

Disney · PIXAR

# BRAVE



## **Brave**

A Jumpchain CYOA by WoL\_Anon

Ver. 1.1

*Some say our destiny is tied to the land... as much a part of us as we are part of it. Others say fate is woven together like a cloth. So that one's destiny intertwines with many others. It's the one thing we search for or fight to change. Some never find it. But there are some who are led.*

*-Merida*

You arrive in this world the morning of the day Merida is informed of her obligation to marry. 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 or a bear. 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. Or perhaps not, depending on your other purchases.

#### **[300cp] Bear**

You are a bear. Not just any old bear though, a powerful one. You have the strength of ten men, can fight through hordes of Scottish warriors, and can shrug off arrows like they are nothing. You're also effectively ageless, though you are far from unkillable. Watch out for falling rocks!

While others who have adopted such a form may struggle to retain their personality, purchasing your bear form via this option prevents you losing your mind and degrading into a bear mentally over time.

## **-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.

### **Local**

You are a part of the DunBroch Kingdom. You can choose to belong to the DunBroch, MacGuffin, Macintosh, or Dingwall clan. You are free to determine your place in the kingdom, provided it makes sense and that you do not take on the role of King, Queen, Clan Lord, or take Merida's place as first-born royal child. Bears can choose whether they are a natural animal, or if they were originally a human.

### **Outsider**

You aren't from the DunBroch Kingdom. This might mean you are a hermit that separates themselves from the rest of the population, a northern invader that stuck around when the others fled, or something stranger still. Bears can choose whether they are a natural animal, or if they were originally a human.

## **-Location-**

You may choose to begin anywhere within the Scottish Highlands, 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.

### **Local Perks**

#### **[100cp, Free for Locals] Into the Open Air**

Even princesses won't always be safely locked away in a castle. This perk will provide you with some much-needed survival skills.

You know how to make fire with wood, how to fish with a bow and arrow, and how to cook that fish over a campfire. You'll also be able to teach these skills to others quite easily. Who knows, maybe you'll even bond over it?

### **[100cp, Free for Locals] Noble Maiden Fair**

You're great with kids, Jumper!

Not only are you good at intuiting the needs and wants of children around you, you are also quite skilled at calming a frightened child – quite useful when a loud thunderstorm rolls in.

This perk ceases to be useful for teenagers (or the equivalent for non-human species). Best hope you're up for that particular challenge when it presents itself.

### **[200cp, Discounted for Locals] Learn Me Right**

Good relationships are built on give and take. On listening, and being heard.

From now on, those who genuinely care for you, or who wish to develop a relationship with you, will be more sensitive to your concerns, and be more alert to when they need to hear you out for the benefit of the relationship. At the same time, you will become more sensitive to the concerns of those you care for, and will recognise when it is important for you to take the other party's positions or beliefs into account.

This perk does not force either you or others to change behaviour, it simply acts to clue in both sides to cases where compromise or consideration will help improve or maintain the relationship.

### **[200cp, Discounted for Locals] Shut It!**

A princess does not raise their voice, but there are times when doing so becomes necessary. For those who live by this rule, this perk is sure to be a boon.

As long as you generally conduct yourself in a quiet, reserved, or graceful manner, those times when you lose your composure will be taken much more seriously than they would otherwise be. Even an ordinary woman would be able to silence and still a crowd of angry, fighting men. Additionally, as long as these outbursts are rare, they will not detract from the refined image you are trying to present to others.

### **[400cp, Discounted for Locals] Touch the Sky**

You are an extremely talented archer, Jumper.

Hitting the bullseye in competition is no problem for you; you can reliably do so multiple times in a row even when the stakes are high. You can pull off the amazing feat of splitting an existing arrow that has hit the bullseye.

Your talent for archery extends beyond mere competitions though. You can hit targets as you move; even if you were on horseback moving at pace you could land your shots. Somehow, you can parry sword swings with your fired arrows – though this works best as a tactic to protect someone else rather than as a means to go head-to-head with a swordsman.

**[400cp, Discounted for Locals] *You've had your go at each other.***

Fighting between the various clans of the DunBroch Kingdom is a common occurrence, and yet no lasting harm is felt between them. With this perk, you can take a similar effect with you going forward.

From now on, you can never be seriously harmed or injured when engaged in conduct that is 'friendly' or is otherwise not intended to seriously harm – this can include all-out fights as long as the intention of the other party is correct. You can still be knocked over, stunned, or otherwise be temporarily taken out; this perk does not make you truly invincible. Similarly, when fighting others, you can choose for your attacks to operate in the same way, potentially knocking out or stunning others, but never causing permanent harm or injury.

After all, what's a mace in the face between friends, huh?

**[600cp, Discounted for Locals] Follow the Wisps**

When you are in need, you will encounter Will O' the Wisps, small blue flames that float in the air.

These wisps are intangible, and cannot be interacted with. When you approach one, it will vanish, and others will appear, forming a pathway.

Where the Will O' the Wisps lead you will depend on your needs. If you were lost in the woods, they can lead you back to civilisation. If you were racing to reach a destination in time, they could show you the quickest route there. If you were stuck in a situation you were desperate to escape from, they could take you to someone capable of helping you out. You do not need to know where they are leading you, or who they are leading you to, for them to provide you with a path. With their aid, even overcoming a bad fate is possible. You can always tell that these Will O' the Wisps are in fact from this perk, ensuring that similar creatures in other worlds cannot take advantage of their presence to fool you.

You can toggle this perk on or off as you like, in case you ever wanted a break from these little guys.

**Outsider Perks**

**[100cp, Free for Outsiders] Wit... Whittler**

You are highly skilled at carving wood, able to create larger sculptures or small, more intricate pieces that may even utilise moving parts.

Maybe you ought to sell your work?

**[100cp, Free for Outsiders] Wordworking**

You are quite savvy when it comes to word choice. This allows you to easily spot loopholes in the statements of others, or quickly substitute similarly sounding words when you almost say too much.

This applies to any language you have a solid understanding of.

### **[200cp, Discounted for Outsiders] Preferred Clientele**

Outsiders often wish to be left alone. This perk will help you isolate yourself.

While active, strangers are extremely unlikely to stumble across your location, either somehow passing by without noticing, or finding themselves moving along an alternate route instead. Of course, even outsiders need to make money from time to time, so you can make exceptions to this protection which allows certain kinds of people to encounter you; be it something like 'a person likely to buy from you' or 'a person seeking to defy their fate'. You can even set it to allow specific individuals. You can change these exceptions at any time.

This perk does not apply if you station yourself in an already populous area. It also does not prevent those who already know of you tracking you down under their own initiative. You can toggle this perk on or off at any time; sometimes surprises can be an enjoyable experience.

### **[200cp, Discounted for Outsiders] Song Of Mor'du**

Word of your ferocious nature spreads quickly. Monstrous deeds or feats of strength performed by you somehow find their way to the ears of strangers, even if no one was around to witness them (or no witness was left behind). In future worlds, you may elect to have some of this reputation come with you, though the details may be changed somewhat, in order to be appropriate to the world you have arrived in.

You can toggle this perk on or off as you like, but toggling it off will not undo the spread of your reputation or deeds that has already occurred.

### **[400cp, Discounted for Outsiders] Ancient Warrior**

Before Mor'du transformed himself, he was renowned for his prowess in combat. A prowess you now share.

You are now extremely proficient in wielding swords, axes, and spears. As Mor'du no longer retains a human mind, you can consider yourself the greatest in the land when it comes to using these weapons.

Additionally, you have also acquired an aptitude for commanding soldiers on the battlefield. This is most prevalent when commanding Scottish warriors (or those who fight in a similar manner), but you still receive a small bonus when commanding other kinds of armies in battle.

### **[400cp, Discounted for Outsiders] A Lesson Ignored**

Stop me if you've heard this before: a power-hungry fool is given a powerful new form, and loses themselves in the process. Fortunately, you've been protected against such a fate.

You now have the ability to ignore instincts or imprinted behaviour that are derived from your current form. Ignoring these takes no effort on your part, and you can still choose to indulge in these behaviours if you wish. This does not remove any requirements of your physical form these instincts might be pushing you to address.

Additionally, while you may still be transformed physically, these physical changes are not accompanied by associated mental ones. For example, if you were transformed into a bear, you would not adopt the mindset and lesser intelligence a bear would have. This protection does not extend to effects that target your mind without also targeting your body.

### **[600cp, Discounted for Outsiders] Witch**

That species choice you made here? That merely describes your physical form. In actuality, you are a witch, capable of various magic powers.

Your magical powers are on par with the witch responsible for Mor'du's transformation – and Elinor's, should those events come to pass. This means you will be able to replicate the same spells and potions, provided you have the same access to resources.

See the Notes section for more information.

### **General Perks**

#### **[Free] Scottish Sounds**

With this perk, you can apply a Scottish accent to yourself. It can be anywhere from barely noticeable to incomprehensibly thick, and you can change just how strong it is at any time. Of course, you can remove the accent entirely as well, should you tire of it.

Now you won't have to worry about losing this accent as you spend time in other regions!

### **[300cp] Jumper The Huge Warrior**

You are absolutely massive Jumper, head and shoulders above ordinary members of your species, and with a large frame besides.

This size is not just for show, as it provides you with a substantial boost to your strength. A human with this could easily best six ordinary men in a game of tug of war. Other species receive a proportional boost in strength. However, this boost scales solely off strength provided by the physical form of an ordinary member of your species (prior to the size increase granted by this perk), and does not scale to account for magic or other techniques that boost one's strength above this.

Post-jump, this size and strength increase becomes a transformation that you can enter and exit as you please.



## **-Items-**

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

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

### **[50cp] Films**

A copy of Brave and The Legend of Mor'du, on your preferred form of physical media. This Pixar picture and its supplemental piece are now yours to keep.

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

### **[50cp] Merchandise**

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

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

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

### **[50cp] Tapestries of the Past**

You've acquired an ordinary, but well-made tapestry featuring you and some of your family and/or close friends.

At the start of each new jump, you can elect to receive an additional tapestry representing an important moment that occurred in the previous jump. Post-chain, this can occur every decade, with each tapestry representing an important moment from the past ten years.

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

### **[50cp] Talking Crow**

This surprisingly intelligent crow is capable of human speech. Whether it serves as an assistant or pet is up to you.

Should anything unfortunate happen to your crow, it'll be back tomorrow, good as new! Is some strange magic at play?



### **[100cp] Bow & Arrows**

A well-made bow, possibly given to you as a present in the past. Accompanying it is a supply of arrows.

At any time, you can retrieve an arrow from seemingly nowhere, no matter how improbable that might be. This supply never runs out, either.

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

### **[100cp] Melee Weapons**

Perhaps you prefer to deal with your foes up close and personal?

This is a set of three weapons, a sword, spear, and axe. Each have been competently made by the standards of this world, but offer nothing special.

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

### **[200cp] Faithful Steed**

You are now the owner of your own horse.

This Shire horse has been well-trained, and is intensely loyal to you. Fast and powerful, your horse knows how to accommodate an archer firing while riding, minimising the risk that the rider is thrown off in the process.

Should anything unfortunate happen to them, they'll be back tomorrow, good as new! As expected from a world like this.

### **[200cp] Cauldron and Ingredients**

A cauldron, fit for potion brewing.

In addition to the cauldron itself, this item comes with a replenishing supply of all ingredients required to create the bear and message potions created by the witch – not including the hair of specific individuals.

Finally, included with this item is a welder's mask custom made to fit your face. Handy for the occasional flash that may occur during the brewing process.

Should the cauldron or mask be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

### **[400cp] Clan Jumper**

Purchasing this item will ensure that the DunBroch Kingdom has more one clan – one controlled by you!

Taking this item with the Local Origin and a background in this world allows you to incorporate it into your backstory, and means you can choose not to be a part of the pre-existing clans in favour of your own.

Your clan is approximately equal to MacGuffin, Macintosh, or Dingwall in size. This means you'll have a small force of Scottish warriors, and some ordinary civilians capable of performing basic jobs common to this time and place. As you are Clan Lord, your clan are intensely loyal to you. Your clan count as followers, allowing them to follow you across worlds.

Your clan also comes with a large boat capable of carrying the majority of the warriors across bodies of water, and each warrior will start equipped with basic weaponry. These objects will not be replaced, so pick fights with the other clans at your own peril.

In future worlds, you can choose for your clan to be inserted into the local kingdom, nation, or equivalent. In settings where they would be vastly outmatched, a tenuous series of agreements and alliances prevents them from being immediately overrun. However, these are not guaranteed to last indefinitely, and may require you to put effort in if you wish to maintain them. You can also choose not to incorporate them in this way, but still deploy your clan, or to hold them in a special subspace until such a time you are willing to deploy them – but choosing to do this means they can't be naturally incorporated into the current world.

### **[400cp] Crafty Cottage**

You've come into the possession of this small cottage.

It has been enchanted so that two spaces exist inside. The space that can be accessed via the door can be changed when you, or someone with your permission, snaps their fingers (or claps) while meaning to change the space. Those inside the inactive space can still leave through the front door as usual, but if they were to immediately enter through the door they would find themselves in the active space. All in all, a useful trick to keep parts of your life hidden, or to simply make efficient use of the room available to you.

In future worlds, you may choose for your cottage 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.

### **[600cp] Your Castle**

This is a large castle, equivalent in scale to DunBroch Castle.

While not the most extravagant or luxurious, this castle is sturdy and built to last, making it an effective stronghold. Optionally, the castle is full of secret passageways, enabling those of a smaller

stature to quickly move around. If you choose for your castle to have these passageways, it will come with a map that points them out and helps you to learn your way around them.

Also optionally, the castle comes with a small force of warriors, as well as servants, who are appropriately trained to defend and maintain it. They are ordinary humans, and are absolutely loyal to you. They count as followers, but cannot be made to leave the castle. Inactive companions may stay here as well; they too must remain inside the property.

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 castle 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 you received a map, and it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

### **[600cp] “Mend the Bond” Tapestry**

A well-made tapestry, depicting you and some of your family and/or closest friends.

Should one of you be cursed, or otherwise come under an unwanted magical effect, the tapestry will damage itself in some way to reflect this. Repairing this damage will undo this curse or magical effect. Deliberately damaging or destroying the tapestry will not inflict any kind of magical malady, but may make identifying what needs to be repaired to reverse a magical effect more challenging, or may make repair altogether impossible.

At the start of each new jump, the tapestry will change in appearance. It will always include you, but the other people represented may change to reflect changes in your personal relationships. Post-chain, this will occur every ten years.

Should the tapestry be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Damage inflicted to represent active curse or unwanted magical effects remain present in the replacement.

## **-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 Brave 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 Disney Princess settings, former Disney Princess settings, or settings that have a demonstrated shared continuity with either, 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.

### **[0cp] Early Start**

By taking this toggle, you will arrive in this world a bit over ten years earlier than scheduled, on the day of Merida's sixth birthday. This will extend the total length of your stay in this world.

### **[+100cp] Mother Issues**

You have a human mother (or mother figure if your background precludes you from having a biological mother), that takes an active interest on your affairs. Unfortunately, though they have the best of intentions, they have a very different outlook on how you should be acting. At best, you will find her quite annoying, and at worst she will find ways to coerce you into acting the way she would like you to.

At the end of your stay, your mother will mellow out a bit, and you will be given the option to take her as a companion.

### **[+100cp] Tight Clothing**

Outfits and attire that are remotely close to being appropriately sized for you will become annoying tight when you wear them. This makes it harder (but not impossible) to breathe, and severely limits

your freedom of movement. If you want to do anything active, you'll have to wreck the clothes you have on, or go without them entirely.

### **[+100cp] Ye ken?**

You can't help but speak in a barely comprehensible dialect, making it difficult for others to understand you. This occurs regardless of which language you choose to speak in.

### **[+200cp] Missing Leg**

The attack of a wild animal in your past has rendered you without a leg. Attempts to regrow it or create an alternative via shapeshifting will fail, and other forms you choose to take will be missing an equivalent appendage. Fortunately, physical prosthetics are acceptable, allowing you to hobble about on a peg leg if you so choose.

### **[+200cp] Aaaaahhh!!!**

Like Maudie, you are very easily scared. This is particularly bad when you encounter a dangerous wild animal, such as a bear. In these cases, you can't help but throw your arms up, and run away screaming.

This drawback applies even if you chose to be a bear; in this case, you may even accidentally set yourself off by seeing your own reflection.

### **[+200cp] From the Other Studio**

There's something vaguely *different* about you, like you don't quite belong. As a result, you'll find it difficult to understand the speech of anyone around these parts, as if they were speaking in a barely comprehensible dialect.

If you are bringing anyone in from another world, such as a companion or follower, they will similarly have trouble understanding the native; fortunately, they will still be able to be understood by you and each other.

If you are also taking the *Ye ken?* drawback, this will not make it any easier for you to understand others, nor will it make it any easier for others to understand you.

### **[+300cp] Hunted by Mor'du**

Mor'du (or if you prefer, an equally dangerous bear) has your scent. He will track you down and do his best to kill you.

Escape is possible, but the bear will always have a vague sense of where you are, so expect it to be a temporary solution to a permanent problem. Killing the bear is also possible, but presents its own challenges; the bear can easily fight off hordes of Scottish warriors, and can shrug off arrows like they

are nothing. Even if you are a bear yourself, expect a serious fight, as the bear is ancient and has well-honed battle instincts.

### **[+300cp] Animal Mindset**

Every once in a while, you will lose most of your intelligence, and your personality will become that of an aggressive animal, such as a bear.

At first, this will happen extremely rarely. As you spend more time in this world, it will become more common. Eventually, you will be an animal more often than you will be you. Towards the very end of your stay, you will always be stuck with an animal mentality.

If you aren't careful, you risk harming those around you, or bringing harm upon yourself.

### **[+300cp] Enemy of DunBroch**

Due to your past actions (if Dropping In, these are perceived past acts that cannot be explained away), you are now the enemy of all the DunBroch Kingdom.

If you are recognised, you can expect any member of the four clans to drop what they are doing and attempt to slaughter you on the spot, or to alert others more equipped for such a task.

It may be wise to stay away from people.

### **-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:

**Not Now!:** You choose to remain in this world. Your chain ends here.

**Jumper Rides Away:** You choose to continue your chain. Proceed to the next jump.

**Jumper's Home:** You choose to return to your original world. Your chain ends here.



## **-Notes-**

Thank you to everyone who assisted in making this jump.

### **On the Witch perk and the witch's magic:**

On screen, the witch demonstrated the following spells:

- Telekinesis: The witch is able to cause objects to move on their own. This includes making a broom sweep up, and levitating various weapons in the air. The objects seem to express a mind of their own; they switch between pointing at the witch and at Merida as the conversation moves back and forth.
- Magical Spaces: The witch enchanted her cottage so that it could switch between two overlapping spaces with a snap of her fingers. She is not shown to be able to trap others in these spaces.

On screen, the witch created the following potions:

- Bear Potion: This potion transforms the imbiber into a bear. In two days' time, the effect becomes permanent, and the imbiber's mind also becomes like that of a bear until they are killed and their spirit is separated from their body. Prior to this, the imbiber may occasionally slip into this mentality anyway for short bursts. The imbiber can be purged of the effect by mending a bond, which may or may not require also physically repairing a damaged object representing this bond. In the original film, this potion came in the form of a cake. In the Legend of Mor'du short, it was a more traditional drink.
- Message Potion: The witch was able to record herself talking and store it as a potion. When poured into a cauldron, the message would play. Using many different messages in a cauldron in a short span of time can create a bright flash.

Additionally, during the Legend of Mor'du short, the witch offers various abilities to Wee Dingwall including: being smarter, taller, faster, being able to breathe underwater, fly, or read minds. It is unclear exactly how these would be accomplished, and whether they would be tied to a physical transformation like the bear potion. You may fanwank these as desired as long as they remain within the general scope of the other abilities demonstrated by the witch.

### **So, what exactly happens here, anyway?**

On her sixth birthday, Merida is given a bow as a present. She practices with it, and accidentally fires an arrow into the nearby woods. She retrieves it, but is unknowingly stalked by Mor'du, a bear. Will O' the Wisps appears, and guide her back to her family. Mor'du attacks, and is driven off, but not before taking the leg of King Fergus, Merida's father.

Time passes. Merida gets three new younger brothers (Harris, Hubert, and Hamish), and is trained to be a princess – much to her disappointment. Merida is informed by her mother that she is to be wed to the first born of one of the other clans, and a competition will be held to determine which is to be her husband. Merida does not want to marry, and argues with her mother. Her mother, Queen Elinor, tells Merida the story of an ancient kingdom. It was ruled by a wise king, who choose to split the rule amongst his four sons instead of just the eldest. This caused the eldest son to rebel and try to take the kingdom for himself, bringing the kingdom to ruin in the process. She says that there is a lesson

in such tales, and that one must accept who they are. Neither daughter nor mother is able to persuade the other.

The other clans arrive. As per tradition, Merida is able to choose the nature of the contest, and chooses archery. After the suitors take their turns, Merida enters herself into the event, and easily bests them all. Merida is taken inside by her mother and the pair argue more. Merida ruins a tapestry of her family and Elinor throws Merida's bow into the fireplace. After Merida runs off, Elinor quickly realises she shouldn't have done that and tries to save the bow.

Merida flees the castle. She is led by Will O' the Wisps to a witch's cottage. Using her family necklace, Merida pays for a spell to change her mother (as well as some wood crafts), and the witch provides her with a small cake. Merida returns to the castle and gives a slice of the cake to her mother. Eating this slice transforms Elinor into a bear, to the surprise of both mother and daughter. Merida explains what she did. With the help of her triplet brothers, she sneaks her mother out of the castle so she is not killed on the spot by Fergus. Merida tells her brothers they can eat anything they want as a reward, which causes them to eat the magic cake after Merida and Elinor leave.

The pair make it back to the witch's cottage, but it is empty. They find a message left in the cauldron for Merida, which explains that the witch will be away until Spring. It also says the spell will be permanent on the second sunrise after use. The only way to reverse it is to "mend the bond torn by pride". Merida and Elinor sleep for the night.

The next morning, Merida uses her survival skills to acquire food for them both, and they grow closer in the process. Suddenly, Elinor goes wild, and nearly attacks Merida. They realise that Elinor is becoming bear-like in mind as well. The Will O' the Wisps lead them to the ruins of an ancient castle, where they learn that Elinor's story was true, and that Mor'du is the oldest son from the tale, having been turned into a bear and lost his mind to the spell. Seeing a broken stone featuring the princes, Merida realises that the bond that must be mended is the family tapestry she ruined. Mor'du appears and attacks, but Merida and Elinor escape.

Back at the castle, the clans are at war over Merida's refusal to marry. Elinor manages to coach Merida through a speech, in which Elinor allows Merida to marry in her own time and to whom she pleases. The first-borns agree with her, wishing to have control over their own destiny. The clans agree to this break from tradition, and celebrate. Meanwhile, Merida sneaks Elinor up to the tapestry.

Fergus looks for his wife to give her the good news, but finds the outfit she tore apart when she changed into a bear. Believing her to be eaten by a bear, he rushes to find Merida, and encounters both her and Elinor. Elinor loses her mind briefly, and Fergus doesn't believe Merida, leading to a fight between husband and wife before Elinor flees the castle. Fergus locks Merida in a room for her own protection, as he and the clans pursue the bear. The triplets, now small bears themselves, manage to retrieve the key and free Merida. She takes the tapestry and rushes after her mother, repairing the tapestry as she rides. The Will O' the Wisps guide her through a shortcut, enabling her to catch up in time to save her mother, who has now been captured.

Mor'du appears and attacks. He is able to deal with the clans, but Elinor is freed and the two bears fight. Mor'du has the upper hand, but Elinor is able to knock a large stone loose, and it falls – killing Mor'du. Mor'du's spirit emerges, and acknowledges them for freeing him from that state, before becoming another Will O' the Wisp. The sun rises, and Elinor becomes a bear in mind. Merida covers her with the now repaired tapestry, and apologises for her actions. Elinor is transformed back into a human, as are the triplets.

A new tapestry is made in remembrance of these events, and the other clans depart. A couple of weeks later, the witch's talking crow delivers the wood crafts Merida had purchased alongside the spell.

Sometime later, Wee Dingwall (one of Merida's former suitors) stumbles across the witch. She offers to sell him magic, and tells him the backstory of Mor'du, but he refuses and runs away.

## **-Changelog-**

0.1

Created the jump.

1.0

(i) Added two new perks: **Scottish Sounds**, and **Jumper The Huge Warrior**. (ii) You can now tell that Will O' the Wisps generated from the **Follow the Wisps** perk are from the perk. (iii) For **Crafty Cottage**, clapping now works in addition to snapping fingers.

1.1

(i) Toned down the height increase of **Jumper The Huge Warrior**, to more accurately reflect the setting.