
Disney
ENCANTO

Encanto

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Fifty years ago, a mother of three lost her husband, when he valiantly sacrificed himself. That day, she received a miracle: a magical candle which provided a sanctuary for her and those like her, a magical house for her to live in, and magical powers for her descendants. Over time, her desire to hold onto this miracle at all costs has caused her family to fracture, and the house will follow if things continue. Will you help her granddaughter Mirabel save their family's magic? That is up to you.

You arrive in this world the morning of the day Antonio Madrigal comes of age and receives his gift. 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.

-Background-

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

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

You may choose to begin anywhere within Casa Madrigal, or the surrounding town, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

[Free] Sing-Along

Everyone here just loves to sing, don't they?

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!

[100cp] The Family Madrigal

Large families can be tough to keep track of. Fortunately, this perk will help you with such a task.

From now on, you will be able to remember how large families, even ones that aren't yours, are related – even after being told just a single time. Additionally, you will be able to help others remember such information as well, and can present it in the form of a song.

[100cp] Colombia, Mi Encanto

What's song without dance?

Thanks to this perk, you have become quite skilled at dancing, particular with style common to Colombian culture, such as cumbia, salsa, and reggaeton.

You'll fit in here just fine now!

[100cp] Prophecy Puzzler

You have a knack for arranging pieces together into a coherent whole. Thanks to this, you'll be a whizz with jigsaw puzzles. You'll also be able to reassemble smashed vision slabs – not that you'll have any need to, right?

[100cp] The Miracle Is You

You are able to maintain a sense of self-worth, without tying it to any powers you might possess. Thanks to this, the waning of your powers, or being surrounded by those more powerful than yourself will not undermine your self-esteem.

[100cp] Golden Child

You are a looker, that's for sure. On purchase, choose whether you receive a boost in feminine beauty or masculine handsomeness.

Additionally, you will find it easy to maintain your appearance. “Bad hair days” simply don’t happen to you.

[100cp] Runs This Show

It takes a lot to manage a large household, but you have it in spades.

As a result of taking this perk, you have gained great proficiency at meal planning, time management, budgeting, and even event organisation for the most important days.

[200cp] Waiting On A Miracle

When things are going well, people can become complacent. Worse, they can completely turn a blind eye to problems in front of their face.

You however, tend to notice early warning signs of potential problems before anyone else. This will not turn you paranoid, but neither does it guarantee you will know what to do. As this isn’t some kind of vision of the future, it must be possible for you to actually see these signs for this perk to provide any value for you.

[200cp] We Don’t Talk About Bruno

Collecting information isn’t always so straightforward, but for you, it just got a lot easier.

From now on, people are far more willing to share information or gossip with you, even going so far as to talk about topics that the local community have decided are taboo. Additionally, collecting town rumours and gossip is somehow a faster process than it would normally be, allowing you to collect in an hour, what would previously take you the better part of a day.

[200cp] Dos Oruguitas

You have acquired a strange power indeed.

With this power, you can show others complex illusions. You could use these to help others understand how you are feeling inside, or to show them events you have experienced. The other parties cannot be harmed by these illusions, can recognise them as fake, and can choose to resist these illusions if they wish. As a result, they are best used on those who were already willing to hear you out.

[200cp] Undetected Uncle

You have become quite skilled at hiding, as well as moving around fairly silently. Of course, you might still be heard by those with superhuman hearing, but for normal people… why, you could even live in someone’s walls if you wanted to!

A perfect perk if you want to leave your family, but don’t want to go all that far.

[200cp] Easy Listener

You have been granted the gift of superhuman hearing.

This ability will allow you to hear anything up to a bit over a mile away. However, unless you are searching for specific things, you will be able to more reliably pick up what is going on in a large building.

[200cp] Excellent Cook

You have been granted the gift of magical cooking.

In addition to being an excellent cook, the food you cook can be imbued with a special magic that almost immediately heals those that consume it. This magic can fix injuries, heal bee stings, and cure illness, but it doesn't prevent a person getting old.

[400cp] What Else Can I Do?

Using your powers when your emotions are running hot will cause them to activate in unconventional or unexpected ways. Despite this, doing so may be to your benefit, as such activations can provide you with unique insights into how your powers work, or what can be done with them, allowing you to develop your skill at using them much more easily than you would be able to otherwise.

Fortunately, you can be assured that unconventional uses of your powers caused by this perk will never result in immediate harm for you or your allies. Still, you are able to toggle the effects of this perk on or off as you please, helpful if you just need your powers to work as you expect them to.

[400cp] The Strong One

You have been granted the gift of superhuman strength.

The strength provided by this gift is such that you could lift and move an entire church if you needed to, without serious strain. It also affords a durable body as well; you could hip check boulders if you wished.

[400cp] Many Forms

You have been granted the gift of shape shifting.

With this power, you can adopt any humanoid form, from a baby to the elder. Clothes you are wearing can be changed to suit your new form, but will revert to their normal state if removed.

This gift cannot grant you physical capabilities beyond that of an ordinary human, or other supernatural powers, even if you were to mimic someone who possess such gifts. This power also does not change your voice, so you'll have to practice if you want to more completely pass as somebody.

[400cp] Thrive On The Vine

You have been granted the gift of growing plants.

With this power, you can cause various kind of plants or flowers to appear from nowhere, or cause existing plants to grow rapidly. As you practice with this gift, you may learn new kinds of foliage to create. During emotional outbursts, plants you create may be completely unexpected as well. While this might present a problem in the moment, it can also act as inspiration for further development of this power.

[400cp] Weather Maker

You have been granted the gift of controlling the weather.

The weather around you is dictated by your mood, and is most commonly expressed by a small cloud that floats above your head. With practice, and by managing your mood, causing rain, snow, wind, and lightning are all possible. At its most powerful, you can even create a hurricane localised on your position.

[400cp] Animal Expert

You have been granted the gift of communicating with animals.

You are able to speak to and understand animals. Additionally, such creatures will automatically be positively disposed towards you and willing to go well out of their way to help you out or to follow your commands. This secondary effect does not apply to animals that have human levels of intelligence or greater, and cannot be used to directly send an animal into harm's way (asking for them to save you or a friend in trouble is an acceptable request).

[600cp] All Of You

Living with a large family can be tough. And when your family's magic depends on you getting along, the stakes are even higher. This perk can help on both fronts.

From now on, you will always manage to find your voice, even when living with many others. You'll find it within yourself to stand up to others, even when they are those you love. Despite this, so long as you are being sincere, such outbursts will never permanently damage your relationships; in fact, they will often serve to strengthen them in the long run as the target of such a thing is exposed to your point of view. You'll also find it within yourself to truly listen to others you care about, to accept them and their perspective and evaluate them fairly, instead of simply pushing your own beliefs forward.

Additionally, you are now able to repair broken magical objects or places by gathering together with others and demonstrating the strength of your relationships. Even magical items that have been completely broken may be repaired in this manner. As a benchmark, the miracle candle that created a living house and fuelled the magic power of the Madrigals could be repaired with a group the size of the Madrigals coming together. More powerful magic objects or places will require a larger

gathering of strong relationships, whilst less powerful ones may only require two or three people coming together.

[600cp] Prophecy Reader

You have been granted the gift of visions of the future.

By performing a special ceremony, which you will instinctively know how to do, you will create a green vortex that swirls around you. This vortex will show you images related to a matter you are trying to look into. You can bring others into these vortexes to help you examine them. Once you have finished looking, this prophecy will be recorded as a "vision slab", a small green rectangle that shows the part of the vortex you focused on. As this is only a snapshot of the vision, it can lack some detail.

Visions of minor things are more or less fixed. Visions relating to extremely important matter can be more open-ended; for example, you might discover that the actions of a certain person will shift things in either direction, but not necessarily how things ultimately pan out. Human error can be at play here; you might miss an element of a given vision, or interpret something the wrong way. You are able to review the same vision multiple times so long as it has not yet come to pass, which can be useful if you believe there is more to discover.

[600cp] Custom Gift

You have been granted the gift of… wait, what was it again?

On purchase, you may design a custom "gift" – a magical power all your own. This power cannot exceed the scope of the powers shown by the Madrigals. It must be appropriate to the setting's tone – no powers that wouldn't fit a PG rating. It cannot allow you to gain additional gifts, or let you share them with others. Other than these rules, you are free to choose what you like.

The perk can be purchased multiple times; each time you must choose an entirely separate power.

-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. 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] Film

A copy of Encanto, on your preferred form of physical media. This modern masterpiece can now be watched by you whenever you like.

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

[50cp] Merchandise

A lot of Encanto 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 Encanto 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] Cool Glasses

These special glasses, which come in a design of your choice, will adjust to be an ideal prescription for you – including none if your eyesight is already good. Additionally, wearing these glasses will never worsen your eyesight.

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

[50cp] Helpful Toucan

Your very own pet toucan. It is well-trained, and completely loyal to you.

Should anything happen to your toucan, it will be back tomorrow, good as new!

[100cp] Your Room

This glowing door, which features your likeness, can either be attached to your Warehouse or a property you possess. The appearance of the door will change over time as your look significantly does.

Inside the door is a room which is much larger on the inside than you might think initially. The room is designed to suit your personality, and any gifts you may have purchased here. Unless your gift specifically requires other functions (such as a cooking gift providing a kitchen add-on), the room is essentially a glorified bedroom. Any utilities the room requires are magically provided.

At the start of each jump, you may choose for this piece of the room to be moved to another appropriate location. Post-chain, you can make this choice once every ten years.

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

[100cp] Love Candle

This magical candle reflects the strength of a relationship. It can be either an individual relationship, or the overall strength of relationships between a family or similar unit.

When the relationship is good, the flame will burn bright, but the candle will not melt. As a relationship deteriorates, the flame will dim and the candle will melt. Should the candle go out, it will mean the relationship is seriously damaged, though it does not necessarily mean the relationship cannot be salvaged.

At the start of each jump, you may choose to change which relationship the candle represents. Post-chain, you can make this choice once every ten years.

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

[200cp] Horse

Your very own horse. The perfect thing to ride in on to settle family disputes. As long as you show up on time, of course!

It is well-trained, and completely loyal to you. Should anything happen to your horse, it will be back tomorrow, good as new! This isn't that kind of movie.

[200cp] Jaguar

This jaguar is now your loyal pet. Even if you can't speak to animals, the jaguar will understand basic commands, and will never turn on you or your allies.

Should anything happen to your jaguar, it will be back tomorrow, good as new! This is a Disney movie, after all.

[400cp] Hurricane-Proof Wedding

Weddings can be expensive, and with finicky weather powers flying around, can be ruined in a moment. That's where this item comes in.

This special ticket can be redeemed by you at any time, simply by holding it and willing it so. At the earliest convenience, a wonderful wedding will be arranged on your behalf, at no additional charge. During this ceremony, whilst extreme weather can occur, it will simply fail to meaningfully impact any aspect of the wedding.

Of course, a wedding provided by this item will not force anyone to marry you, so make sure you are properly committed to each other before using the ticket. Once used, the ticket will disappear, making it unavailable to you.

At the start of each new jump, you will receive a new ticket if the previous one has been used. Post-chain, this occurs every ten years. Should your ticket be lost or destroyed other than by being used, a replacement will appear in your Warehouse after 24 hours.

[400cp] Vision Slabs

You have just received a vision slab, one of the green rectangular objects created when Bruno looks into the future. This slab features you in some capacity, as if Bruno had looked into the future to see what is going on with you, although such an event did not occur for this specific item.

Although the contents of the slab are largely accurate, it is missing some of the surrounding context of the vision that would have created it. Highly important events might also be vague or open to multiple possible outcomes.

You will receive a new vision slab concerning yourself every year. Should any of them be lost or destroyed, you can choose for a replacement to appear in your Warehouse after 24 hours. This is a choice though – after all, you may not want such objects lying around for others to examine.

[600cp] Town

This small town has come under your ownership. It similar to the one that Mirabel lives in, minus the magic sentient house. It will retain any upgrades it has been given.

The town comes with a small population of non-magical humans. They count as followers, are intensely loyal to you, and are always willing to lend you a hand. Inactive companions can even stay here, so long as they remain in the town.

While the town is placed out in the world, other people will be drawn to the town and may come to settle here. These people will become followers. This effect will never attract named or major characters from a setting, and obviously does not work in settings where there are no people in the first place. You can toggle this effect as you like. People you deliberately introduce to the town will not become followers as a result of this effect.

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. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the town 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/1000cp] Casa Jumper

A discount used on this items only applies to the first level of this item.

Through some miracle, you have been provided with this special house. It will retain any upgrades it has been given.

This building is both sentient and magical. This sentience allows it to move parts of itself around on the small scale to provide assistance to those that live within it. If importing a property that is controlled by some kind of intelligence, such as a genius loci, AI, or the like, then you may merge any or all of the intelligences together into a single mind that gains this control over the house. If this property is later imported into another which includes such an intelligence, the additional intelligence can also be merged into this one – in both cases, you can decide exactly how this shakes out.

The building will expand and grow over time to accommodate as many people as you need it to. Each person that lives in the house will be provided their own room. Each of these rooms are accessed by a glowing door which features that individual on the front. These rooms are larger on the inside; the nature of these rooms are determined in part by the personality of that person. If the person possesses a "gift", whether acquired via a perk, via the upgraded version of this item, or from the Encanto setting itself, the room will also be designed in such a way that meshes well with their gift or allows them to use it more easily.

Inactive companions can even stay here, so long as they remain on the property.

For an additional 400cp (undiscounted), the house can also provide a "gift", a type of special magical power, to Jumper, their companions, and any of Jumper or companions' descendants (adoption also counts for the purposes of this item). The house will only grant the gift to a person once they are of sufficient age. The gift provided to each person largely reflects their personality, but will always remain within the scope of power of demonstrated in the Encanto setting, and that is appropriate to it (no powers that wouldn't be acceptable in a PG-rated film). Rarely, a person will not receive a power – though unlike Casa Madrigal, they will still be provided their own room.

This house is powered by the love between those who share it, which is represented by a magical candle that will never go out so long as the relationships remain strong. If the relationships deteriorate, the house will begin to crack, the house will begin to lose its ability to move things around, and the gifts provided will disappear as well. Eventually the house may even fall into a state of disrepair where it cannot be used, though this is never permanent and can be fixed if the love is restored. If this property is imported into another, or another is imported into it, the building itself will no longer crack, and functions provided by other items will never fail as a result of this lost love – but the gifts can still become unusable and the sentience can lose its ability to move things (that is provided by this item).

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. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the house be destroyed (other than by the love condition), a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks and items, and are entitled to the same freebies and discounts as you. 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 Encanto 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 Encanto, 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

Using this toggle, you will instead arrive on the morning that Mirabel will fail to receive a gift. This increases the total time you will be staying here. This could let you get ahead of some family drama, or steer the story even further off-course.

[+100cp] Imperfect Sight

Your eyesight is flawed, requiring the use of glasses. Even with glasses, your sight cannot surpass that of an ordinary human.

This condition cannot be healed or otherwise bypassed for the length of the jump.

[+100cp] Eye Twitch

When you are nervous, or withholding from others, your eye will twitch – an obvious tell to those around you. It will be hard to hide things from others like this.

[+100cp] Gossiper

You can't help but spill precious secrets to others. It will take great effort for you to resist this compulsion; the greater the secret, the harder it will be not to share it.

[+200cp] Accident Prone

You are incredibly clumsy, and accidents are common around you. You are also an unfortunate regular target of bee swarms.

Hopefully you can find someone who can see to your injuries.

[+200cp] Surface Pressure

You have deep-seated anxieties and are desperate to prove yourself to those around you. You have a tendency to take on more than you can handle. You tie your self-worth to your powers when it would be harmful to you – if you aren't as powerful as your peers, or if your powers ever wane, you will become extremely upset.

[+200cp] Moody

You are prone to extreme mood swings, getting sad or angry at the drop of a hat. Additionally, your powers become hard to control correctly during these mood swings. Powers that already depend on your emotions are affected even worse than usual

[+300cp] No Gift

You are reduced to your Body Mod, losing access to all perks and powers you possess. This includes perks from this jump, with the sole exception of *Sing-Along*.

Additionally, you are unable to gain any supernatural powers by any means for the duration of the jump.

[+300cp] No More Chances

Abuela Alma was lucky enough to escape conflicts and start anew, but you won't be.

For the entirety of your stay, armed conflict will soon make its way to where you are living. This will radically increase the danger you and your loved ones are in during your time here.

[+300cp] Saving the Candle

Just as the Madrigal's power is tied to the miracle candle, so too is your chain. If the candle goes out, for any reason, you will fail your chain – whether it comes back is irrelevant.

Unfortunately, should events proceed as usual the candle will indeed go out, so you'll have to act if you want to save your chain.

-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:

We Don't Talk About Jumpchain: You choose to remain in this world. Your chain ends here.

Never Stop Changing: You choose to continue your chain. Proceed to the next jump.

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

-Notes-

Thank you to everyone who assisted in making this jump.

On Gifts:

For the benefit of those gaining custom gifts (either via perk or item), here is a summary of the gifts shown in the film:

- Bruno: Can see visions of the future by performing a ceremony. Can direct these visions to a large degree, and save them as vision slabs.
- Dolores: Superhuman hearing, with a range that is more than a mile.
- Julieta: Her food can heal those who eat it, it is shown to fix severely broken limbs as well as cure beestings.
- Luisa: Super strength, the strongest feat of which is lifting a small church with no visible strain.
- Camilo: Shapeshifting, limited to humanoid forms. Doesn't change voice.
- Isabela: Creates plant-life almost instantly and with no demonstrated limit. Can cover a house in flowers in no time at all.
- Pepa: Mood affects the weather. Can cause rain, snow, wind, and lightning. Greatest known feat was creating a hurricane, though she lacks complete control over her gift.
- Antonio: Can talk to animals, and animals become extremely friendly around him and willing to help him out.

In terms of raw power, the most impressive feats are Luisa lifting a small church with no visible strain, and Pepa creating a hurricane – though it is important to note that the latter has serious control issues.

So, what exactly happens here, anyway?

The night Mirabel Madrigal comes of age, her grandmother Alma tells her about their family's magic. When Alma was younger, she and her husband were forced to flee due to armed conflict, along with many others. In order to protect her and her three children, her husband gave his life. A miracle was granted, turning an ordinary candle into a magical flame. This caused large mountains to surround the area, protecting it from outside threats. It created a sentient house for Alma and her family. Finally, when her three children came of age, each were granted a special gift and a room in the house. The same occurred with her children's children. Mirabel wonders what her gift will be.

Years later, it is the morning of the day her cousin comes of age. Mirabel explains her family to some kids in town. Pepa (her aunt) controls the weather with her mood. Bruno (her uncle) was supposedly able to see the future, but has left the family and no one talks about him. Julieta (her mother) imbues magical healing into her cooking. Dolores (eldest child of Pepa and Mirabel's cousin) has superhuman hearing. Camilo (middle child of Pepa and Mirabel's cousin) can shapeshift. Antonio (youngest child of Pepa and Mirabel's cousin) is getting his gift today. Isabela (oldest child of Julieta and Mirabel's sister) can create plants (and is disliked by Mirabel who views her as Miss Perfect). Luisa (middle child of Julieta and Mirabel's sister) has superhuman strength. Finally, it is revealed that Mirabel did not receive a gift.

Mirabel is eager to prove herself to her family despite her lack of a gift, but is told to stay out of the way and do nothing by Alma, as the gift ceremony is being prepared for Antonio. Mirabel finds an anxious Antonio, who is worried he will not get a gift. She cheers him up, and walks him out for the ceremony. Fortunately, things go smoothly this time, and Antonio is granted the ability to talk to animals. As well as everyone but Mirabel, he is granted a special room which relates to his gift, which is much larger on the inside. As everyone moves inside to look at it, Mirabel chooses to leave, upset with her place in the family. Outside the room, she sees cracks start to form in the house, and follows them to the magic candle, which begins to dim. She goes and gets Alma, but when everyone comes out with her, the candle is fine and the cracks are gone. Alma plays this off to the crowd and things are settled. That night, Mirabel overhears Alma stressing about the miracle dying, and resolves to save the miracle herself.

The next morning, Mirabel talks to Dolores, asking whether she has heard anything relevant. Dolores points her to Luisa, as she heard her eye twitching all night. When Mirabel confronts Luisa, she opens up about her insecurities and her need to overdo it to prove herself. Luisa tells Mirabel that at the same time the cracks appeared, she suddenly felt weak. She tells Mirabel that Bruno apparently saw a disaster of this kind, and suggests Mirabel check in his abandoned tower.

Mirabel searches the tower. She finds pieces of a broken vision slab, which seem to paint her as the one responsible for the magic disappearing. The tower begins to collapse, and Mirabel manages to escape with the rest of the pieces for the slab (because the tower is in Bruno's room, it is not immediately felt by anyone else in the house). Mirabel runs into Alma, who wants to know what she is up to. Before she can answer, Luisa runs in upset, claiming her gift is fading. Because of the way Luisa says it, Alma believes Mirabel is somehow responsible. The Guzmáns are on their way for dinner – to celebrate Isabela's engagement to Mariano – so Alma doesn't have time to deal with this, but insists that Mirabel not talk to Luisa before the dinner and stop whatever it is she is doing.

Mirabel asks her family and some of the townspeople about Bruno. It is explained that his predictions always come true. However, since he brings people bad news, he is distrusted and disliked by the town. During this time, Dolores says that he saw that the man of her dreams would be betrothed to another.

Mirabel assembles the vision slab, revealing her in front of a cracked house. Her father comes in and sees the slab. Mirabel tells him what is going on, but he asks that she keep it to herself until the dinner is over. Unfortunately, Dolores overhears them, and the secret is spread around during the dinner. The dinner goes south, cracks appear around the room, the vision slab ends up in front of Alma, and the gifts of the Madrigals begin to fluctuate. As Alma deals with the chaos, Mirabel sees rats run off with the vision slab. She follows them, finding a hole behind a painting. She discovers Bruno, who has been living in the walls and doing his best to cement up cracks all this time.

Bruno tells Mirabel that no one was meant to find that vision. He was asked to look into the future by Alma when Mirabel did not receive a gift. The vision is unclear, Bruno believes that it means that Mirabel is the one who will determine if the magic lives or dies. However, he also knew that because of his reputation, it would be taken in the worst light, so he chose to leave his tower in order to protect Mirabel.

Mirabel asks him to have another vision, to help work out what she is meant to do. When he says he no longer has the space, Antonio appears and suggests they use his room (the rats told him what has happening). There, Bruno shares the same vision as before with Mirabel, but this time Mirabel is able to follow a butterfly to more information. The vision suggests that Mirabel hugging Isabela will

restore the magic. Mirabel heads to Isabela's room. Isabela is angry at her for ruining everything. When Mirabel says she is selfish, Isabela reveals that the perfect act was a forced thing she put on to help the family, and she didn't actually want to marry Mariano. This outburst causes her to make a cactus for the first time. Fascinated with the idea of being herself and making things she feels like, Isabela warms up to Mirabel. After creating all sorts of flowers around the house and town, the two embrace and reconcile in front of the candle, causing it to glow brighter and some of the cracks to repair. Alma arrives, demanding to know what is going on. She refuses to listen to Mirabel, blaming her for all the problems that have been happening. Mirabel gets angry with her, saying that she will never be enough, that Luisa will never be strong enough, and that Isabela will never be perfect enough. Suddenly, the building begins to collapse. The Madrigals lose their powers. Mirabel attempts to save the magic candle, but it goes out in her hands. She runs off.

Alma finds Mirabel at the river where she lost her husband. She apologises to Mirabel, taking the blame for the problems and saying that she was so focused on preserving the miracle and not losing her home again that she forgot who the miracle was for. Mirabel gains a greater understanding of Alma's perspective, and the two reconcile. Bruno arrives to claim Mirabel's innocence, but is surprised when he is immediately brought in for a hug by Alma. The three return to the house, and Bruno reunites with the family.

With Mirabel leading the way, the Madrigals manually rebuild their home, assisted by the townspeople. Dolores and Mariano get together. When the house is complete, Mirabel is asked to put the doorknob on the door. This causes the magic to return, the house to come alive once more, and the Madrigals to regain their powers.

-Changelog-

0.1
Created the jump.

1.0
(i) Rephrased **Easy Listener** for clarity. (ii) For the upgraded version of **Casa Jumper**, the adopted can gain a gift. (iii) Added a note: **On Gifts**.

1.1
(i) Inactive companion clause added to **Town** and **Casa Jumper**. (ii) Minor typo fixes.

1.2
(i) Minor typo fixes.