. As a result, you have lost any memory of your most important desire, and are generally less motivated to do things.

If your wish is consumed for power or otherwise destroyed, you will experience a great grief that will persist until the jump comes to an end. Retrieving your wish is possible, if you are willing to risk the wrath of King Magnifico.

[+200cp] This Is The Thanks I Get

You have a massive chip on your shoulder, and have an expectation of being treated with great respect by those around you.

When you aren't treated in this manner, you are likely to experience outbursts of anger or delusion. This will occur even when those you disrespect you are not intending to do so.

If you aren't careful, these episodes may well lead you down a dark path.

[+300cp] Traitor

King Magnifico is aware of your existence, and for one reason or another considers you a great threat to his kingdom.

King Magnifico is the ruler of a kingdom, and a powerful sorcerer, who is presently adored by his subjects. If things start to go poorly for him, he will not hesitate to draw upon forbidden magic that will warp his mind to make him power-hungry and cruel.

Attempts to reason with King Magnifico will invariably fail. You must either deal with him, or keep yourself hidden.

[+300cp] Corrupted

Oh dear.

Whether it is a result of attempting to use forbidden magic, or from some other cause, you are now extremely power-hungry, and borderline insane.

Any noble motives you may have had are now gone. You'd gladly sacrifice the happiness of others for your own personal gain, or even for your own immediate gratification.

I hope you can live with yourself Jumper.

-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:

A Wish To Stay: You choose to remain in this world. Your chain ends here.

A Wish To Move On: You choose to continue your chain. Proceed to the next jump.

A Wish To Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

How does having a wish removed affect a person?

When a person has their wish removed, they lose any memory of ever having that desire. The impact on the psyche of that person is vague and contradictory; for Simon, he is noted to have become 'boring' as a result of losing his wish. However, many adult characters seem to behave just fine even without their wish.

If a person's wish is subsequently destroyed or consumed, that person will experience intense grief. This will persist unless that person's wish can be restored to them.

The reason for these effects is that a person's wish is considered to be the greatest part of their 'heart'.

What wishes are granted in the film?

There are two wishes directly granted in the film. The first is that someone is given the talent (and possibly also the opportunity) to make the finest dresses in the kingdom. The second is Simon, who is granted his wish of becoming a valiant knight – however this wish granting is corrupted by forbidden magic, and he is also brainwashed into becoming the loyal servant of King Magnifico as part of the wish.

Most other potential wishes we see appear to be of the talent granting variety. One potential wish is for someone to gain the power of flight. According to King Magnifico, vague wishes are dangerous, as they can turn out in ways you may not expect.

As long as you are not granting wishes that are significantly more powerful than what is shown, you are free to fanwank exactly what kinds of wishes can be granted and how they are granted. You cannot grant wishes that relate to the rules of jumpchain, such as changing how many points or discounts one receives, or turning someone into a Jumper and giving them a chain. You cannot grant your own wishes.

On the Sorcerer perk and King Magnifico's magic:

In addition to wish removal and wish granting, King Magnifico has demonstrated the following magic:

- A security spell that creates etchings on a glass surface. When an unauthorised person touches the glass, the etchings turn into magic butterflies that harass that person until the magic is dispelled.
- Telekinetically moving smaller objects, even many at once.
- Causing reflections to speak and act as he likes.
- Creating small objects of light which can be used for presentations, such as making small figures that represent people.
- Changing the appearance of people to look like others (he made Simon look like himself). This can be dispelled by the target of the spell at any time.

Once Magnifico uses the book of forbidden magic, he becomes more powerful, and is shown to use additional magical abilities:

- Consuming wishes for magical power or to assist in the creation of magical items.
- Corrupting the wishes he grants to better suit his own goals (see Simon's wish).
- Creating magical spheres which can trap others.
- Forcing beings into magical objects. Those with magical power may improve the power of those objects.

Once Magnifico has Star trapped in his magic staff, his power is at its height. He can create magical bindings which can easily bind an entire kingdom.

For the Sorcerer perk, you are free to fanwank the existence of magical abilities that are within the same range of power as pre-corruption Magnifico and that are also appropriate to a Disney fantasy setting.

So, what exactly happens here, anyway?

Asha narrates the history of the kingdom to her grandfather, Saba. Towards the end she starts getting interrupted by their goat, Valentino, and she comments that it would be nice to actually understand what he is saying. They are interrupted by Asha's mother, who tells them that the King has called a Wish ceremony today. Asha believes that it is no coincidence that this is happening on her grandfather's 100th birthday.

Asha leaves to give a tour of the city of Rosas to some new arrivals. She explains that once someone turns 18, they go through a ritual to give their greatest wish to King Magnifico for safekeeping. Once a month, King Magnifico grants one of these wishes. Once you have given away your wish, you forget about what it was.

Asha talks to her friends. Asha is nervous, because in one hour she has an interview for the position of the King's apprentice. One of her friends tells her that he doesn't blame her for what she is trying to do, claiming she is trying to become apprentice so that she can have her and her family's wishes granted. Every other apprentice to this point has had their wish granted. Gabo points to their friend Simon, who has become 'boring' since he has given his wish away, and says she doesn't want to end up like him. Queen Amaya arrives to collect Asha.

Asha meets King Magnifico. During the interview, they talk about Asha's father, a philosopher, who died when she was 12. Magnifico tells her that he too suffered loss at a young age. His lands were destroyed by selfish, greedy thieves. He founded Rosas so that there was a place where people can be safe. With the interview going well, Magnifico takes Asha to see the wishes, which take the form of floating crystal orbs. He explains that wishes are a part of a person's heart, the best part.

As Magnifico ponders on the wishes, Asha finds her grandfather's wish. Magnifico says he would love for someone to wish to be the best apprentice a sorcerer could have. However, Asha is distracted and asks that he grant her grandfather's wish. Magnifico is disappointed that she is already asking him to do things for her, but takes a look at the wish. Saba's wish is to create something that will inspire the next generation. Unfortunately, Magnifico believes the wish is too vague and therefore dangerous; that something could be something like a rebellious mob, and that inspire them could mean inspire them to destroy Rosas. Asha says that her grandfather is a good man and wouldn't want that, but Magnifico doesn't accept that. Asha says that if there are wishes that he will not grant, he should

return them to their owner so that they may pursue them themselves, and that they can be stopped if they try to do something wrong. Magnifico gets angry; people come to Rosas because they are unable to achieve their wishes themselves, and taking the wishes away makes them forget their worries. Asha realises that most of the wishes will never be granted, and thinks that this is simply forcing people to forget the most beautiful part of themselves. The dispute is interrupted by Queen Amaya coming in to tell the King that the ceremony will be starting soon. King Magnifico insists Asha be seated on the main stage. At the ceremony, Magnifico chooses to grant a wish other than Saba's, and then quietly tells Asha that she will not be getting the job as his apprentice.

Back at home, Asha tells her mother and grandfather that the King will never grant Saba's wish. When she tries to tell him what it is, he refuses to hear it; he doesn't want to be told something wonderful that will never come true. Asha gets upset and runs away. Valentino follows after her. Asha goes to the spot her father had taken her to often when she was young. Her impassioned plea causes Star (a "wishing star") to come down. The people of Rosas see a bright light when this happens, and the wishes of Rosas are affected by it. This causes Magnifico to believe it was some kind of warning, and that he has been threatened. Star grants Valentino to speak, and Asha is convinced to steal the wishes back from Magnifico. Meanwhile, Magnifico considers using forbidden magic to deal with this threat, but Queen Amaya talks him down.

Asha sees her friends, and is forced to reveal Star and the talking Valentino to them. She asks them not to say anything, and promises not to cause problems for them or Rosas. Dahlia, one of her friends, shows Asha how food is brought to the King's study, giving her a way to sneak in. As Asha sneaks in, Magnifico calls a meet where he explains that the light was illegal magic from someone other than him. He asks that anyone with information provide it. When Dahlia attempts to stall him with pointless questions, it leads to other citizens asking about the wishes, whether they can change them, why they have to forget, and most importantly if he can grant more of them. Magnifico silences the crowd. He promises that he will grant the wish of anyone who can find the culprit, but also threatens anyone who aids this threat with never having their wish granted. Asha manages to steal her grandfather's wish, as Magnifico is returns to his study, upset at how he was treated. He resolves to use the forbidden magic after all, as Asha sneaks out.

Asha returns home. She explains the situation to her mother and grandfather, and shows her grandfather his wish. Saba takes his wish back into him, deciding that even if he never inspires anyone, it is better that he at least try. Asha promises to get her mother's wish back too. Suddenly, Magnifico is at the door; she has been turned in. Asha's mother tries to convince him that this is all a mistake, but Magnifico decides to punish Asha by crushing her mother's wish. The forbidden magic causes the power of the wish to be absorbed into him, but corrupts his mind as well. Asha and her family flee.

With her wish destroyed, Asha's mother experiences intense grief. Asha blames herself for what has happened, but resolves to fix it. She leaves her mother and grandfather behind, returning to Rosas with Star and Valentino. Meanwhile, Magnifico crafts a staff with which he will be able to harness the Star's power in order to control the night. In order to do so, he consumes the wishes of three of his citizens. Queen Amaya tries to dissuade him from this path, but is unsuccessful.

Magnifico calls another meeting. Seeing that Amaya is scared, Asha has Star grant sapience to a mouse, and have it relay a message to the Queen, asking her to do the right thing. Magnifico blames Asha for the destruction of the wishes of the three citizens. He brings out Simon, the one who identified Asha as the traitor. He grants his wish of being a valiant knight, but uses forbidden magic to corrupt the wish, mind controlling Simon into becoming loyal to Magnifico. Simon immediately

identifies the rest of his friend group as accomplices to Asha and fellow traitors. Magnifico sends the guards after them, encouraging the crowd to find them, Asha, and the Star.

Asha finds the rest of her friends, and persuades them to join her. Queen Amaya arrives and agrees to help as well. Magnifico continues to consume wishes for power. Amaya comes to him and tells him that Asha and the Star have been spotted in the forest.

Asha waits out in the forest for Magnifico, as Star, Valentino, and her friends sneak into the study to free the wishes. She is provided by a stick turned into a magic wand by Star. This wand gets broken during the confrontation, but Asha thinks she has baited Magnifico. However, he transforms, revealing him to actually be Simon in disguise. Simon is captured by the forest animals. Asha rushes back to Rosas, but it is too late. Magnifico captures Star and prevents the wishes from being freed. He forces Star into his staff, and shrouds the night sky with dark clouds. He magically binds the citizens of Rosas so that they cannot rise against him and captures Asha as well. However, Asha begins to make a wish to the stars anyway, and the citizens join in with her. This causes the wishes Magnifico absorbed to be ejected from him, and frees Star from the staff, and Magnifico is sucked into the staff in its place. The citizens are freed from Magnifico's bindings.

All of the wishes return to their owners. Simon returns, and apologises for his actions. All that remains of the staff is the mirrored tip, within which Magnifico remains trapped. Amaya has it placed in the dungeon, and takes over Rosas. Star repairs the magic wand, and Asha is encouraged to be a fairy godmother by her friends. Star will leave soon to return to the sky, so that others may wish upon it.

-Changelog-

0.1

Created the jump.

1.0

(i) Clarified that you cannot grant your own wishes in the **Notes** section.

1.1

(i) Adjusted **Jumper History**, as Asha doesn't count as a Disney Princess.

1.2

(i) Fixed version number.