The Legend of Zelda

Gauntlet

By Esper

Introduction

The sun is out, but you find yourself running through a strange and hazy forest. Every direction you go seems to look the same and you don’t know how you got here. You were wrapping up your last adventure, weren't you? Or maybe about to start a new one? Or, no. Weren't you still in the middle of one Jumper? On one of those jaunts you enjoy, smashing empires, tearing apart gangs, leading a company? No? Well, it's not too much longer that you find a dilapidated road and finally think you've found a way out of this most confusing wood, but the path leads you to what appears to be ruins deep within the trees. Inside, you find a sliver of civilization. Perhaps someone here can tell you how to leave and get back to whatever you were doing before you discovered this place?

A man greets you from across a pool in a once grand hall, dressed in a black martial robe with a large great ax across his back, his head lacks any hair while a magnificent white beard grows neatly from his face. This is Shiba, the protector of this fortress, a last refuge from the armies of evil for those that find themselves lost in the woods. He tells you that those who enter this sanctuary cannot leave for it is cursed, held deeply in the grip of the Lost Woods outside. Thus, in order to leave the enchanted forest you must face a series of trials to retrieve three mystical stones, to regain the Jumpchain that the forest took from you, and then speak to him when you have defeated the trials. There are three main trials and two side challenges that may help further your progress: The Child Trial, The Adult Trial, The Hero Trial, and then the Abyssal Arena and Trial of the Vengefuls. All of them require your skills in combat to pass their tests.

Can you do it?

You start with your **Body Mod** and **0 CP**.

However, this Gauntlet is different from most as Shiba's Stronghold has rather unique properties; you cannot die permanently within the fortress, not from combat at least. Progress through the Trials here is marked by how far you can get through them before you defeat them or are felled. Wounds are not healed except via potions and death is expected, ergo anytime you die in the fortress it does not count as failing the Gauntlet, you will simply reappear back in the main lobby at full health and with all energy pools replenished. Outside the sanctuary is different, you certainly can die out there but that means you forfeit the rewards of this Gauntlet and return to your normal Chain. Try not to do that, hm?

Each of the three main Trials has a certain number of floors in themed sets of five, like a Forest Trial and a Shadow Trial, with a certain number of enemies allowed before they get overcrowded. The Child Trial has 25 floors, the Adult Trial has 50, and the Hero Trial has 75 floors. In the Adult and Hero Trials there are rest areas set after every 10th floor, in the Trial of the Vengefuls after every 2nd fight, sometimes there are merchants in them where you can replenish some of your supplies as any of your consumables will not be refilled any other way except through purchases. But the Trials are lucrative, providing currency in the form of rupees dropped by your foes for the risks to life, limb, and mental sanity you'll be taking in your quest to leave. These rupees are drawn to you like a magnet, another property of the stronghold, saving you time from having to gather them. There are also shops in the fortress where you can find gear to help you through these challenges.

Now

Choose your

Difficulty

Easy (+200 CP)
The rooms and creatures you encounter here are sourced from The Legend of Zelda, mainly Ocarina of Time with some extras like Wizrobes and Pols Voices, just like in the normal romhack.

Normal (+ 400 CP)
The rooms and creatures you encounter are sourced exclusively from your Chain. If you are doing this Gauntlet early enough that there is still little variety in the potential enemies that you face, then it defaults to the Zelda enemies but they will be twice as difficult for you to fight.

Difficult (+600 CP)
The rooms and creatures you face are a mix of what you have encountered before and drawn from the Zelda universe. All of it. Which means you have added such formidable enemies as Hynoxes, Lynels, Moldorbs, and Darknuts to the enemy pool, on top of whatever creatures you've encountered yourself. If this is still early in your Chain, the pool defaults to the Zelda franchise with no additional enemy difficulty spike.

Your choice made

Now choose

Mode

Normal (+100 CP)
Floors and enemies encountered in each room of the Trials are always the same type as when you first entered them. This means you can map each floor consistently and prepare in advance for the creatures that inhabit them.

Thematic (+200 CP)
The floors remain consistent in their order, but now enemies that share a theme with that floor have a chance to appear on them. A forest themed floor may have a mix of Deku Babas, Skultulas, and Deku Scrubs together, whereas before it was Skultulas and Lizalfos, to give an example.

Chaotic (+400 CP)
The floors are yet consistent in their appearances, but now any enemy in the potential pool can spawn in any room. This can lead to some ridiculous encounters, such as fire elementals in water themed rooms.

Random (+600 CP, Can Be Taken With The Three Above)
The floors now appear out of order and can be from any Trial. Understand that certain floors in the Adult and Hero Trials are environmentally hazardous. In the romhack they offered the dangers of extreme heat, requiring a magic tunic to withstand, fighting in water deep enough to swim in, and spinning blade traps, among other obstacles. With your experience, who knows what other hazards have been added to the pool.

Additional Difficulties

Still not enough? Here are a few more Drawbacks.

Whisps of the Past (+0 CP)
Is this place familiar to you? The Ultimate Trial is a fanmade Romhack that presents a possible interpretation of what happens to Link and Navi during their quest to stop Ganondorf. If you have been to one of the Ocarina of Time Jumps already, you can use this Continuation Toggle for a more immersive experience in your journey through the Zelda universe as it will now be canon to your Chain.

The Lost Hero (+200 CP)
You are now Link, having somehow come to Shiba's Stronghold when you were preparing to fight the King of Evil. Your goal hasn't changed much except now you must learn how you got there and come to terms with what you'll face within this sacred place. You'll have to face the Trials in much the same way as The Hero of Time, with his experiences and memories and all that entails.

Additional Weapons (+100 CP, Cannot Be Taken On Easy Difficulty)
Normally you are not allowed to have your usual Chain sanctioned arsenal in Gauntlets, however, this Gauntlet offers unique challenges that could be rendered impossible without it. In favor of allowing you to have whatever particular weapons you need to defeat the Trial's fiends, you will be able to purchase them in the shops but they will be expensive, lengthening the time you spend here farming for rupees. Also, reminder that any weapons that need ammo or can be used up like bombs, must be resupplied by merchants even if they normally have an infinite ammo effect. There are no item drops here, only money.

Additional Gear (+100 CP, Cannot Be Taken On Easy Difficulty)

The same as above but for armor and other equipment that don't count as weapons, like bottles and the Pinwheel. You'll find your gear being sold in the shops at expensive but still affordable prices.

Additional Powers (+100 CP, Cannot Be Taken On Easy Difficulty)
In recognition that some enemies you might've picked up require certain powers to defeat, you will now find those powers of yours available to purchase in the shops, much like the spells in the romhack. However, any energy pools that fuel them must be replenished in the Trials via potions. They will not refill on their own.

Additional Form (+100 CP, Cannot Be Taken On Easy Difficulty)
You will be afforded 1 Altform that you possess, purchasable from one of the random merchants that appear in the rest areas within the Trials. You won't know which merchant has it. In addition, you can only remain in that form for a short time per room. I would advise not relying on this form solely to survive the environmental hazards of each floor if at all possible.

No Gear (+200 CP)
You do not get the starting gear under free stuff. You have a set of clothes but they aren't armored. You don't even get the bag. You must find them elsewhere or try your hand at the first Trial barehanded.

Scarce Resources (+200 CP)
Rupees don't come as easily and merchants appear less often in the Trials' rest areas.

How Did That Hit! (+200 CP)
The nice thing about visiting real settings is you don't have to deal with videogame jank. Or you didn't before now. Congratulations, you have a Hit Box and all the weird messiness that comes with it, like getting hurt from touching an enemy weapon that isn't swung at you or your foes somehow damaging you on their backswings when you clearly dodged. Oh, and also? If you have Hearts, losing them all means instant death now.

You Must Press On! (+400 CP)
You cannot die a violent death within the fortress, but there is still a way to die. When people fall into despair here after too long without seeing an end to their situation, they disappear. Gone as if they never were and no one can say where. Since your arrival you've been fighting to keep going, and you must. If you don’t make one step of progress per day, it'll get harder and harder for you to try again. If you disappear, you fail the Gauntlet and forfeit its rewards.

Grimstalker Omen (+400 CP)
Outside the fortress one can find The Catacombs behind a bombable wall. Within one of the rooms lurks the Grimstalker, a scythe wielding hooded skeleton. He keeps the restless spirits imprisoned within. He may as well be Death itself for how many have fallen to his frightful might. Should you venture down there you will find a stronger foe yet in the form of the Grimstalker Omen, a creature whose power is proportional to how many restless spirits it has captured. That's ten spirits by the way. And this creature only gets harder based on the Difficulty you've chosen.

Neo Bosses of Pain (+800 CP, Cannot Be Taken On Easy Difficulty)
The Trial of the Vengefuls is a very different beast compared to the main three. Namely, it is an optional challenge involving fighting stronger versions of the Ocarina of Time boss monsters in one long grueling rush, save for Ganondorf himself. If you take this, you will instead face super versions of bosses that you have fought in the past if you attempt the Trial, and you must defeat them one after another. You are only allowed rest after every two bosses, though you’ll still need potions to recover health and any spent power.

Neo Bosses of Agony (+600 CP)
Sorry, did I say it would only be bosses sourced from your Chain? By taking this you add all the bosses in the Zelda franchise to the pool of neo monsters that you'll face should you attempt the Vengeful Trial. This drawback can be taken separately from the above option, leaving you with the bosses from the Zelda franchise alone, but even that is enough.

Free Stuff

Your Beginner's Gear
When Link arrived at the fortress he only had his sword, shield, normal tunic, and an empty travel pack. The Master Sword, despite being The Blade of Evil's Bane, appeared lesser somehow, unable to truly bite into the hides of his foes, requiring a stronger sword eventually in order to move forward. Shiba also gave him a boomerang as a welcome gift to aid him through the first Trial. Other than that, Link only possessed the skills he had learned up to that point.
This is what I offer you, an empty bag of holding, a basic shield, a basic close quarters weapon, a basic ranged weapon, basic armored clothes for some protection, skills to use them, and enough combat experience equal to Link when he first arrived. It's not a lot, but it's not nothing. If you are Link you have his starting equipment.
You won't have to worry about maintenance on your equipment, your weapons won't melt or burn to fire, crack in the cold, nor rust, rot, or mold, will repair themselves, and stay sharp, etc. your shield likewise, while your clothes will repair when damaged and clean themselves after an hour. Your bag of holding is damage resistant, elemental proof, won't spill its contents, and the item you need will always be the first you grab.

Money Bag
Separate from the starting gear is this wallet. Rupees drawn to you in the Trials will be automatically collected into this bag so you don't have to juggle carrying your treasure through each room. It is elemental proof, resistant to damage, and both unappealing and unimportant to any thief who lays eyes on it. For this Gauntlet it starts at being able to hold three hundred rupees with a max upgrade to nine hundred ninety-nine. After this Gauntlet it becomes bottomless and converts to any currency.

Event Soundtrack

One of the more notable things about this mod is the original music that went into it, much of it Zelda inspired and some using remixed versions of existing tunes. Fighting through the waves of monsters here will be both dull and scary, so to take the edge off you can now queue up the music from this mod to keep your spirits high, along with any music you've heard before. You can choose tracks to play, let them remain thematic, play them at a certain speed if you need a laugh, even randomize them, and all the other things you can do with music playlists, or turn the music off. If you want you can have speakers show up in places so other people can hear the music, otherwise it plays for you alone. The music will never be irritating to your senses no matter how sensitive they become.

Perks

One 200, 400, and 600 CP perks each can be discounted. <u>You do not get any free perks.</u>

Additional Merchants (-100 CP)
By taking this perk, you cause merchants from past worlds to appear here and in future Jumps who can offer much needed supplies for your esoteric gear. While in this Gauntlet, the merchants will provide things that help you progress, such as bullets for your rifle, but in the future they can provide other things such as the rare material from a previous Jump that you needed for that quantum computer or rare ingredients for that ritual you didn’t have time to get.
These merchants will also have the equipment from across the Zelda franchise if you have taken the Neo Bosses of Agony drawback or the highest Difficulty and need the gear to kill the monsters, but only for this Gauntlet unless of course you have already been to other Zelda Jumps.

Upgrading The Forge (-200 CP)
Will is the name of the local smithy and his purpose is to upgrade your items, make them stronger so you can kill things faster, but he'd have a

difficult time improving things he's never seen before. How do you upgrade a sword made of souls? Much as merchants from previous Jumps find their way here, you will find an unusual forgemaster appearing in this Gauntlet and in future Jumps. They are capable of upgrading your equipment, no matter how weird or stapled together it is. You'll find them in Will's forge in a small room here, but in the future you'll find them set up around any place that forges metal, always out of the way and always waiting, even if they were just at the steel mill downtown you'll find them at the renfaire blacksmith's an hour later. They get around like that.

Heroic Wit (-100 CP)
To pass the Trials, Link could not be lazy in mind, the challenges would force him to truly know the ins and outs of the monsters' strengths and weaknesses. You learn at five times the rate you did before, can react at twice the quickness than you could before, and think at three times the speed than you otherwise should. Your memory is eidetic and creative ways to defeat your enemies comes faster to you, especially when you need to conserve your resources.

Heroic Strength (-200 CP)
Despite missing his strength upgrades, Link could still lift bomb flowers and go toe-to-toe with the iron Knuckles. Adventuring had bulked him up it seems. You have the kind of body that can keep pace with Link and his dangerous lifestyle. It's not just strength, but a balanced fitness of might and grace, endurance and stamina, the body of a warrior who's trekked all over Hyrule and fought its most dangerous beasts.

Heroic Will (-200 CP)
It takes a lot to run through the challenges here over and over, facing your own death each time. It takes a strong mind to hold it together after each brutal, painful fall and get back up again. You have the sort of mind that bounces back in the face of hardship. What is Battle Fatigue or Complex Trauma to you? You get hit, you get knocked down, you recover, and you keep going. All the horrors in existence can't stop you, for your mind doesn't crumble to insanity but grows in strength and flexibility. You may

have worries, you may have fears and nightmares, you may even have emotional outbursts, but you are not broken. Your mind is always clear of damage.

Heroic Power (-400 CP)
Link is rather famous for an iconic technique known as the Great Spin, which he could perform once he could afford magic. You have a technique that mirrors this, allowing energy to slice outward from your weapon. It has a quick version that doesn't use up power, a weaker charged form, and the greater fully charged form that does use energy. Great for clearing more easily felled enemies that surround you, though you won't be able to use even its lesser state until you get your hands on some power. If you are Link, then this grants you a secondary technique to use.

Heroic Sense (-400 CP)
So you have the body of a warrior, but do you have the senses of one? Well, you do now. I'm going to be generous with this, your senses are twice their peak, which means you may have better sight and hearing than Link. You have a bit of a fairy's senses for knowing when something you can't see is near, as you may not have a fairy with you and invisible foes are a problem on many worlds. And to tack on a bit more, your sense of awareness extends around you akin to seeing in the third person. We wouldn't want you caught by surprise by a keese, that'd be embarrassing enough to be put on a wall of shame.

Heroic Hearts (-600 CP)
One of the things missing from your starting abilities are three Hearts, shield-like health indicators that take blows that would wound deeply or be fatal, protecting you even from the forces that would give you internal damage or crush your everything into a pancake. The assumption is you're visiting the real location that is the setting for this Gauntlet and that the real Hero and people there don't have these Hearts when they attempt the Trials. You may take these Hearts if you feel you need them just know that losing your last Heart completely means death and injury can affect you. A noticeable but not painful vibration will spread through your chest like a

heartbeat when your health is dangerously low but you will otherwise know how many Hearts you have left if you think about it. There will be a merchant in the shop area of the fortress selling Heart Containers so you can increase the number you have to twenty. This merchant does not follow you into future Jumps, but you can keep the Hearts you gain.

Heroic Courage (-600 CP)
It's one thing to have a will to keep going, but the heart can still quiver in the face of problems that seem insurmountable. But this? This is the stuff of legends. This is the kind of courage that looks at a seemingly impassable mountain and thinks “there is still a way” even if that way is you digging a tunnel by hand for years to open an easier path through that mountain. Or facing a creature the size of that mountain and finding a way to slay it. True bravery is stepping out of your comfort zone when you really want to stay there. When all the universe is trying to kill you, you race to meet it and then humbly walk away afterwards.
It starts with knowing who you are and what your limits and capabilities are. You cannot face a tide of monsters if you cannot admit to weakness. Next is understanding the situations of others without counterproductive judgment, compassion leads to action, and action to reaction as people return your kindness in ways that help you. Underneath this is a humbleness in spirit, you know yourself warts and all, ergo you are not tempted by the more fleeting and ruinous things of life, such as greed or fame or holding grudges, those untamed beasts that turn on their would-be masters, and you accept hard personal truths much easier. Fourthly, progress towards your goals always seems to open up for you, it may require completing or furthering other tasks first, but things always move forwards in a way that's connected to your intentions/desires. Lastly, when these things come together, you uplift and inspire others, gradually transforming communities and civilizations with your light. Morale is lifted, warriors and leaders rise up, people rediscover passions, parents will even name their children in your honor. As you live courageously, so will its spirit spread.

Items

No discounts, no free items. All items will return to you if lost, stolen, or destroyed, you'll find them nearby after twelve hours.

Advanced Weapon (-200 CP)
Link would acquire stronger gear in the course of events here, but if you pay the price you can start with a level two gear. I'd recommend the magic upgrade as it steals rupees from monsters, but that's just me.

- Add more damage to your CQC weapon.
- Add a piercing quality to your ranged weapon.
- Add a reflect magic effect to your shield.
- Add fire+heat resistance and water breathing to your clothes.
- Add damage and range to explosives.
- Add a magical element to a weapon; fire, ice, or light.
- Gain a Goddess spell; Din's Fire, Nayru's Love, or Hylia's Blessing.
- Add a magic effect to steal money to a weapon.
- Gain a more advanced weapon, the Biggoron Sword to the Master Sword, a shotgun to a rifle, or the stingshot, something in that vein.
- Gain a support item like a bottle, Roc's Feather, Iron Boots, etc.

Sleeping Roll (-100 CP)
There are rest areas in the Trials and a room in the stronghold, but it's nice to have your own bedroll. This one is comfy, always the right temperature and coziness, and it changes into various types of sleeping bags, bedrolls, beds, hammocks, even those really nice tent hammocks they have now. Comes with a complimentary pillow and blanket.

A Flask of Water (-100 CP)

Thirsty, friend? This travel sized container never runs out of clean water, but that's all it carries. You can select its temperature though if you want to use it for other things.

Basket Supplies (-100 CP)
This basket carries nutritious food, the tools to make them, and the items to eat or drink them with. You'll find whole foods, dried foods, and things like soup mixes, seasonings, teas and drink powder packets, even canned goods if you want beans or ravioli. The tools are very campfire type in form instead of electric as well as of an older style, so you'll be boiling that coffee in a pot with a metal sieve and your can opener, if the cans don't have tabs, is that old school popper instead of a nice, modern, cutting wheel. Oh and pots and pans are smaller than what you might be used to. On the upside, you don’t run out of food, and all your kitchen campfire ware and utensils are clean when you put them away. Comes with a small and very portable fire stove if you don't have the means to make a fire to cook with, it has infinite fuel that won’t affect the taste or quality of your meals but it can only fit one thing at a time on it. But hey, it sparks right on and off easily when you turn the dial.

Achievements

Beyond the Trials there are many things to do in the fortress. You may take any amount of Scenarios so long as they do not conflict. You receive their rewards as soon as they have been completed.

The Master Waits

The stronghold's protector has watched you closely as you gathered the three stones. The Stone of Life, Death, and Rebirth to signify your strength and the different phases of your life, but it is yet not enough. For Shiba to

believe you deserve your Chain and are worthy of being a Jumper, you must face one final Trial, the old man himself.

Goal - Defeat Shiba in order to pass this Gauntlet and return to your Chain.
Failure - If you lose against Shiba, you fail the Gauntlet and are sent back to your Chain with nothing.
Reward + Gain one of Shiba's advanced spells; Din's Fury a meteor shower, Nayru's Aegis a stronger Nayru's Love, or Farore's Expansion lasers erupting from the ground, as well as the Triforce of Power.

Another Way Out

You have learned that there are two true ways to die here, in reality there are three. Not all the people who arrive here are capable of attempting the challenges or interested in doing them, so Shiba gives them a task to find their way. Having expressed reluctance to fight the beasts lurking in the Trials, the stronghold's protector offers another way for you to proceed. You might not be able to completely avoid fighting for your life still in your particular quest, but you'll be able to leave sooner than most.

Goal - Help the people of the fortress become happier and The Hero of Time reach Shiba in order to leave.
Reward + By helping everyone here you have learned the truth about this place. Everyone in the Stronghold has already died, felled by Ganondorf or some other source, none remember dying or how, but the purpose of the fortress is to protect and help them take steps towards finding their true happiness and moving on without regrets. For your kindness, you can claim the stronghold, with all its properties, and take it with you on your Chain as well as the Triforce of Wisdom. The fortress will function in the same way it currently does, as a place for lost souls with regrets to find their peace. You are able to visit back and forth and know of all who pass through its halls.

Boss Rush

Despite the warning from Gaven that the creatures lurking within The Trial of The Vengefuls are baying for your blood, you've decided to face down these kings among monsters. Perhaps for the second time even. The neo bosses have some new moves, tougher hides, and some will fight more wildly and aggressively than you remember. No matter how many bosses your choices have added to this challenge, you always get a break after every two that you defeat. But should you leave via warp or get killed at any point, you'll have to do it all over again. Make sure you have all the supplies you can carry and your equipment is as powerful as you can get it. This one's gonna hurt.

Goal - Conquer the bosses in the Vengeful Trial. You may attempt this challenge multiple times before you leave until you collect the reward.
Reward + Become the wielder of a fully powered Master Sword that never runs out of juice, with all its features and powerups across the Zelda franchise, as well as the Triforce of Courage.

The Fortress Invaders

If you stick around to listen to Loredo, he will tell you two stories. One about the Grimstalker and the other of the Lost Woods. Once long ago people who got lost decided to make a haven, for they couldn't find their way out and it was better than succumbing to the twisting forest paths in a futile attempt to leave. But the Lost Woods is connected to many different places, even a realm of darkness. It was out of one of these realms that an unearthly fog would come, followed by an army of evil creatures. The people who built that haven were not seen again, yet wandering souls would still find themselves in the grip of the forest. It was then that Shiba, with help from the Goddess, Hylia, built the stronghold to protect those who could not escape. Rumored to be three thousand years old, Shiba has protected the stronghold and all within ever since, through the armies that

appeared and even a band of pirates led by a man named Hatch. But that was then, these days things would normally be quite safe and peaceful, however, your arrival here has stirred something among the thick trees. A new eerie fog has appeared and the invaders bay for conquest. Shiba will need your help to fend them off.

Goal - Stop the invaders from raiding the fortress. They will attack thrice and you must stop them successfully each time.
Failure - After the people are taken and never seen again, you are stuck in a mostly empty stronghold and will remain in this setting for ten years before the Gauntlet releases you back to your Chain.
Reward + **Four Times The Hero** - You gain the fully powered Four Sword and it never runs out of power. When raised into the air this magical blade splits its wielder into four identical color coded people, each representing an aspect of the original and each capable of the same might, powers, and abilities. They can wander far from each other but when together their teamwork is unparalleled and perfectly synchronized. Uniquely, there is a kind of connective mind between the four, not exactly a hive mind but a connection, that can assign one of them to lead, which allows the leader to summon the others to their side. This summoning turns them briefly incorporeal and invincible as it drags them from caverns, other rooms, through obstacles, and even from parallel realms. When rejoining, just stand in a row and hold the Four Sword aloft, the four aspects will become one with all their memories and gains properly sorted and added to the original wielder.

Abyssal Arena

Right across from the Vengeful Trial is the Arena, a gladiator-esq fighting ring enclosed by flames where you are beset by waves and waves of random monsters. Here you fight until you fall or retreat when the fire wall goes down after every tenth wave. Getting stuck here because you ran out of power or ammunition means walking into the fire or letting your enemies

slay you. It is a very dangerous endless challenge that you are choosing to attempt, so you may as well earn some rewards for it. You can attempt to collect the achievements multiple times before you leave until you gain the rewards.

Goal - Defeat one hundred waves of monsters.
Reward + Your artifacts, powers, and spells take less energy or money consumption to use.

Goal - Survive two hundred waves.
Reward + **Comes In Clutch** - Your luck increases causing situations to lean heavily in your favor, especially with regards to randomness and dice rolls. Don't have bombs? You'll never see a Beamos spawn in the Arena.

Goal - Reach three hundred waves.
Reward + Gain your own Arena, which can tailor itself to any individual that attempts its challenges, presenting them with monsters they have fought before or from your own enemy pool. You can choose the mix of fiends the arena spawns, including the Zelda enemies fought in this Gauntlet, but not how they are randomized. It retains the deathless property of the stronghold so when you or anyone is felled you do not stay dead and leaving heals all injuries and restores all energy pools.

The Colosseum

Hidden beneath Shiba's Stronghold is a large arena built by the Zonai. The fights held down there are rumored to be illegal, probably because the man running it charges twenty rupees to get in. The floor features shin deep water in a circular room with tall walls and gates from which monsters rush out as soon as they spawn. Combat down there is tense but thrilling and you've decided you want in on that. But the Colosseum imposes a limitation; you can't use your special technique, the Spin Attack or its equivalent, during the fights. Makes things too easy, see? If you have

chosen one of the higher difficulties you'll find monsters from your Chain also spawning in there, but only the weaker ones. There is also a time limit and a reward for you if you can mow through a certain amount of foes before it runs out.

Goal - Slay a hundred monsters in under 1 minute and 30 seconds. You can attempt to collect this achievement multiple times before you leave until you get the reward.
Reward + **Loredo's Insight** - By looking at a creature you know how to kill it swiftly and which of your equipment is most effective on them or is a surprising weakness, as if you had researched them for years.

The Restless Souls

The Catacombs is an unsettling place where the darkness within corrupts those who venture too deeply and too long inside its twisting, bone filled halls, chipping at their humanity until they turn into monsters. The Grimstalker was once a man in love, who lived within the stronghold, until his love died and he wandered down into the darkness to search for her soul and came across the restless spirits. At first he was their protector, keeping the darkness at bay from devouring them, then he became their jailor and lost more and more of his humanity over time. Now he is the reaper-like creature that haunts those halls and imprisons any soul too curious or lost that finds itself in that stifling tomb. You were asked by the researcher, Takkuri, who is interested in souls to investigate this monument of death and the restless spirits imprisoned there. To do that, you'll have to fight the reaper, a difficult enemy. You'll find him in a locked chamber, the key is past the door right across beyond some spike traps, also locked. The only way to get it is to pass through a gate towards the deeper Catacombs that closes swiftly, then hop across the Bone Room on invisible moving platforms made of skeletons, to an endless corridor with three possible routes. The way to navigate these doors is inscribed on a stone as a riddle

just before the gate. A switch to the key door awaits, if you can pass through the other obstacles.

Goal - Rescue the souls from the Grimstalker and bring them Pieces of Soul from the Abyssal Arena to restore their humanity and put them to rest. You'll need fifty Pieces for all ten.
Failure - Become part of the Grimstalker's collection as a restless soul. You'll be sent back to your Chain after a year.
Reward + **Shielded From Evil** - You are Immune to corruption, especially that which chips away at your natural form, and all effects that would cause the loss of your humanity.
Extra Reward + If you defeat the Grimstalker Omen from the drawback you get the above perk and **Light Cleansing Wave**.

Light Cleansing Wave - Evil across many mediums gathers and soaks into places like water and plague creating a miasma of darkness. What if light could do the same? You can cast a wave of light that feeds off of such corruptive evil wherever it gathers, acting like a golden honey slime that sticks and breaks down the very metaphysical substance that binds it together and chasing it down no matter how deep it has gone. Places where it has gathered will no longer feel oppressive once cleansed and will remain so for many centuries. Any creature or entity that still retains a piece of their humanity will not be harmed and recover from the darkness's effects faster.

The Guardian

In the very back of the Catacombs is said to be a mighty power protected by a large animate armor known only as The Guardian. This legend has intrigued you but reaching this area is not easy. The bridge that once connected the two sections has long collapsed with age. There is only the pit now, too wide for Roc's Feather and too deep for your body to ever be found. But if you can find a way to make that great leap or cross by another

means, then the treasure would be yours. Be warned though, you'll fight The Guardian in an area that's small and easy to get cornered in and the construct is no pushover.

Goal - Cross the pit and fell the Catacombs' Guardian.
Reward + **Beat Box** - Your enemies function as though they have hit boxes and all the silly jank that comes with that, such as cutting through armor or a glancing blow hitting with the same damage as a full on strike. You know how large those hit boxes are and where you can hit them to still do damage even when your enemies believe themselves to be protected. You can see the hit boxes from spells too and the limits of their reach, where they will land and the range of their effects like shadows and stretching colored dotted lines. You can toggle this perk off if necessary.

The Running Man

After he had his stint as Il Piantissimo in another game, Hyrule's premier racing enthusiast, The Running Man, found his way to the stronghold looking for more challengers. He asks if you'd like to race him through each Trial for ten rupees.

Goal - Reach the end of each Trial before the time runs out. You may attempt these challenges multiple times to gain their rewards after defeating each Trial once to unlock and paying Piantissimo ten rupees to race.

Child Trial - 11 minutes
Reward + **Warrior's Height** - The pinnacle all warriors and athletes train to achieve is to be so efficient that no movement is wasted. Guess what you can do now? Your newfound efficiency doesn't just deal with physical movement but organization as well as mind. As a bonus, if your flow is broken you'll find you don't seize up from the derailment but adapt as if you had accounted for it.

Adult Trial - 25 minutes

Reward + **Metronome** - A side benefit that warriors and athletes seek as part of their training is to be perfectly timed for every strike, throw, and spin, every meeting of the blade, and to judge accurately the distance to their target or their target's distance to them. Now you have gained these advantages.

Hero Trial - 40 minutes

Reward + **Swifter Than Horses** - I beat the Running Man and all I got was this lousy perk. Jokes aside, Hyrule's famous racer is a formidable speedster. To get from Gerudo Valley to the Lost Woods in under a minute and still outpace a horse is a genuinely incredible feat. Link never could reach those woods in time, even on Epona. So why not take that with you? You have the speed of the running man, able to outpace the swiftest horses, and have a reaction time to match.

The No Hit Champion

There are warriors and then there are champions, the difference is who walks away the most intact from battle. Most of the time the idea of striving to be so good at fighting that you don’t get hit, doesn’t cross the mind. Because it's a battle, of course you'll be hit. Most then strive simply to take less damage, but there are those rare few who can move through fire and not get burned.

Are you ready to prove you're one of them?

Goal - Get a no hitless run (take no damage) in each Trial and destroy Dark Link without taking damage. You may attempt these challenges multiple times before you leave until you have their rewards.

Child Trial

Reward + **Health Buffer** - You now take less damage, an 8 Heart blow now only takes 4.

Adult Trial

Reward + **Magic Buffer** - You now take less magical damage, an 8 Heart blow now only takes 4.

Hero Trial

Reward + **Phase States** - By taking certain actions, such as rolling, you can avoid damage entirely even when you've taken a direct hit, for you have gained invincibility frames. These will also activate when you take damage, canceling out further damage and preventing stun-locking so you can hit back or get out of corners.

Defeat Dark Link

Note: This is not your shadow, not entirely, his weapon skills are a mirror to yours, but not his power.

Reward + **Swap Master** - You can acquire a lot of useful equipment from your adventures and this Gauntlet is certainly no different, but even magic bags can still cost precious seconds to reach within and get what you need. Which is why you gain twenty quick equip slots that are connected to any objects or hammer spaces you use to store items. To be clear, I don't think even Link had this many. He had his sword and three item slots as canon, then the romhack added four extra general item slots, and then an extra three for his swords, tunics, and boots each. But twenty is a nice round number, isn't it? Items are easy to change and equip at will, you are aware of what's in a slot and what you can equip from storage, and you'll find them appearing in hand or strapped to your person as if they were always there.

The Stronghold's Secrets

Shiba's Stronghold has been around for millenia and witnessed many souls pass through its halls, why there's even a Goron with a backpack of Kinstones on the balcony, so it makes sense that there are many concealed places and old treasures lying about. There's six treasure chests purported to be hidden in and around the Stronghold, including one at the end of the Vengeful Trial. I've heard that there's a hidden room in one of the shops, a basement with a fantastic vault, and a cistern no one seems to know the location of.

Goal - Discover all the fortress's hidden places and treasures. You may keep searching for them all until you leave.
Reward + **Mystic Eyes of Secret Detection** - Secret spaces and hidden things become more obvious to you. Anything invisible you can see, its form outlined like an ice sculpture, whether object, creature, or spirit. Illusions are like thin paper, fluttering like webbing in the air, and you can sense when concealed things are nearby, something covered or deliberately hidden or sealed in by time and ruin. Even disguises cannot hide a creature's true nature from you.

The Two Lovers

When people arrive at this sanctuary they make the most of things and still try to get on with their lives. Some open shops, some guard the Trials, some keep a tally of your exploits, and some find love. The latest will-they won't-they couple is the guard Argyle and the formerly engaged Nyla. Both are secretly interested in each other but don't know how to broach the subject and move forward in their budding relationship.

Goal - Bring the two lovers Argyle and Nyla together.
Reward + **Navi Sense** - In any world you visit there's always problems, some you can even help out with if you know of them. When you look at people you can choose to learn some things about them, some of their history, aspirations, even what might currently be on their minds. It'll usually

give you a hint on how to help them. But how can you tell when someone has something you could help with? That would be the quest indicator above their heads in the form of a ! mark. This mark appears when the person has important information, a quest, quest update, or even a reward for you. If they have a speech bubble above their noggins, they may have extra details they won't mind sharing. Nobody finds it too odd to tell you about their problems or what's on their minds and you always have a decent idea on how to resolve them, even if a solution does not present itself immediately.

Achievement Hunter

Everyone likes small challenges under their belts and deeds to their name, things they've accomplished that they can look back fondly on. By performing these feats you'll get more than bragging rights.

Goal - Get all the achievements from the romhack. You may attempt to get each one multiple times before you leave until you have their rewards.
Reward + Gain the same amount of rupees, plus gear when relevant, as each achievement grants and the perk **Themed Challenges**.

Themed Challenges - In every setting you visit you'll be given a list of optional small things you can do for rewards, like money and sometimes even great prizes. They are much like the achievements in this Gauntlet (Ultimate Trial) but themed appropriately for the current world. Most of them aren't too difficult but the ones that do provide a challenge are not impossible enough to make you rage-quit.

No Time For Naps!
Wake up Loredo - 20 rupees

Was This Always Here?
Find a secret location in the shops - 25 rupees

Didn't Stand A Chance
Kill a peahat in one hit without the sword - 30 rupees

Don't Look At Me!
Blind a beamos - 20 rupees

Get Outta There!
Force Dead Hand out before its ready - 20 rupees

Filler Up Please!
Help a fairyless man to unlock = Use the Rainbow Tunic to top off the magic meter - 25 rupees

Can I Get A Refill?
Locate a delicious drink - 20 rupees

Like Grandma Used To Tell
Listen to all of Loredo's stories - 25 rupees

Where's My 1-Up?
Hit your head against something questionable - 25 rupees

You Call That Dancing?
Bring a plus one to a private concert - 25 rupees

Trust No One
Defeat Dark Link without taking damage - 50 rupees

Feeling Hungry?
Feed a Dodongo - 35 rupees

Didn't See That Coming
Kill a Baby Dodongo with a hammer from afar - 25 rupees

Ora Ora Ora Ora Ora!
Kill 5 Keese at the same time - 50 rupees

Social Butterfly
Unlock every NPC in the Stronghold - 100 rupees

Too Many Arrows
Obtain all unique types of arrows - 100 rupees

Blind Faith
Cross the Catacombs bone room without the Lid - 50 rupees

Now You See Me
Force the Grimstalker to use his teleport - 20 rupees

Right Back Atcha!
Buy the most expensive shield to unlock = Kill a Liz/Dinalfos with only a parry - 40 rupees

Not So Useless After All
In a Rest Room, warp out with less than 1 Heart - 40 rupees

Master Collector
Collect 25 or more mushrooms in one attempt - 50 rupees

Can't Touch This!
Beat the Child Trial taking 0 damage - 100 rupees

Potionholic
Have one of each potion upgraded at the same time - 75 rupees

Should've Worn Gloves
Freeze each hand in one Neo Bongo fight - 50 rupees

Armor Piercer

Buy the most expensive sword to unlock = Kill an Iron Knuckle with a continuous Dash - 50 rupees

Scammed The Scammer
Get over 100 kills in the Colosseum - 75 rupees

Sneaky Beaky Like
Beat the Adult Trial without getting grabbed - 100 rupees

Like The Good ‘Ol Days
Beat the Catacombs Guardian to unlock = Beat the Adult Forest Trial with only the Sword Beam - 125 rupees

Unstoppable
Beat 10 Hero Trial Areas with 0 damage - 125 rupees

Music To My Ears
Reach Wave 100 in the Arena to unlock = Listen to a song on the Jukebox - 250 rupees

End

If you have successfully completed this Gauntlet, all Drawbacks fall off, you are restored, and you keep everything you gained from this place, along with two additional rewards.

New Game +
You may use this Gauntlet again and bring all the things you earned before with you to try your hand at getting 100% completion if you haven't already.

Solving The Future
You can at will accurately predict your future from your current present onwards in the form of a vision and if it be favorable to you you will be

guided into taking the same actions you experienced though you can deviate if you choose to. Every time you activate a vision you can choose to try something new to break through whatever stymied you before. These visions are like Save States, they happen in less than a second and you can only have one active at a time. The things you witness are your experiences if you were both living them in the moment and observing them, what you would feel and think if you followed through and how you feel and think about your future self's actions, much like a third party watcher or Player. You only see things from your perspective so predicting what happens to anyone else can only be done in relation to you.

Notes:
Made the Gauntlet

All items and upgrades that you can acquire in the romhack are fiat backed, as you would get those naturally if you play as Link. Extras that come from this setting can be fanwanked at your discretion (the lady selling general items has armor as background pieces and the armory shop has multiple different weapons all over the walls that Link can't buy but you might be able to.)

Important! If there was an enemy or boss you encountered in a past Jump that you could not defeat and still could not defeat in this Gauntlet even with all the prizes available; it will not show up in the enemy pools or in any of the Trials. This Gauntlet is meant to be possible to beat, not rage inducingly or literally impossible. Shutting Jumpers into an unbeatable loop is cruel and unusual punishment and definitely not sanctioned by Jump-chan.

The equipment that becomes available to you through the Drawbacks is Enemy Specific. If you need your ice or magma gun and missiles to destroy Metroids, they will become available. Some of the equipment in this setting might still allow you to kill them, like fire and ice arrows, so unless those

don’t work you'll have the necessary weapons. Yes this means you could come in scaled way too high, but that's why you can't take those Drawbacks on Easy Difficulty. *shrugs*

How early in your chain counts as ‘too early’ for the difficulty mode is determined by you. I am not the Jumpchain police. You decide how ‘early’ counts.

As this jumpmaker is unfamiliar with puzzle bosses or bosses you don’t defeat by killing, you can choose to remove them from the pools or determine how they get updated to function in the Vengeful Trial.

In the romhack update, New Game + made the floors random and added bosses to the Trials every 25 floors. You do not have to put up with that even if you take the Drawbacks related to them. Those things are separated for a reason. If, otoh, you would like to fanwank encountering bosses even in the normal Trials, you may do so.

There are rewards at the end of each Trial, except Hero, and the Vengeful Trial that don’t count towards the Stronghold's Secrets. Magic Power, Roc's Feather, and Explosive Arrows. So if you want fiat backed MP you have to do at least the Child Trial.

If you already have a Master Sword you can import it or have it ‘awaken’ all of the abilities it would receive from the Boss Rush scenario reward. Same goes for the Four Sword if you already have one. You could also keep them separate if you want an extra blade.

The Fortress Invaders scenario is not in the original romhack so you will have to make up whatever narratively makes sense, from who the invaders are and when they attack.

The Grimstalker Omen is also not in the original romhack. He's just a more powerful version of the existing Grimstalker. You can check out some walkthroughs and let's plays to see what the normal one is like. I can tell

you he fights with a scythe, when he teleports you're frozen in place like you got hit with a Redead's scream, he can do a rush attack from a distance, and also leaps in the air. But a video will give you guys a better idea of his fighting style. Same with the Catacombs Guardian.

The secret treasure chests: there's one across a gap on a pillar by the Lost Woods, an invisible chest on a tree limb by the stone bridge, one in a nook across from the catacombs with a switch for a hookshot target hidden in the grass, one inside the Catacombs on a ledge below the broken bridge, one on a ledge in The Garden inside the stronghold behind the statue of Hylia, one in the deepmost part of the cistern where a Zora stays, and the last at the end of the Vengeful Trial on a boulder attached to Hylia's statue. The explosive arrows can help you get that one.

Some things are more easily accomplished with the Chrono Clock, an item that freezes time for as long as you have magic, such as the Colosseum and mushroom hunting time trials. It is rewarded by a shady looking guy next to the Abyssal Arena who keeps a tally of how many monsters you've slain and how many times you've died. He'll give it to you if you can slay 1000 monsters.

The Cursed Helmet is a reward for slaying 50 monsters in the Colosseum. It consumes rupees, but gives you double defense and makes you immune to Phantom Ganon's magic blasts.

Hatch's Sword can break Nayru's Aegis which Shiba likes to cast during his fight, it also allows you to run like you're wearing Pegasus Boots for as long as you have magic power. His shield involves a parry mechanic that can damage enemies. Hatch's items are normally exorbitantly expensive but the armory merchant will sell them at a discount. This usually happens just by making progress in the romhack with the Vengeful Trial and NPC stuff. Perhaps if you impress the shopkeeper enough, he'll cut the price down to something actually affordable.

The vault in the basement is behind the Keaton painting, it's where you can find the delicious drink and hit your head against something questionable for those two achievements. The friendly Keaton there also usually gives you Mirror Mode in the romhack, I have no idea if you'll get something from him on an actual visit or what Mirror Mode would translate to. Fanwank.

The secret in the shops is in the Potion Shop specifically, behind the salesman. This is not the mushroom house on the balcony.

The potion shop is where you would also buy spells, there is a Golden Bell item in there that causes the merchants in the Trial's rest areas to appear every time you enter one. Hylia's Blessing is a new spell that freezes enemies, replacing Farore's Wind. There is still a Warp type item that allows you to leave from a rest area or the first room of a Trial, it's sold in the armory shop.

The Magic Tunic gives you magic when you get hit.

Each of the ten Restless Souls gives you rewards for the Pieces of Souls you collect, two of them have your rupee wallet upgrades and the rest are rupees. You're going to want those upgrades to afford the more expensive things in the shops.

There are three merchants who show up randomly in the rest areas, but not at the same time. A Goron, a Kokiri girl, and a Zora. The Zora sells capacity upgrades for quivers and bomb bags, with a max count of 99 each. The girl sells Deku Nuts and their capacity upgrades as well as more arrows. The Goron sells random potions or soup, but only one in stock at a time. Taking Additional Merchants adds to the number that can appear in rest areas, not just the shops.

If you arrow spam the Grimstalker in the romhack this forces him to teleport, perhaps it works the same if you are similarly annoying to him. The Phantom Grimstalker gets added to the Trials' enemy pool and

Abyssal Arena. He's much less powerful and easier to kill but allows you to get that achievement if you missed your chance.

I should mention that Asylum Demon, a Dark Souls boss, shows up as a normal enemy in the Adult and Hero Trials. It, along with Grimstalker Phantom and Dark Link, are counted in the enemy pools for Chaotic Mode and the Abyssal Arena. Just in case you thought this was easy. This is a feature of the romhack itself. The romhack is significantly easier to play/watch than actually live through.

Getting through 100 waves in the Abyssal Arena unlocks the jukebox in the Stronghold's rest area.