
Disney
ENCHANTED

Enchanted

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

You've likely heard many princess fairytales before, but this one has a bit of a twist. Thanks to the evil Queen Narissa, princess-to-be Giselle will be sent from the animated fairytale world of Andalasia to modern day New York City. But all is not lost, as brave Prince Edward follows after her. Will they reunite and finally have their happily ever after? Or does Giselle's true love actually reside in this strange world instead? And, most importantly, what will your role be in all of this?

You will arrive here shortly before Giselle sings about finding her true love, and will be staying 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-

Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, post-jump, you will become able to "cartoonify" any of your alt-forms, bringing them in line with the style of Andalasia. This effect can be toggled on or off as you please.

[Free] Human

You are a human. I expect you know what this is.

[Free/+200cp] Animal

Choosing this species may give you an additional 200cp to spend, as explained below.

With this option, you may choose to be either a small animal, no larger than a housecat. You will retain the ability to speak in this form, even in New York City.

If you'd like to gain an additional 200cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[300cp] Troll

You are a giant troll, larger than a house. This colossal size affords you amazing strength, allowing you to tear through wooden homes with ease.

-Background-

You must choose one of three 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.

Protagonist

You're the hero or heroine of this tale! Or at least that's how these things usually go.

Supporter

You aren't the hero of this tale, or at least it might seem that way. Perhaps things might take an unexpected turn?

Villain

You're either a bad guy, or aligned with one. Time will tell if you stay true to this path, or find your own way.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Andalasia – Giselle's Tree House

This quaint cottage is the home of Giselle, and will soon become the target of a troll attack.

Those with the Protagonist Origin may choose to begin here for free.

[2] Andalasia – Castle

The castle where Queen Narissa and Prince Edward live. It has a portal that connects the world of Andalasia to New York City.

Those with the Villain Origin may choose to begin here for free.

[3] New York City – Times Square

An iconic location. Far more importantly, a manhole here connects to a portal which can take you to Andalasia.

[4] New York City – Robert's Work

You arrive just outside the law firm at which Robert Phillip works.

Those with the Supporter Origin may choose to begin here for free.

[5] New York City – Robert's Apartment

You arrive just outside the building in which Robert's apartment is located. Hopefully you can find where you are going without having to check every single door.

[6] New York City – Bella Notte Restaurant

Care for some pizza? Then you might wish to step inside this restaurant and place an order. Be wary of strange men offering free apple martinis.

[7] New York City – Woolworth Building

This landmark skyscraper is set to host a special ball. Should events proceed as usual, it will be scaled by Narissa in her dragon form.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

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

Protagonist Perks

[100cp, Free for Protagonists] Fairytale Looks

Wow, it's like you were drawn to be a main character!

On purchase, you can choose if this grants an enhancement of feminine beauty, allowing you to rival Giselle, or an equivalent enhancement in masculine handsomeness which allows you to match Edward in terms of looks.

[100cp, Free for Protagonists] Fairytale Voice

In Andalasia, singing is commonplace. You are anything but common though, as your voice has notably improved, and you have become quite good at singing. Improvising songs comes easy to you as well, allowing you to break into song over just about anything!

[200cp, Discounted for Protagonists] That's How You Know

From now on, when you sing, you can cause others around you to join in the song and dance. Somehow, these people will already know the lyrics of your song, even if you are making it up on the spot. This effect does not apply to individuals who are already hostile to you, or are very motivated to do what they are currently doing. It may also randomly fail to draw in some individuals. You can exclude specific individuals from this effect if you wish.

Additionally, when you deliberately attempt to cause a large outburst of singing in this way, you will have a special sort of luck that results in those proficient with various instruments stumbling across your performance. Such individuals must be plausibly close enough to find you for this effect to influence them.

[200cp, Discounted for Protagonists] Dressmaker

When it comes to making dresses, to call you an expert would be an understatement.

Not only do you know how to make wonderful dresses, but you can improvise with the materials used, and turn out impressive works in mere minutes.

Just make sure you get permission before you start cutting up your host's curtains, okay?

[400cp, Discounted for Protagonists] Happy Working Song

Small animals getting along with princesses is a fairytale staple. Thanks to this perk, it is a trope you can partake in yourself.

With a special call, you can attract animals no larger than a small deer (including bugs and birds) to your location. The calls travels the distance of a few block, and the animals that show up will vary based on the local area; if you use this in a city, you can expect to see a lot of pigeons, cockroaches, and rats.

Small animals of all kinds are extremely positively disposed towards you, and will somehow be able to understand what you say to them. Animals of less than human intelligence will follow non-suicidal orders without question, and those that are smarter are likely to follow along within reason as well.

You can put these animals to work and have them do various chores on your behalf. Even if you are relying on traditionally unsanitary animals like cockroaches or rats, such creatures will somehow be able to pull off various cleaning-related tasks without risk of disease or making things dirtier than they were before.

[400cp, Discounted for Protagonists] Hero

Like Edward, you are an expert swordsman, and are especially well-trained at taking down foes much larger than yourself. Catching trolls will be child's play for one such as you, and scaling moving buses is also quite achievable – though perhaps you shouldn't run them through with your sword!

Just as importantly, you are incredibly brave. This bravery allows you to dive into the unknown for the sake of others, and express your feelings honestly and without irony.

[600cp, Discounted for Protagonists] Happily Ever After

In reality, finding your true love is just step one of a long and time-consuming process. But why settle for the real when you could have the ideal?

After taking this perk, you have become a wellspring of love, able to love more deeply and more purely than before. You have great insight into the kinds of gestures a given person will find romantic, whether you are intending to impress your partner, or help a friend get out of a rough patch.

Like those who live in Andalasia, you'll find that establishing a relationship is harder than maintaining it. Once established, love you feel for a partner, or your partner feels for you, will not fade due to time or complacency. While fights might still happen, you will become aware of potential issues early, before they can grow into something more serious. Machinations from outside parties to split you up will always fail, though this does not prevent you or a partner from simply coming across a person you are more romantically compatible with.

Finally, your presence tends to help others maintain similarly blessed relationships, without any meaningful effort on your part. For example, a few words said to a divorcing couple you just met might remind them of why they fell for each other in the first place, and help them rekindle their love for each other.

You can toggle each effect of this perk on and off individually.

Supporter Perks

[100cp, Free for Supporters] Nice Catch

Do you have a friend with a habit of falling from high places? Then this is the perk for you!

You are now good at judging when an object falling from above is likely to land. You are also able to catching fall persons in such a way that protects both of you from injury, though this won't help you if the person is many times your size or weight.

[100cp, Free for Supporters] Contorting Chipmunk

You have an impressive talent for contorting and wriggling your body. This talent can help you escape from bindings and restraints. It also allows you to "suck in" or "puff out" your body, which may allow you to mime events more accurately.

[200cp, Discounted for Supporters] Divorce Attorney

You are a trained and talented lawyer, with a specialty in divorce.

The knowledge base accompanying this perk relates to New York law specifically, but you'll also have an easy time adapting your existing skillset to other legal systems.

[200cp, Discounted for Supporters] Settling Stress

Being a single father is a challenge. Being a single father with a stressful and time-consuming job like a divorce lawyer is a whole other matter.

Fortunately, you have the aptitude to deal with such things. You have an excellent sense of time management, and can keep your cool in stressful situations. The latter might be especially helpful if a Disney Princess come to life is suddenly thrust upon you.

[400cp, Discounted for Supporters] Very Kind Friend

They say nice guys finish last, but perhaps they haven't met you?

When you go out of your way to be kind and to aid others, it will often aid you far more than it put you out. Rescuing and taking care of a weirdo might lead to finding a new friend or love interest. Taking an interest in someone's life might incidentally prevent an assassination attempt. Putting yourself in harm's way for another might give the inspiration to write that book you were thinking about.

You cannot control exactly how things will line up to repay your good deeds, and this repayment may not always be immediate, so be careful not to take on more than you can handle. Attempts to

“game” this perk such as by allowing things to get worse before helping, or creating your own problems to solve, will fail.

[400cp, Discounted for Supporters] True Love’s Kiss

Love is the strongest magic, and you now have the perk to prove it.

Not only are you a great kisser, but your kisses can also wake others from sleep (even if it is magically compelled) and cure them from unwanted poisonous effects.

Additionally, when you kiss someone you deeply love, or when you are kissed by someone who deeply loves you, you can choose for that kiss to be treated as “True Love’s Kiss” for the purposes of magical or supernatural effects that require or benefit from such a thing. If you are in a state of unconsciousness, this will happen automatically if that is what you would have wanted.

[600cp, Discounted for Supporters] Wishful Thinking

Picture this: you are going about your day-to-day life, when suddenly the world becomes a fairytale come to life, and you are forced to play the role of an evil queen’s soldier, or some other such nonsense. Horrible right? Fortunately, this perk will work to protect you from such things.

You are now selectively immune to “wishes” as well as other kinds of larger scale reality warping effects. Should you be targeted by these, you will instantly get a sense of how this effect intends to change you, and you can choose whether or not the effect goes through. Additionally, if the world is changed at large but you choose not to go along with it, you will gain the necessary artificial memories for you to “fake” your role in this new world – you will always be able to distinguish these from your actual memories.

This perk does not protect you from non-wish effects that do not work by altering reality at large. For example, it does nothing to prevent a standard spell that turns its target into a toad.

Villain Perks

[100cp, Free for Villains] Sinister Scream

You are capable of letting out a high-pitched scream that can shatter nearby glass. If you are communicating with someone across a distance, such as by magic or a phone call, your scream can even break glass on their end.

This glass shattering effect only happens when you would like it to.

[100cp, Free for Villains] My Royal Pain

You are a surprisingly talented author, able to write in a highly engaging and satisfying way.

Such talent could be used to document your villainous exploits, or perhaps serve as something to fall back on if you give up your evil ways.

[200cp, Discounted for Villains] Dastardly Disguises

You are quite skilled at throwing together improvised yet believable disguises. You are also skilled to changing your voice and mannerisms to suit such disguises.

With such skills, committing evil deeds will go a lot smoother. So long as you aren't accosted by a pesky chipmunk, that is!

[200cp, Discounted for Villains] Vanquishing The Evil Queen Within

Not all monsters take the form of giant dragons that climb skyscrapers. Some are monsters of your own making, which live in your mind and poison you from within. This perk will help you confront one of these monsters: self-hatred.

This perk ensures that you will always be able to find self-worth, regardless of any conditioning and manipulation you have been through. This perk does not increase the chances you fall into megalomania or develop an over-inflated ego, but does not work to prevent such things either.

Additionally, you will be able to pick up on when others are trying to take advantage of your low-esteem, or when they are merely pretending to be romantically interested in you, in order to get you to behave as they want.

[400cp, Discounted for Villains] Mistress of Manipulation

For some reason, attempts to manipulate and deceive others are far more effective than they really ought to be. Were you to don the disguise of a cacking old hag, you'd be able to trick someone into eating a poisoned apple even after you "accidentally" pushed them down a well. With even the most general of compliments, you could fool someone into thinking you were romantically interested in them, even if you treated them like garbage most of the time.

Naturally, this will make your villainous schemes far more likely to succeed.

[400cp, Discounted for Villains] Changing Your Ways

Sometimes good people do bad things. Such actions can ruin their life. For you, a second chance awaits.

From now on, when you confess to wrongdoing, then genuinely attempt to atone, you will find that people around you are willing to forgive and forget your past mistakes. In most cases, you won't even end up facing any kind of lasting punishment, freeing you up to pursuing a nobler path – like being an author!

You must genuinely believe that your past actions were wrong in order for this perk to take effect. Attempts to 'game the system' using this perk will automatically fail.

[600cp, Discounted for Villains] Wicked Magic

You have magic at your fingertips, Jumper!

Your new magical prowess is on par with Narissa, allowing you to cast the same kinds of spells, and create the same poisons that she can.

With serious time and effort, you may even establish portals between worlds, whether this means different planets or overlapping dimensions. These portals will never allow you to leave a local multiverse, or travel between jumps.

See the Notes section for more information.

-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 Enchanted and Disenchanted, on your preferred form of physical media. These hybrid animated/live-action films can now be watched at your leisure.

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

[50cp] Storybooks

Each time you finish a jump, you will receive one of these expertly-crafted pop-up storybooks, which detail what you got up to during that time. You will immediately receive books for any jumps you have already in prior to starting this one. Companions purchasing this item only receive books for jumps that they have participated in in some way.

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

[50cp] Prince's Sword

This well-made but otherwise mundane sword, looks like it was ripped straight out of a fairytale.

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

[50cp] Tickets to the Ball

These tickets can be used to grant you and a partner access to any ball (or similar event) that is allowing public attendance. A romantic gesture and a nice evening all in one!

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

[100cp] A Nice Dress

An incredibly well-made dress or suit, custom tailored to fit you. You can decide whether this is an old-fashioned attire that would be at home in a fairytale, an expensive modern outfit that is sure to make heads turn, or just a nice suit that a lawyer might wear to work. Shoes are included.

The outfit is self-cleaning and self-repairing, ensuring you can wear it to ball after ball, without issue.

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

[100cp] Dress Materials

This chest is filled with an endless supply of high-quality materials, fabrics, trimmings, buttons, and thread – everything one needs to make their own dresses. Despite this, it remains surprisingly light, and you will always be able to find what you are intending to retrieve. Attempts to store anything else in the chest will fail, with the item being automatically ejected when you try to do so.

All sorts of designs are present in the chest, so you'll never need to cut up a friend's curtains to create a new look!

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

[100cp] ***Wow, really good reception here.***

A cell phone, modern by the standards of 2007-era United States of America.

Your phone will never run out of power, and you will never need to worry about any bills related to it. It can operate with need for existing infrastructure, such as magic. Even calls across worlds are possible with this phone, though it does not allow communication between jumps.

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

[100cp] Apple Supply

Whenever you like, you can retrieve a fresh apple from seemingly nowhere, no matter how improbable that might be.

Do you plan to eat them fresh, cook something with them, or put them towards more nefarious ends?

[200cp] Prince's Horse

What prince would be without their noble steed?

This white horse is well-trained and absolutely loyal to you. Whenever you like, you can change it between a "realistic" style and a "cartoonish" style. Is this the result of some strange Andalasian magic, or just an odd quirk?

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

[200cp] "Magic Mirror"

An old television set, not unlike those you would find at a cheap hotel.

This television does not require power, or an antenna, allowing it to function even in fairytale kingdoms like Andalasia. In addition to whatever local channels it can access, it features a special channel that conveniently provides updates on what is happening in the area. These updates adjust according to your needs, so if you are looking for some, you might find them suddenly being interviewed on their channel, giving you their recent whereabouts.

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

[400cp] Tree House

This cottage, which is built out of and around a large tree, is now your property. While modest in nature, you may find its fairytale look quite charming.

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] "Emergency" Card

This card is linked to a special bank account, which is under your name.

This account has enough funds in it to afford a large shopping spree through various high-class fashion and jewellery stores. These funds will be replenished up to this starting amount each month, so don't feel bad about going wild with them.

In future worlds, you will be provided access to a similar source of funds. Where possible, this will be some kind of bank account, but may be hard currency if such a thing doesn't make sense for the setting in question.

[600cp] Jumper Castle

This wonderful castle, on par with the castle of Andalasia's royal family (sans the portal to another world), is now yours. A great place from which to rule, or in which to spend your happily ever after. All bills associated with the castle will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

Optionally, the castle may come with a small force of human followers, who can protect and maintain it for you. These followers are completely loyal to you. Inactive companions can even stay here, so long as they remain on 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.

[600cp] Jumper Building

You are now the proud owner of this skyscraper, which rivals the world-famous Woolworth Building in terms of size. In addition to the sheer space it affords, it comes with an impressive function room, perfect for putting on balls. All bills associated with the skyscraper will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

Optionally, the building may come with a small force of human followers, who can maintain and run it for you. These followers are completely loyal to you. Inactive companions can even stay here, so long as they remain on 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. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the skyscraper 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.

[800cp] Wishing Wand

This wand is capable of granting the wishes of its user. Small wishes, like turning ordinary spears into butterflies, or firing basic magical blasts can be made freely. More powerful wishes require access to a magical power source that the user has legitimate claim over, be it person, object, or place. This power source is consumed until the wish becomes permanent, destroying or killing it in the process.

As you might expect, the more powerful a wish you are making, the more magic is required. A wish like turning a suburban town into a fairytale world complete with magic and dragons would require the sacrifice of the entire world of Andalasia. Wishes cannot produce a net gain of magic power overall, so you can't use the wand to fuel itself. Still, the flexibility provided by the freeform nature of these wishes cannot be understated.

Accompanying the wand is a magically animated scroll, which can provide information on how the wand operates, how wishes are interpreted and implemented, and so on. Be sure to consult with it if you have a problem, or before making a major wish.

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

-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 Enchanted (as well as Disenchanted if you've included it via the toggle) 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 Enchanted, 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] Jumpchain+

Using this toggle, you can determine whether the events of Disenchanted are a natural part of the timeline or not. These events occur approximately ten years after the events of the original tale.

[0cp] Extended Stay

Of course, even with the toggle above you might not get around to experiencing the full story of this setting. Using this toggle, you can add as much additional time to your visit as you like. This is decided when taking the toggle, and cannot be reversed during your visit if you change your mind. This toggle does not provide any additional longevity to your life, so think carefully before adding large amounts of time to your stay.

[+100cp] Singing Compulsion

Can't be taken with Can't Talk.

You have developed a habit of breaking into song at the drop of a hat, even when you wouldn't want to. Should you happen to be in Andalasia, for some reason when it comes to you they will find your tendency to sing just as bizarre as the average New Yorker would.

[+100cp] I Really Don't Sing

You disliking singing, and will never desire to do it under any circumstance. You also have little tolerance for the singing of others. This will make your stay a bit less enjoyable, especially if you are intending to spend time in Andalasia. If you also took the *Singing Compulsion* drawback, your time here will be almost unbearable.

[+100cp] Ugly

While there are plenty of fairytale good looks going around, you are not so blessed. For the duration of the jump, you will remain ugly. Effects that enhance your appearance fail to do so, and you cannot sidestep the issue with any shapeshifting powers either.

[+200cp] Hopelessly Naïve

Whether it is the result of Andalasian upbringing, or just your character, you are naïve to an extreme degree. An old hag could convince you to bite a suspicious apple even after they "accidentally" pushed you from a high place. This drawback will also cause you to forget certain real-world concepts like divorce, and you will have a difficult time wrapping your head around such things should you rediscover them.

[+200cp] Can't Talk

Can't be taken with Singing Compulsion.

For the duration of this jump, you are unable to speak or sing. General noises are okay, so long as they aren't coherent language.

Unlike Pip, this will affect you wherever you go, even in Andalasia.

[+200cp] Andalasia Antiquity

You have lost of knowledge of any technology and science beyond that which could be found in a fantasy world like Andalasia. Any companions or followers you bring into this jump are similarly affected.

Re-learning lost knowledge is possible; however, any perks, powers, or items you are bringing in from outside this jump will not be able to help you – with relevant information from these sources being censored as necessary until the jump comes to an end.

[+300cp] Split Personality

Whether it is the result of a wish gone awry, or some other cause, you have developed a split personality that will occasionally gain control over your body.

This personality is diametrically opposed to you and your values; for example, if you are a fairytale princess, the personality might be like that of a wicked stepmother.

Initially, losses of control will be brief and relatively rare. However, as the jump progresses, these losses will occur more frequently and last longer. If you aren't careful, you might do something you really regret.

[+300cp] World Incompatibility

It seems that not all worlds are designed to accommodate the mechanics of others, as demonstrated when Pip lost his ability to speak while in New York.

As a visitor from even further away, you have been affected by this much more strongly. For the duration of the jump you are reduced to your Body Mod and any purchases you have made here.

[+300cp] Hello Worthless

You have severe self-worth issues. Learning to like yourself will be a serious task, and it will be easy to backslide into this kind of negative thinking if you aren't careful.

Not only will this greatly harm the enjoyment you might have otherwise experienced here, but those with wicked intent will also have an easy time playing on your sense of self-worth to make you dependent on their approval.

-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:

Turn The Page: You choose to remain in this world. Your chain ends here.

Change The Book: You choose to continue your chain. Proceed to the next jump.

Close The Book: 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 Wicked Magic perk and the Narissa's magic:

On screen, the Evil Queen demonstrated the following magical powers:

- Shooting green electricity from her fingertips, which sent a manhole cover flying, and disabled many cars at once.
- Using liquid as a medium, Narissa can scry across worlds, and even pass small items (such as apples) across. You will not be able to interact across jumps in this way.
- Creating poison apples. This appears to have some serious constraint either via time or resources required, as Narissa only made three and became concerned when only one remained. This poison causes someone to fall unconscious – they will die if they remain so when the clock strikes midnight, but can be awoken by True Love's Kiss. The poison works as normal if the apple is made into a martini. If the apple is made into a caramel apple, the caramel becomes an acid that can burn through bicycle helmets in seconds.
- Changing her form. Narissa was able to access two different appearances. The first is an old hag, which she used as a disguise. The second is the form of a large dragon, which was many times larger than humans but could easily fit in a ballroom. This dragon form can talk, has sharp teeth, powerful claws, wings and a tail. However, the wings are either very weak or completely useless as Narissa could not use them to stop herself falling, and never flies with them.

While the portal between Andalasia and New York City is not directly shown to have been made by Narissa, not only did she know where it connected, but Disenchanted establishes that other portals between these two worlds can be established with Andalasian magic, so it is reasonable to assume (if only for the purposes of the perk), that you can establish such portals as outlined in the perk.

So, what exactly happens here, anyway?

Note: this synopsis only covers Enchanted in its entirety, but indicates where Disenchanted fits in.

The Kingdom of Andalasia is ruled by an evil queen named Narissa, who doesn't wish her stepson to find a woman to marry in order to preserve her claim to the throne.

A young maid named Giselle dreams of finding her true love. Nearby, the Queen's stepson, Prince Edward defeats a troll. He longs to find love, but has been kept busy hunting trolls by the Queen via her minion Nathaniel, who acts as Edward's friend. Edward hears Giselle singing, and rescues her from a troll. They agree to marry the next day.

When Giselle arrives at the palace to get married, she encounters an old hag (who is Narissa in disguise). Narissa fools Giselle, leading her to a portal which she claims is a wishing well, and pushing her down it. This is seen by Pip, Giselle's animal friend.

Giselle travels through the portal, emerging out of a manhole in Times Square. She is confused by her surroundings. Meanwhile, divorce lawyer Robert Phillip finishes work for the day. He is a single

father, who became cynical and hardened to romance when his wife left him. Despite this, he plans to marry a woman named Nancy, as he believes he came to that conclusion rationally.

Robert is in a taxi with his daughter Morgan, and explaining his intention to marry, when Morgan sees Giselle. Giselle has climbed a billboard featuring a palace, believing it was the real deal. Morgan rushes out of the taxi and Robert follows. Giselle falls from the billboard, but is caught by Robert, who decides to take her home to get her out of the rain so that she can dry off and maybe call someone. Giselle explains her situation to them, though Robert doesn't believe her. When they arrive at his home, Giselle quickly falls asleep. Morgan wants her to stay the night, and ultimately Robert agrees.

The next day, Edward and Pip dive into the portal in search of Giselle. When they arrive in Times Square, Pip realises that he cannot talk in this world as he is a chipmunk. Meanwhile, Giselle wakes up early. Seeing the state of the apartment, Giselle calls upon the nearby animals to help her clean, which consists of rats, pigeons, and cockroaches, among others. Her singing wakes Morgan, who alerts Robert as Giselle gets into the shower. Robert and Morgan chase the vermin out of the apartment. Robert finds Giselle coming out of the shower, as Morgan answers a knock on the door. Nancy greets Morgan and is let into the apartment, where she stumbles upon Giselle (covered only in a towel) lying on top of Robert as the pair had tripped and fell. Robert tries to explain the situation, but Giselle only adds fuel to the fire due to her not grasping what Nancy was thinking. Nancy leaves, and Robert tries to chase her to her taxi. Returning to the apartment, he finds that Giselle has made a dress by cutting up his curtains. He is angry with her, which is strange to her; anger is a very rare emotion in Andalasia.

Giselle is magically spied upon by Narissa. Concerned that Edward might find her, she tricks Nathaniel to travel through the portal as well by pretending to be romantically interested in him. Nathaniel soon catches up with Edward and Pip. Robert takes Morgan to school and then Giselle to his work, letting his assistant babysit her. Narissa contacts Nathaniel again, providing Giselle's location, as well as poisoned apples that will put someone into a deep sleep if bitten, which becomes permanent once the clock strikes midnight. Pip spies on this interaction. Nathaniel sees Pip, and tries to stop him getting to Edward but fails; unfortunately, Edward is unable to understand what Pip is trying to tell him.

At work, Giselle interferes with a divorce settlement Robert had almost secured due to not understanding what divorce is and subsequently becoming distraught that the couple were separating forever, which causes Robert problems with his boss. Nathaniel suggests to Edward that they split up to cover more ground, and that Pip come with him (allowing him to prevent Pip from revealing any information). When he spots Giselle leaving with Robert, he points Edward in the opposite direction and pursues them.

Robert tries to give Giselle money and leave her, but changes his mind when he sees her giving some of it away almost immediately. He decides to ask her about her prince, and takes issue with the idea of marrying the day after meeting someone. Nathaniel, disguised as a park food vendor, gives Giselle a caramel poisoned apple, but she ends up throwing it away by mistake when talking to Robert. Giselle tells Robert that Nancy wouldn't be upset with him if he went out of his way regularly to show that he loves her. Seeing that a ball is to be held the following night, she uses her animal friends to send flowers and an invitation to the ball to Nancy on Robert's behalf. Nancy calls Robert, and the pair meet up. Nancy is impressed by the romantic gestures, and chooses to believe Robert is just helping Giselle out and nothing more.

Nathaniel and Edward regroup, finding a cheap hotel to stay in. They are impressive by the small television in their room, which Edward calls a magic mirror. When Nathaniel watches a soap opera scene where a man is dressed down for not liking himself and demeaning himself to impress a woman, he begin the process of questioning his own motivations. Pip once again fails to tell Edward what is going on. Nathaniel traps Pip with a coat hanger, and heads out under the pretence of getting some fresh air. Pip escapes and follows after him.

Robert and Giselle have dinner at a restaurant. Morgan is also present, but is seated elsewhere. Robert opens up about his past relationship. He explains that the reason he tries to keep Morgan away from fairy tale stuff is so that she can grow up strong and face the world as it is, whilst Giselle tries to convince him that dream can come true. Nathaniel, once again in disguise, gives Giselle an apple martini made from a poisoned apple, which he claims came from a secret admirer. Before she can drink it, Pip arrives and knocks the glass away. In the resulting chaos, Pip manages to convey to Giselle that Edward is in this world and looking for her, before he ends up under a pizza. Nathaniel, maintaining his disguise throws the pizza into the fire, but unknown to him Pip flies out and lands in a glass vase.

Edward is watching television when he see Giselle being interviewed by local news in relation to the "chipmunk attack", where she is happy to hear that Pip is alive as no chipmunk was found in the fire. This gives him the general location of Giselle and he rushes out to look for her.

Robert tries to convince Giselle that Edward is not coming, as he does not believe her explanation that Pip told her he was. This argument causes Giselle to become momentarily angry, which excites her as it is a new experience. The two almost kiss but do not, and show clear affection for each other. The next morning, Edward finally finds the right apartment. Giselle asks that she have a date with Edward before going back with him.

This event is seen by Narissa, who contacts Nathaniel. With only one poison apple left, she decides to take care of matters herself.

At work, the couple Giselle interacted with before have resolved not to divorce after hearing what Giselle said. Meanwhile, the date progresses but Giselle doesn't want to return to Andalasia yet, so she convinces Edward that they should attend tonight's ball. She enlists the help of Morgan, and the two bond over a shopping spree.

At night, Narissa arrives in New York and finds Nathaniel, who has become more disillusioned with her. Robert and Nancy are dancing at the ball, when Giselle and Edward arrive. The two couples exchange pleasantries, and Nancy is impressed by Edward's romanticism. They exchange dance partners, as the ball dictates. As they dance, Giselle realises that she loves Robert. However, the dance soon ends, and it is time for her to leave. As Edward collects her wrap, Narissa approaches – once again in the form of the old hag. She plays off sending her to this world as an accident. Playing off Giselle's love for Robert, she offers her the poisoned apple, promising that a bite from the apple will remove all of her bad memories from this world. Giselle takes a bite, and immediately falls unconscious. Narissa returns to her true form and attempts to remove Giselle from the building, but is spotted by Edward. As Edward moves to help her, Robert and Nancy notice and hurry over. Nathaniel appears, revealing that Narissa is responsible and confessing to his own misdeeds. Edward promises to have her removed as Queen, and Nathaniel prevent her from acting by holding a sword to her neck.

The group try to work out what to do as Narissa reveals that Giselle will die once the clock strikes midnight. Robert suggests True Love's Kiss. Edward kisses Giselle but nothing happens. Edward tells

Robert to kiss Giselle and Nancy says it is okay. With moments to spare, Robert kisses Giselle and she wakes up.

Taking advantage in the distraction, Narissa steals the sword away from Nathaniel, and then assumes the form of a dragon. She plans to kill Giselle first, but settles on snatching Robert when he stands in the way, crashing through the window and scaling the exterior of the building. Sword in hand, Giselle follows after. Narissa is defeated when Pip climbs to the top of the building as well, and his additional weight causes Narissa to fall, impaling her on part of the building, before falling to the ground and exploding.

Nancy and Edward fall for each other, and get married, becoming the new king and queen of Andalasia. Giselle establishes a boutique with her amazing dressmaking talents, and lives happily with Robert and Morgan. Nathaniel (in New York) and Pip (in Andalasia) each write bestselling self-help books based on their experiences.

[Should you include it via the toggle, Disenchanted occurs approximately ten years after the events of the original film.]

-Changelog-

0.1
Created the jump.

1.0
(i) For **That's How You Know**, added a random failure element to the drawing others into song effect.

1.1
(i) Minor typo fixes.