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## Princess runner castle world casual heroes

BraveRalph Breaks the Internet Amy Manson (Once Upon a Time) Jessica Chastain (Disney Dream Portrait Series) Lily ColeEmma Rose LimaKatniss EverdeenBoudicca Red-haired girlPrincessWee darlingWee lassiePrincess DunBroch Unruly (initially), kind, courageous, defiant, stubborn, opinionated, brave, adventurous, rebellious, tomboyish, tough, strong-willed, selfish (sometimes), very sweet, short-tempered (sometimes), no-nonsense, quick-witted, fearless, cheeky (sometimes), determined, selfless, caring, courageous, athletic, noisy, energetic, rambunctious, unladylike, inelegant , open, independent, outgoing, impulsive , compassionate, protective, loving, loyal Slim, pale skin, round face, light freckles, pink cheeks, pink lips, long curly red hair, blue eyes DunBrochDisney Princesses To live her own life and follow her own path (before)To break the bear's spell on her mother (succeeded) Angus (Scottish Clydesdale horse) Queen Elinor, King Fergus, Harris, Hubert, and Hamish, Angus, Lord , Lord MacGuffin, Lord Dingwall, Young Macintosh , Young MacGuffin, Wee Dingwall, Witch, Crow, Will O'Wisps Lukos, apples, training with her father, riding, sewing tapestries with her mother, having control over her own destiny and fate had to follow ancient traditions regarding marriage, her mother's stubbornness, danger to her family and kingdom, tight formal dress and dress Master archery Master fencing Her lukuHer pendant (formerly) Establishes her independence while correcting her relationship with her mother Some say that fate is something beyond our command. The fate is not ours. But I know better. Our destiny lives within us. You have to be brave enough to see it. I'm Merida! The firstborn descendant of the DunBroch clan, and I will shoot 'for my own hand! —Merida Princess Merida is the protagonist of Disney • Pixar's 2012 animated feature film, Brave. She is the Princess of Scotland, daughter of Queen Elinor and King Fergus, and elder sister of Harris, Hubert and Hamish. Merida is the 11th official Disney Princess and the first comes from Pixar. The background of Merida is the stubborn and free-spirited 16-year-old tomboyish, the deliberate daughter of Queen Elinor, who rules the kingdom alongside her husband, King Fergus. Queen Elinor's expectations of her daughter make Merida see Elinor as distant while causing friction between them. Despite Elinor's desire to see Merida as a proper royal lady, Merida is an impulsive girl who wants to take control of her destiny. Merida has honed her archery skills and is one of the most experienced archers they have ever seen. She is also skilled in sword-fighting and racing around the country on her horse, Angus. Despite her outgoing, energetic, stubborn and wayward personality, Merida has the playful delicateness of her heart; especially if the younger brothers, Harris, Hubert and Hamish. The official description of Merida is a princess from birth and an adventurer by spirit. He spends his days practicing archery, riding Angus and exploring the world around him. He loves his family, but he wants to control his own destiny. Merida's personality is a very courageous, courageous, courageous, stubborn, rebellious and stubborn girl who does not fit into the stereotypical role of princess. Rather than being a girl in need who is subservient to the customs, traditions and social constraints that her society places on her and expects her to follow, Merida openly rebels and defies her heritage as a princess and would want to be for nothing more than being a normal girl. She is very athletic and enjoys nothing more than riding Angus and practicing her archery, of which she is the best in the kingdom. She also seems to be skilled at sword fighting, as mentioned in the Brave featurette Cutting Class. Merida tends to be ungraceful and has bad behavior, and is very tomboyish. As for personality, she very parallels and resembles her father, as both tend to be unyielding, impulsive, and loud. However, she also resembles her mother when it comes to stubbornness and inability to listen to others. When Merida was younger, she had a close relationship with both her mother and her father. She showed a curious side as she followed the plight, even though she had to return to the road and seemed to believe in legends and myths about her kingdom, emphasizing her innocence and naïvete. She also tended to be playful as she shows her playing hide and seek with her mother and is very hyperactive. Merida is also shown to have developed an interest in archery early on in childhood, possibly due to the influence of her father. As she has grown up, Merida is still very energetic and free-spirited, but has a more strained relationship with her mother (although she still has the same good relationship with her father) and is more rebellious. This is because she views the rigorous training and social etiquette that her mother teaches her as tedious and annoying. She also thinks that her mother puts too much expectation on her to become the same type of person she is without listening to what she wants to be, which is true because her mother constantly and sternly instructed her how to be a proper princess, and arranged for three clans to present her heirs as potential fiances for Merida without her consent. But Merida also almost never understands her mother's feelings that she wanted to do what she believed would be best for Merida, or to properly express her feelings and understand how her desire for freedom and rebelliousness could potentially and negatively affect the kingdom. During the film, however, after Merida renews her bond with her mother (in bear While they catch fish to eat on the rverbank and realize all the problems she has caused with her reckless actions, she continues to make up for it, and with her mother's help, creates a diplomatic solution that allows everyone to be happy and for her to have a better understanding of the importance of her mother's role and wisdom while teaching her mother to learn to listen and understand her better. She is also proven to be very adventurous and brave as she enjoys wandering through the woods that surround her kingdom, and even climbed Crone's tooth and drank from the fire falling, something her father mentioned that only the bravest kings have done. She was also willing to defend her mother from her father after her father tried to kill her (because she was in bear form and Fergus mistakenly thought she had killed Elinor in her bearish form) and again when she fired arrows at Mor'du to protect him from attacking her father. Unfortunately, Merida is very impulsive and impulsive, which forces her to do things regardless of the consequences that her actions can lead to. For example, she wanted her parents to call off a gathering for three DunBroch-linked clans, despite the fact that it could lead to war. She also entered the game to determine who her groom would be so she could shoot for her own hand. But she did not know that this would lead to a disagreement between the three clans and the DunBroch clan until she returned to the castle with her mother after going to the witch's hut in an attempt to find a way to reverse the curse that turned Elinor into a bear. It was also demonstrated when she bought a spell from a witch to change her mother without realizing the potential damage the spell could do to her or what would happen to her. It is by seeing the consequences of her actions that she goes to appreciate the role her mother plays as a diplomat, especially when (given Elinor is a bear) Merida had to act as a diplomat and settle matters herself. It also helps to correct the distance between her and Elinor. Merida can also be mildly selfish, as stated when, after feeding her mother a cake that contained a spell that would change her mother, she ignored her mother's pain and moaning and consistently bombarded her with questions about whether she had changed her mind about the engagement, and also when she wanted to call off the gathering, even though seemingly knew it might cause problems when we expected that your declaration of war in the morning. However, Merida can understand when she is in disarray and will try to fix what happened. Despite her impulsiveness and short-sighted nature, Merida manages to keep her head calm in a dangerous situation, as it turned out, when she managed to calm her mother down after her mother almost attacked and ran furiously over the clouds and when she settled down between three different clans. She is also very quick-witted as she quickly managed to negotiate a witch for magic by eating her medallion in exchange for all the wood carvings and one spell, and when she realized that she could enter the game as she was the firstborn of the four clans and therefore could win her own hand in marriage , along with the understanding that the Mor'du bear was actually the prince of legends who led his kingdom into war between him and his brothers because of his selfish desire and desire for power. Merida is kind and caring to those who really care about her and who are very close to her, as her interactions with her family, especially her brothers (whom she cares about) show. She is also shown to care for her horse, Angus, very much as she personally takes care of and takes care of him and does not let anyone else do it for her. Overall, Merida has grown over the course of the film from a stubborn, rebellious and defiant man to a more understanding, openy individual, but still courageous, courageous, kind, adventurous, free-minded, compassionate and loyal to those he loves most. The physical appearance of Merida is pale skin with a slender body, long curly red hair (strawberry blonde), blue eyes, light freckles, round face, pink cheeks and pink lips. At the beginning of the film, Merida was seen in a dark cyan teal dress, which is slightly torn and reveals pieces of underwear from the back and on the sleeves. For her coronation, Merida is dressed in a sheer teal dress with gold trimming and a square neckline, along with a white headband to keep her hair in place and a gold tiara around her forehead. Eventually, she tears the dress slightly to gain better movement in the body and the correct pose held by her bow and arrows. Brave Merida's performance as a young 6-year-old child with Elinor. Merida is first seen as a child playing hide and seek with her mother Queen Elinor on her sixth birthday. Then he sees his father's bow on the table and asks him if he can shoot an arrow with it. Fergus, her father, presents her with her own bow as a birthday present. She accidentally fires her sixth arrow into the forest and goes to retrieve it, but is distracted by the trail of will that appears before her. The pygs lead her out of the woods and back to her parents. Elinor tells her that the pygs lead someone to their fate, but Fergus doesn't believe it. Suddenly Mor'du attacks and Elinor and Merida flee, while Fergus stays behind to fight the demonic bear. Merida with her family at dinner. A few years later, Merida is a teenager that Queen Elinor is trying to bring her into the proper princess royal family despite Merida's objections. One day, when there are no lessons, she goes riding Angus. He shoots arrows at targets he sets up in the woods and just explores. She even climbs The tooth and drinks from the fire fall in joy. Merida is coming home to join her family for dinner. As he enters, Merida listens as Fergus tells his triplets the story of his battle with Mor'due, until he interrupts and tells them that their father has lost his left leg in battle and Mor'du is waiting for his chance at revenge. Moments later, Elinor tells Merida that the three gentlemen are coming to introduce their suitors to compete for the marriage. Merida didn't want any of this, and ran angrily out of the Great Hall into her bedroom. When she is brought out of anger and frustration on her columns by hitting her with a sword, Elinor enters and tells her the story of a beloved king who divided his kingdom for each of his four sons to rule, but the eldest wanted to rule the whole country, and thus brought chaos and war, and his desire to follow his own path led to the fall of the kingdom. Merida still refuses to listen, but Elinor is adamant that she should do it, even if she doesn't want it for the good of the kingdom. Moments later, Merida is seen in Angus' booth talking to Angus about what she would tell her mother about her wishes if she listened. Merida is determined not to marry whoever wins the games. Merida will stand up for herself. A few days later, the Lords arrive at DunBroch. Elinor prepares Merida in tight formal dresses, and they all gather in the Great Hall to pass on the suitors. Each of the Lords represents his son. Merida is not satisfied with any of them. There's going to be a fight where Elinor's disgusted and Merida's dissatisfied. Elinor declares that only the firstborn of the great leaders can compete in games that give Merida an idea of how to get out of marriage: she declares that she chooses archery for the Highland Games. When the contest begins, Merida sneaks up on the throne with a bow and arrow. When suitors shoot at targets, they talk about each one until Wee Dingwall accidentally wins and hit the bulls. She sneaks away and appears on the field, declaring that she will shoot for her own hand. He ignores Elinor's protests and attacks the target of the first two suitors. When he fires an arrow over the entire length of Wee Dingwall's arrow and through the target, he smiles... until he sees his angry mother. Elinor pulls and throws Merida into the tapestry room because they have a heated argument with each other about Merida's actions, with Elinor calling her a child and Merida calling her an animal for trying to ruin her life. Merida then eventually snaps and slices the family tapestry between pictures of herself, declaring that she would rather die than be like her mother. Elinor throws Merida's bow into the fire of anger in a fit of rage. Merida, with tears in her eyes, escapes from the castle as Elinor quickly hunts a bow from the fire and feels terrible and she breaks down, too. Merida cuts the family tapestry in anger. Merida cries as she makes her way through Angus through the woods, until she comes upon the Ring of Stones and the trail of will that leads them to the butcher's house. Merida notices a broom that sweeps itself, and a talking crow, and discovers that this old carving is in fact a witch, and asks for magic. The witch tells her to get out and threatens her with floating knives until Merida is offered to buy all her carvings with a silver pendant in exchange for a spell that will change her fate. The witch renounces with distaste and conjures up a cursed cake, which she said she made for a prince who wanted the strength of ten men and got what he wanted. Merida takes the cake and head back to DunBroch. Merida screams Elinor in the face. She sneaks back into the kitchen to make the cake representative as Elinor enters the room, relieved to find her daughter at home. Merida gives her a cake for a fake peace offering, and Elinor eats a piece, then suddenly she starts to feel bad. He escorts Elinor to his chambers and puts her to bed, where Elinor rusts and moves in an uncomfortable way until he appears, now a black bear. Merida is horrified by the influence of magic and with the help of her brothers gets Elinor out of the castle. They're going back to the witch's cabin, but they found her gone. Then they find a witch's cauldron with a ghostly image of a witch in an automatic voice message controlled by a potion that tells Merida that she has until the second sunrise to break the spell, or her mother will remain a bear forever. The witch tells Merida that the way to do it was to remember the riddle Fate has changed, look inside, fix the bond torn by pride. Confused Merida accidentally sabotaged the cottage, so Merida and Elinor hid in the remains of the cottage for the night. Merida has a dream of remembering her as a child with Elinor because they both sing Noble Maiden Fair (Mhaighdean Bhan Uasal) together. The next morning, Elinor brings some berries and water for breakfast. Elinor explains that berries are poisonous eggplant berries and water has worms in it. They go to the creek, where Merida teaches her mother how to fish, and the two begin to bond. Merida's running away from Mor'du. Then Elinor held her in the woods and Merida follows her, but she's mentally a bear. He'll almost attack Merida until he's smiss. Merida is confused until she sees a trace of will and follows them to the ruins of the castle. She sinks through the floor into the throne room and realizes that it was the kingdom from the story Elinor told her. Merida sees a stone with three figures and a frayed stone with a fourth figure and realizes that the curse happened before when the prince tried to change his fate, which led to his kingdom and its transformation into Mor'du. Then he sees Mor'du, and he attacks her until, with Elinor's help, he escapes and they escape back to the Ring of Stones. Merida realizes that Elinor will become like Mor'du forever and lose her human receptiveness, and fixates on repairing the tapestry she broke up as a way to repair a bond torn by pride in the hope that it would break the transformational magic. Merida's negotiating with the gentlemen. They snuck back into the castle that night. They look into the Great Hall and see Fergus and the gentlemen behind the barricades throwing weapons at each other on the brink of war. That's when Merida realizes that the kingdom will be torn apart if she doesn't set it right, and she tries to tell Elinor to stop them. But Elinor, in bearish form, can't do anything like that, and it's up to Merida to stop this madness. Elinor, fearing being seen and attacked, freezes into a stationary position while Merida walks into the room and tells them she was at a conference with Elinor. The Lords demand to see the Queen until Merida silences them all. He tells them about the story of a selfish prince who brought chaos to the earth and reminds them that legends are lessons, and rings with truths. The clans were enemies until they were threatened by the Northern Invaders and joined forces to defend their countries. When they won the war, the clans made Fergus their king for putting them together and forming an alliance. Merida then admits that what she did was selfish and she must correct her mistake. She tells them that she and sons should be free to follow their hearts and find their own loves. The sons of the Lords agree, admitting to their fathers that they do not want to argue about a girl who does not want any of this. So everyone agrees, but Merida notices a guard staring at Elinor's frozen pose and distracting everyone by telling them to get into the basement to celebrate. With everyone gone, Elinor is proud of her and they both head to the lords room. Merida protects Elinor from her father, Fergus. As Merida looks for thread and needles to fix the tapestry, Elinor turns wild again and attacks Merida. When Fergus enters the room, he attacks him and smides Merida's hand. When Elinor jumps out of it, Merida tries to calm her down, but her mother runs away in horror as Merida tries to tell Fergus that the bear is Elinor, but Fergus refuses to listen. He locks her in the tapestry room for protection and gives the key to Servant Maudie while he and the Lords go after Elinor. Merida starts crying again and calling until her brothers show up... but they, too, turned into bears to eat cursed cake. She told them to take the key. Merida's going to be released, and all four of them are going to Angus, while Merida is frantically sewing a tapestry. They're following a trail of will to the clouds to where Elinor was captured. Merida fights Fergus to keep him from killing Elinor until he is convinced when the three cups help stop him, and he realizes they are his sons. A distraught Merida apologizes to her mother for her rebellious actions. Suddenly Mor'du appears and attacks the soldiers and Fergus. Then he tries to eat Merida until Elinor rips off the ropes. He'll save Merida just in time to fight Mor'due. After hitting Elinor into one of the stones, he turns to kill Merida, who holds the spear against him until Elinor pulls him back and smashes him against the cracked menhir, which then crushes him to death. A cloud of something that rises from his body reveals a picture of a prince nodding to them as if in appreciation and gratitude, and then turning into the will of himself. As the sun begins to rise, Merida realizes that it is the second sunrise; grabs the tapestry and throws it around Elinor, but realizes that nothing is happening, much to her shock and sadness. She thinks she's failed, so she hugs her mother with tears in her eyes. Merida sincerely apologizes for everything, admits it's her fault, and says she loves her, correcting the true bond torn by pride - the bond between them as mother and daughter - moments before they touch the rays of the second sunrise. He feels the human hand caress his hair, and he realizes that the spell has been broken and Elinor is human again. Fergus comes and hugs his wife and daughter and kisses Elinor. Elinor and Merida ride horses. Elinor reminds her husband that she is naked under a tapestry, and Fergus tells the gentlemen not to look like triplets, also human, running naked again, hugging their parents and older sister. Later, Merida and Elinor sew the new tapestry of Merida and Elinor like a bear until they are called to the witch to say goodbye to Mulan. Then they both ride horses and travel around Scotland, their mother-daughter relationship and bond even stronger and closer now. Sofia first Merida in Sofia first. Merida guested on Sofia first in the first installment of the four-part episode of The Secret Library, which aired on October 12, 2015. She became the first and only Pixar character to appear on the show. Merida shoots an arrow in front of Sofia to get her attention when she comes out of there. Sofia hoped Merida would help her find her aunt's bag, but Merida tells her she doesn't need it, all she needs is to believe she can save them herself. At first, Sofia still feels dubious that she can't do it, but with a little more encouragement from Merida with Sofia shooting an arrow out of her bow, she finally gains the confidence that she can save Minimus and Mazzimo and accomplish her task as a storyteller. Merida and Aunt Tilly watch Sofia fly tilly's winged horse Athena and fly off to help. In Royal, when Sofia fights Vor inside her amulet, Merida appears on Sofia in spiritual form along with all the other princesses who have been called to help Sofia at the time of her need, and encourage her to be brave and strong because everyone believes in her. Ralph Breaks the Internet We can't understand her. He's from the second studio. —Moana and Anna explain Merida Vanellope to Merida with Aurora and Belle in their comfortable dresses at Ralph Breaks the Internet. In Ralph Breaks the Internet, Merida is a netizen who lives and works at Oh My Disney, where she and other Disney princesses meet their fans. When Vanellope breaks down into the princess's dressing room, Merida is seen talking to Mulan. Merida mistook vanellope for a threat and hugged Vanellope with a bow and arrow. Vanellope explains that she is also a princess. Merida, Mulan, Anna and Moana are the only ones who don't ask the Vanellopes to prove what a princess she is. Having declared Vanellope an official princess, they admire Vanellope's casual modern attire and dress up in more comfortable modern attire. Merida wears a dark plaid jacket with a dark top with her mother's bearish graphics with the word MUM underneath, tan shorts and brown shoes, and can be seen lounging in the director's chair between Belle and Aurora. After Vanellope sings about how she wants the steering wheel for her video game Sugar Rush, Merida gives her a disgusted look. Before Vanellope leaves, Merida tries to give her advice in Scotland, but neither Vanellope nor the other princesses understand her, with Anna explaining that she is from another studio. In the deleted scene featured in the trailers, she spoke in the Scots dialect, saying: Oh he gave my mom a cake, she turned intae the big bear, then my auld man tried to tae dae her! It's not a big mess, I don't know what is! However, in the movie, she is heard saying instead, Och! Lang can yer lum smell, and can los ne'er leave yer carrier wi' tear in the eye! Judge back, little girl!; This is a traditional Scottish greeting/farewell message from New Year's Eve, approximately meaning a long time can make your chimney smoke, and you don't have to mouse steal from your grain storage. Hurry back, little girl! In the climax of the film, Merida and the princess witness Ralph about to fall to his death and work together to save him with their abilities. Merida fires two arrows tied to the strands of Rapunzel's magic hair tied to Snow White's dress with Jaq and Snow riding them to the Northern Invaders returned. When the clans fought the invaders, King Fergus was attacked and killed by a knight. Merida is accused of her father's death, which made her allied clans deemed her unfit to rule, and their first act of rebellion was the kidnapping of her brothers, leading to Merida in retaliation to declare war on their kingdom. A few months after her quest to save her brothers and her kingdom, Merida came across and will 'wisp and catch it in the hope that it will lead her to them. During this moment of her search, she met Emma, who she believed to be a witch after being torn down by her dark magic. Emma explained to her that she also needed the will to get rid of the dark magic that cursed her, and after she refused a purposeful fight to avoid getting into her inner darkness, Merida grants Emma the privilege of using the cloud as soon as she is done with it. That night, on their way to the Hills of Stones, where the phobos are said to come from, they both camped out to rest. While she was resting, Merida heard Emma seemingly talking to herself about betraying her, he doesn't know that it was actually a speech by Rumpelstiltskin that persuades Emma to do so. The next morning, Merida left the bait in place as she sneaks off to the Hills of Stones, where she whispers into the cloud and releases it. By the time Emma arrived, Merida had fixed an arrow on her. Every time Merida fires arrows, Emma manages to catch them. Then, under Rumpelstiltskin's influence, Emma magically pulls Merida towards her, rips out her heart, and begins to crush. Luckily, Emmi's family and boyfriend arrive at the right time to convince her to stop by and return Merida's heart. Then Merida thanks Emma for helping her see her inner darkness. Realizing that her mission would lead to the death of clans, she decided that pardoning them was the only hope for the clans and their kingdoms to unite. After Merida says goodbye to Emmy, she leaves the group to follow the cloud. Wisp takes Merid to the edge of the Ivory Sea. She finds a boat to cross, but she's caught by the ship's owner, King Arthur, who throws her in his dungeon. She was all alone until Lancelot was taken to a neighboring cell across from hers. They became allies when Lancelot told her he had disagreements with the king, to which Merida noted that every enemy of King Arthur was her friend. Later, Merlin, Hook, David, and Belle break into the dungeon to free Lancelot, and Merida convinces them to let her go, so can help them on their way. However, her real motive was to kidnap Belle, who had great knowledge of magic. After crossing the Ivory Sea to DunBroch, two girls sneak into the witch's cottage and cook a potion to let them see merida brothers. After learning that her brothers were to be executed, Merida forces Belle to recreate the potion that

turned Mor'Du and Elinor into bears. When they reach the clan camp, they see young MacIntosh, Young MacGuffin and Wee Dingwall, now the masters of their clans preparing to kill boys, Belle tries to convince her not to kill the Lords and stop blaming herself for her father's death, but Merida is stubborn and takes the potion after she has appeared to the Lords. But Belle traded the potion for water, and the Lords fired at Merida's brothers, but she's capable of knocking out all three arrows with a single shot. The clans decide to accept her as their queen. As Belle prepares to leave, Merida asks if she could help on the expedition, but Belle refuses, saying dunbroch needs her queen. The witch confronts Merida at her coronation. On the day of the coronation, Merida and Elinor stopped at Fergus' grave to pay their last respects, and Merida gladly told her father of her success in saving her brothers and won clan approval to be queen. During the ceremony, her mother was about to place the crown of her head when the old witch interrupted the party to inform Merida of the debt she was to pay. The witch showed her the contract Fergus signed two years ago at the magic helm to help secure the future of his kingdom. Merida is told that if she does not return the magic rudder or its equivalent in 10k gold by sunset tomorrow, then the witch will curse her subjects by turns them into bears. Merida remembered that the knight who killed Fergus stole the rudder, tracked down her old friend, Mulan, to help her. When Merida took Mulan to the old battlefield, she found and pulled out one of her arrows, which she shot at the knight who killed Fergus, with a piece of his cloak. Before they start searching for the mysterious knight, Arthur and Zelena suddenly appear. Zelena then magically steals Merida's bow to help her and Arthur, who is surprised that Merida escaped, find the missing rudder. Later, Merida recruited Mulan's friend Ruby to help them track down the mysterious knight by watching the smell of the garbage they had saved. The trail led them to the lake, where they took the helm and confronted Arthur. Arthur revealed that he was the knight who killed Fergus during the Southern invasion, and the magic rudders he took from Fergus during the siege were false, causing Merida to realize that her father had never used a real magic rudder when he died at Arthur's hand. Merida then duels with Arthur to keep him from taking the helm, but He is then forced to retreat when Lords Macintosh, Dingwall, and MacGuffin suddenly seem to back it up. Ruby, Mulan and Merida at King Fergus' grave. As soon as she is finally crowned, Merida shows off the rudder when the witch suddenly appears for him. But she reveals to the new Queen that the rudder isn't really magical, just a test for gaining the trust of leading your kingdom without resorting to using magic. The witch congratulates Merida for passing the test, then rewards her with a pouch that contains a magical beer that allows her to talk to her father, and DunBroch encourages Merida as their new queen. At her father's grave, Merida thanks Mulan and Ruby for their help before they go their separate ways. Merida sprinkles magic beer on Fergus' grave, where they talk for the last time. Merida is now seeking justice for what the tyrannical king did to her father, and now promises to make Arthur pay for what he did. When she rode a horse in the woods near Camelot, Merida, along with the aforementioned kingdom and its inhabitants, are swept away and engulfed by another Dark Curse, conjured up by Hook as the Dark One, and her memories of the last six weeks are erased. Now in Storybrooke, Merida has become a hostage to another Dark Emma, who once again ripped out her heart and tasked her with making Mr. Gold, Rumplestiltski's Storybrooke counterpart, a hero to remove Excalibur from the stone. In the forest Merida immediately fights with gold and easily grounds it. She refuses to fight, so she left. He reads a fairy tale, and when he hears Rumple's story, he breaks into his store and gets the Chipped Cup, a symbol of his and Belle's love. He takes it from him and threatens to destroy it if he doesn't fight. He can beat her soon, but she tells him they have time to try and take out Emma. Merida turns into a bear. Merida later brings Emma into her tent, only to discover that Rumple escaped by breaking the cup and lowering his handcuffs with shards. Emma sees this as confirmation of his love for Belle and orders Merida to kill Belle to force Rumple to protect her. Merida finds Gold and Belle in the store and prepares to kill them when Belle pulls out the carpet from underneath, causing her to bang her head on the floor and sag. Upon waking up, Merida finds Belle near the city boundary, as Gold tried to escape with her into the world. Merida pulls out and drinks the bear potion onEmmi's command and turns into one. She's chasing Belle into the woods and is about to kill her when Gold shows up and gets her attention. Merida is going to kill him, but he throws a magic powder in her mouth and she turns back to the man. He introduces him to Emma, saying he's a hero. Gold agrees to pull Excalibur if Emma returns Merida's heart. She complies, and Merida allies with Gold and Belle. Regina then tasked with Watch Out for Emma in case she tried to escape. In retaliation for everything Emma has put her through, Merida expresses the idea of one of her arrows firing at her, but Hook stuns her. After Emma recovers the stolen dream catchers from Hook, Merida has recovered her memories, along with Emma's friends and family, over the past six weeks. Merida andEmmy and David found Arthur dead. During a journey of heroes in the Underworld to save Hook, Merida was left to guard Arthur, who had been captured by David earlier, in her cell. At one point, she accidentally let Sleepy take care of the protection, which led to the former king running away and running away on a dwarf watch. With the rest of Mary Margaret's family finally back from the Underworld, David, Emma, and other dwarves joined Merida in watching Arthur down, only to find the ex-king's lifeless body, the result of his run-in with Hades. Even though she expressed hope that she would kill Arthur herself, Merida can only regret him now. Merida later met with others in the library to help them search all the books that had information about Hades' weakness, which had so far found nothing. Later, Hades is eventually defeated by Green, but at the cost of Robin's life. Merida is later seen among the townspeople holding a funeral for Robin. Then, during a wake organized by the city dwellers for Robin at his grandmother's, Merida and everyone felt a strong rumble coming from the clock tower. It turned out that Gold has the remaining fragment of Olympian Crystal and has tethered the townspeople magic to it, which would later end up in Henry's hands in his quest to end the magic after seeing how it harms his family. While Emma and Regina track Henry down, Zelena uses Koudra's wand to occupy the portal so Merida and visitors can evacuate Storybrooke in case Henry can destroy the magic. Disney Parks Merida in one of the Disney Parks. Currently, Merida is a very common character to meet and greet in various Disney parks. At Disneyland, he meets guests at Fantasy Faire. In the Magic Kingdom, she can be found in the Fairy Garden in Fantasyland. At Disneyland Park (Paris), she meets guests at Frontierland. She has yet to meet guests at Hong Kong Disneyland though. She also appears on Tokyo's DisneySea during the Pixar Playtime. At Disneyland Resort, she is featured in the World of Color show. Walt Disney World Merida participates happily ever after and the Festival fantasy parade. Disneyland Paris Merida will appear in the nightly show Disney Dreams!. From February 8 to May 10, 2016, Merida was part of La Forêt de l'Enchantement: Une aventure musicale Disney. Hong Kong Disneyland She appears in mickey's stage show and wondrous books at the Storybook Theater, singing Touch the Sky with Ariel and Rapunzel. Merida is also at Disney in the Stars. Disneyland in Shanghai Disneyland, Merida can be found at Enchanted Storybook Castle and Golden Fairytale Fanfare. Tokyo Disney Resort Merida can be seen at the Pixar Playtime in Tokyo DisneySea. She is also unveiled at Tokyo Disneyland's version of It's a Little World Ride when attractions reopen in 2018. Disney Princess May 11, 2013. Merida joined the Disney Princess line-up, making her the eleventh Disney Princess in the series, and so far the only Disney Princess to not come from disney animated canon. The redesign of Merida received several changes for her coronation into the Disney Princess series. Her dress is brighter and now is off-the-shoulder, and she got glittering patterns of Celtic patterns and on her arms with a belt with a piece of kilt with a pattern representing clan DunBroch. Merida's thick curly red-orange hair is much smoother because they were strong enough in the film. There was, however, a dispute over its redesign from its creator. In response to a petition on Change.org, with more than 200,000 signatures, Disney says this controversy has been blown out of proportion and that this redesign will be used for a limited range of products and as a one-time stylized version for merida's coronation. [1] Brenda Chapman also joined the criticism when she said the redesign would send a message that the original, realistic girl was inferior. From May to October 2013, Disney used Merida Pixar's look in marketing. In October, a new redesign of Merida was released, which was more in line with the wishes of the public. In 2014, Merida's new redesign is only used in her personal marketing when she is alone in the goods. In products where she is seen along with other princesses (also in all press releases, books and magazines), her old coronation redesign is used. Since 2015, princesses have been given a new style for their products and now Merida is rarely (if ever) featured in her original redesign. She is now featured in a brightly colored version of her new and more film accurate redesign. The Disney Wiki Gallery has a collection of images and media related to Merida. Trivia Her name means honest in Gaelic. Many people believe that Merida is a variation of Meredith. However, brave takes place in Scotland maybe during Celtic times, so it can't be true. Meredith is a Welsh name, and until the end of the 20th century, she was a welsh name. Tia Kratter, responsible for Merida's original character, admitted that Merida was based on British model and actress Lily Cole[2] and Brenda Chapman came up with the concept of Merida's character as a combination of her daughter and one of her friends. When Elinor (like a bear) tries unsuccessfully to tell Merida that the princess shouldn't put her guns on the table, she responds by saying, Sorry, I'm not talking bear. It could be at the 2003 Walt Disney Animation Studios film Brother Bear, in which Tanana said the same thing (through in a much softer tone) to bear-turned Kenai. Merida is the first female protagonist in the feature film Pixar. Like Aurora, Moana, Snow White and Tiana, Merida doesn't have a sequel to her film. Reese Witherspoon was originally cast in Merida's voice, but due to conflict planning and an inability to handle a Scottish accent, she was replaced by Scottish actress Kelly Macdonald. Merida is pixar's third princess after Atta and Dot in 1998 from A Bug's Life. However, she is the first human princess of Pixar. As for the syllable count, Merida's film has the shortest title of any Disney Princess movie. Merida has more than 1,500 individually shaped red strands that generate a total of about 111,700 hairs. If Merida's tresses straightened, her hair would be four feet long and reach the center of her calf. With five dresses, plus a cape, a toad, a hand wrap, and a necklace, as well as a torn dress, Merida has a total of 22 different costumes. She also has five different hairstyles throughout the film. Merida is the first Pixar character to appear on Once Upon a Time, as well as Sofia First. During the Secret Library, Merida shows confusion and wonder when Sofia begins to sing. That's because her movie that appeared is not a musical, and so the notion of people accidentally bursting into a song is alien to her. Merida is unique among Disney Princesses for the following features: She is the first and currently the only princess ever to come out of a Pixar movie, as well as a movie outside the Disney Animated Canon. She is the first princess whose film is not a musical, although two songs were sung by characters. She is also the first princess to ever sing a song in any language except English. She is the first Disney Princess, with the second being Moana, to come neither from fairy tale/literature work (Snow White; Cinderella; Aurora of Sleeping Beauty; Ariel of the Little Mermaid; Belle from Beauty and the Beast; Jasmine from the story Aladdin 1001 Arabian Nights; Tiana of the Frog Prince; rapunzel) or based on historical figures (Pocahontas and Mulan). Merida is the first princess to lack a love interest, followed by Moana. However, the film's creators claimed that young MacGuffin was going to be Merida's love interest (and Merida seemed to express interest in him during the suitors presentation) before finally deciding that Merida should remain single. She and Moana are currently the only Disney princesses who don't have a Palace Pet. She is currently the only Disney Princess to appear in Disney Magic Kingdoms. Merida's hair is softened in her 2D appearance. Merida's appearance in Ralph Breaks the Internet, along with Buzz Lightyear, mark the first when Pixar characters appeared in the Disney animated film Canon. She's the first princess they've seen in her underwear. Merida is one of only three official Disney princesses, with the other two being Tiana and Moana, to be featured in more than one animated film that was nominated for an Oscar for Best Animated Film (Brave, Ralph Breaks the Internet). Reference External references in - e - d Characters Princess Sofia • Queen Miranda • King Roland II • Prince James • Princess Amber • Princess Hildegard • Cedric the Wizard • Wormwood • Baileywick • Robin • Mia • Clover • Whatnought • Goodwyn The Great • Winifred the Wise • Jade • Ruby Hanshaw • Princess Clio • Prince Zandar • Princess Jun • Prince Hugo • Minimus • Princess Vivian • Popping • King Marcus and Queen Cecily • Trolls • Lucinda • Prince Jin • Magic Carpet • Jasper • Prince Khalid • Meg and Peg • Madame Ubetcha • Prince Desmond • Miss Nettle • Sir Gillium • Professor Popov • Hanshaw • Oona • Queen Emmaline • Cora • Board • Aunt Tilly • Wilbur Wombbeast • Sven • Emperor Quon • Imperial Lin-Lin • Rex • Prince Axel • King Garrick • Electra • Vaughan and Vance • Marla • Sir Bartleby • Sir Maxwell • Sir Finnegan • Gwen • Chef Andre • Sofia worst • Lady Joy • Lord Gilbert • Wu-Chang • Jade Jaguar • Sir Dax • Boo • Princess Lani • Mamanu • Kamea and Halia • Praline • Freedo • Princess Zoovy • Princess Astrid • Slickwell • Greylock The Grand • Princess Ivy • Dragons of Enhancia • Winter • Whiskers • Glacia Ice Witch • Elliot, Amy, and Kurt • Tizzy • Master Erwin • Bryce Twigley • Button, Bennqee, and Brody • Mossy • Carol of the Arrow • Jane • Princess Curry • Miss Elodie • Fluke • Slim • Shelly • Flip • Mantacorn • Onyx and Opal • Wendell Fidget • Mrs Fidget • Saffron • Muck, Gunk and Grime • Spruce • Ballerina • Mazzimo • Prince Roderick • Gavin • Kaz • Sergeant Fizz • King Habib and Queen Farnaz • Chief Gnuckles • Finch • Grotta • Elfonso • Elfred • Milo Snake • King Henrik • Cordelia magician • Calista • Morgana • Crispy • Barley • Sassofras • Professor Zacharias Fleeber • Grand Mum • Gemina and Argus • Count Barnstorm • Sir Oliver • Sir Jaxon • Willawing • Kai • Princess Charlotte • Morris • Zinessa • King Philip and Queen Everly • Lily • Indigo • Marty and Maple • Mandy • Grimtrix • Wriggley, Pumpkin, and Chester • Skye • Piccolo • Baron Von Rocha • Professor Pecullian • Sea Monsters • Malachit and Fig • Omar • Prisma • Azurine • Orion • Vega • Chrysta • Breast • Cinderella • Singe • Mist Mare • King Roland I • Roma • Giggling Goblin Kapitän Quivers • Twitch • Vor • Nerissa Elena z Avalor: Princezna Elena • Princezna Isabel • Francisco • Luisa • Shuriki • Alcazar • Zuzo • Mateo • Migová, Luna a Skyar • Rafa • Chancellor Esteban • Armando • King Raul and Queen Lucia • Naomi Turner Guest Characters: Flora, Fauna, and Merryweather • Cinderella • Jasmine • Magic Carpet • Belle • Ariel • Aurora • Snow White • Mulan • Rapunzel • Tiana • Merida • Olaf • Merlin • Archimedes Obsah komunity je k dispozici pod CC-BY-SA , pokud není uvedeno jinak. 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