

The Legend Of Zelda - Philips CDi
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With help from AntarNoth and FSAnon

The Story Thus Far

After claiming the Triforce of Courage and waking the sleeping princess, after years of defending Courage and Wisdom from Ganon, a new set of adventures has arrived. Ganon has grown tired of attacking the North Palace on a weekly basis with some new scheme to try and claim the other two fragments of the Triforce, and so he turns his attention farther abroad, to build up his forces before smashing through whatever defenses they can muster. The islands of Kordai, Gamelan, and Tolemac are where he has set his sights for the time being.

The heroes of Hyrule will notice his absence, and quickly grow bored, before their allies abroad call for help. Being who they are, Link will go to help them without a single fuss. In one instance, he will save the day. In another, he will fail miserably - though, only partially through issues of his own fault - and will require Zelda to save him.

The third call for aid, that of Tolemac... may or may not happen during the course of the jump. It's something of a trainwreck, and while you will be rewarded for dealing with it later on, you can simply pretend that it doesn't exist if you want to, and it simply won't happen.

Regardless of that particular choice, I bid you luck on your journey and safe travels during your time in this world. Take these to help get yourself set up.

+1000 cp

Origin

This time around, who you are is a bit more complicated. Please pick one Role and one Location.

Role

Champion

You are a fighter, a knight, or merely someone who knows how to get their hands dirty. Regardless, during the jump you will more often than not find yourself in the position of needing to save others. Zelda from Ganon, Link from Ganon, it matters not. Regardless of if you're a knight or a princess, you'll be doing the saving during your time here. Quite simply, you are here to save the day.

Kidnapped

You are NOT here to save the day. You have, in fact, been kidnapped by a heinous foe. Or will be kidnapped, or both - you'll be kidnapped, rescued, and then kidnapped again by someone else. As sad as it may be to undergo that, someone does need to fill in for the role of damsel in distress, and apparently that someone is you. Even heroic knights can have bad days, you know?

Conqueror

A villain most foul, is that what you wish to become? By all means, take that role in the story, and take the princess in the dead of the night while you're at it. If you seek to be a villain, to conquer islands, nations, the world even, then I shall ensure you have the appropriate tools to do so. Do be aware that Ganon won't take kindly to being usurped - maybe you should be one of his minions instead?

Bystander

The problem with having your nation invaded is that, well, your nation is being invaded. Even if some prophesied hero will show up in a week or two, that's still a week or two with an army occupying your home. Your role in this story... Well, you don't have one. You can help the hero out if you want, maybe you have some magical powers that they'll find useful, but not helping is also fine.

Location

Drop In

One day from out of the aether, you arrive in the world. Perhaps you're visiting from another timeline, or another worldline altogether. Regardless, while you are not actually a native of any land that the kingdom of Hyrule would recognize, you are still here and as such may start in any of the locations described below. You'll likely have a difficult time moving between them, so do be careful with your pick and choose wisely.

Hyrule

The greatest nation in the world, the land of the gods, the land of Hyrule. It's been under constant assault from Ganon in recent years so it's claim to being the 'greatest' is probably a bit tarnished, but it's still managed to drive him back and get back on their feet time and time again. As a native of this land, you are just as hardy as the land itself, and you'll likely be called upon to render aid to other lands that are less prepared for his attention.

Koridai

The island of Koridai is primarily populated by ordinary villagers and powerful users of magic. Though not technically a nation in and of itself due to a lack of distinct rulership, Hyrule recognizes it as mostly independent in exchange for mystical aid and the occasional prophecy in the fight against Ganon. As a native of it's shores, you will soon come under attack by Ganon, in an attempt to cut off that aid and cause an exceptionally large distraction.

Gamelon

The island of Gamelon is more normal than Koridai, but that's only due to a lack of powerful magic users - instead, almost every citizen, from lowly shopkeepers to the nobles who rule over the island are all minor magicians of one stripe or another. Most of them specialize in enchanting, working their magic into their craft to create a higher quality of product, something that while fascinating, leaves them lacking in military power, thus their subordination to Hyrule and Harkinian. Ganon will be attacking the island approximately a year after his attempt at Koridai. I suggest you prepare accordingly.

Discounts

100 cp perks and items are free to respective Role and Location, and the remaining options are 50% off as appropriate.

Role Perks

Champion

100 cp - A Hint of Wisdom, To Guide Your Way

A hero can face many challenging things: powerful foes, harsh landscapes, or complex puzzles. But the most challenging thing a potential hero faces in an adventure is not knowing where such things are. If you're unlucky, you might end up looking in all the wrong places for your heroic experience or get stuck at the first step simply because you don't know where to go. Luckily for you, you aren't alone in this. You may simply ask for advice whenever you wish, and a voice will respond with something helpful. Whatever the case, you will always receive some vague hints that seem to lead you towards something that will help you along your path.

200 cp - A Drop of Courage, To Give You Aid

A certain magician once said that your sword would be enough, and while that is true in most cases, some moments require explosions. Which, of course, are not something that you can make with your sword - no, you need bombs for that. And, by extension, money. As a result, you are pretty adept at scavenging for materials, equipment, and other valuable things. Rare is the day when you lay low some horrid monster and don't find something useful on its person, whether it's rubies, or something else, like a snowball. Quite useful for slaying fire monsters, snowballs. Sadly you lack the ability of other heroes to have things simply appear in unusual places, but the number of things you can collect from slaying monsters should balance it out.

400 cp - A Touch of Power, To See You Through

A hero needs many things. The will to stand up and fight for what is right, the cleverness to know when they're outmatched and to find a way around that, and more often than not they're also going to need a strong sword arm to fight their way through hordes of monsters. Not always, but it's a bit of a theme by this point. Regardless, you are now an acceptable swordsman, spearman, bowman, whatever weapon you wish to use, potentially including your own bare fists. Better still, your skill and strength in this area leave you able to slay just about every monster Ganon could throw at you in a single solid blow. Even his lieutenants are rarely worth more than three.

600 cp - Unholy Or Not, It Will Be Enough

Hero. I've mentioned it before, but so far I've only discussed what they need. What does it mean to be a hero? Right here, right now, to be a hero is to overcome amazing odds and do seemingly impossible things, all in the name of saving someone else. You are, if nothing else, resilient. The wounds you take are shallower and hurt less, and your capacity to fight on even with them is worthy of legend. Healing magic applied to you is more effective, and a simple drink of fresh water can be enough to cause some of your wounds to close. Even then, there is more - thrice per jump, when you are reduced to a wreck of a body, more cuts, and bruises than skin that is still whole, you may choose to simply ignore your wounds, and by your own will you will be healed. Bones knit back together, flesh mends, your reserves of magic return to you, and once more you stand against the darkness. Of course, this does require you to have enough reason left in you to light that spark. Should you be utterly annihilated in some manner then no amount of defiance will allow you to stand once more.

Kidnapped

100 cp - How About A Kiss?

I realize you probably don't want to be the damsel in distress, but maybe you should give your hero a small reward? Or better yet, a token of your affections? If you're lucky then they'll be able to use that token alongside some magic to create an artifact to track you down once you get kidnapped. Maybe. Regardless, when you give someone a simple gesture of affection such as a hug or a kiss, or perhaps a flower from your garden, the recipient becomes a tad bit luckier for a few days afterwards. They also gain something of a sixth sense for the things that would please you in an attempt to get another gesture, but whether you give one or not is up to you.

200 cp - "I'm not afraid of you." - "Then stay here until you are!"

More than just Zelda have been kidnapped by those that serve evil purposes. The King and Zelda were kidnapped by Ganon, but Lady Alma was imprisoned by Wizzrobe, and so was Mayor Cravendish. Each of this was supernally lucky that instead of just coming to a grievous and immediate end which would have suited the villain who captured them's goals, each was placed in a means of confinement. Either retired to a cushy room, spelled to sleep on a bedchamber, kept in the top of a tallest tower, or manacled to a lighthouse wall, or cliff. They all shared the same singular luck- the villain tried to keep them around, either as a trophy or an example to others. You now share this odd effect. When a villain has defeated you or views you as utterly defenseless, they are less likely to simply take the permanent solution, and instead opt to keep you around for any variety of reasons that seem to come to them at the moment. They'll keep coming up with excuses, and reasons for you to live just one more day. This might not work if you are intentionally trying to escape though if you are recaptured, they may just gloat.

400 cp - Hylian Grace and Patience

The land of Hyrule is, at its core, a kind and understanding one and very forgiving. With this, you may take a small part of that with you. When something occurs, whether it be from you being targeted by villains to some horrible disaster striking, you will find those who were most affected by it to be remarkably calm. You may be the one that they complain to in order to see their ills fixed, but they will never once blame you for being the target of a villain and abandoning your duties for months at a time, or being unable to fix the issues causes by a rampaging sorcerer calling down an immense storm immediately instead of soon. Those are clearly the villains fault, not yours. If anything, they'll be remarkably understanding about what can be done in a reasonable time table. They may even take action to lift what small measure of strain off your own shoulders that they can. Asking what they can do to help, instead of lording your failures over you. In theory it's to help themselves, but... Hyrule is a kind land, and now so is wherever you are. In the worst of times, those around you will show themselves to be the better part of their natures more often than not, no matter the strife.

600 cp - One Month And Still No Word

Look, if you've come here and expected not to be kidnapped, then I'm sorry but it doesn't work that way. You're going to need a hero - or heroine - to save the day. And to save you. Fortunately, I have something for that. When someone is acting in a manner that benefits you - heroes coming to save you, people doing your job while you're away, maybe even villains making mistakes - then they'll end up being supernaturally lucky and be just a tad more competent than they would normally be. Quicker to notice you gone, skilled enough with the blade to cut through a dozen monsters, finding allies and equipment far more often... There's no end to the myriad ways that you can help others help you. You can revoke this blessing from individuals if you want, but why would you?

Conqueror

100 cp - I Need More Minions!

Ganon's army must be low on recruits, because for his attempts at conquering the islands he didn't bring many of them with him. Instead he brought only a few minions, all magicians and wizards of no small power, and recruited a handful more. Together, they used their dark powers to warp the hearts and minds of the locals into an army of evil, and from there they set out to conquer. You have one such ability at your command. It may be a natural talent for corruption, convincing formerly loyal nobles to sell out their king. It may be necromancy, raising the dead to strike terror into the living. It might be something a little more unusual, a kind of magic that can only target those that owe you money. No matter what it is, you have at least one. As something of a bonus, as this lacks most of the additional skill set that would ideally come with it, you also have a much easier time leveraging other schools of magic or whatever powers you may have into this same effect - that of controlling others.

200 cp - Gimmick And Tricks

Ganon's lieutenants, when he even bothers to have any, are an eccentric bunch. The twin witch sisters often feature prominently, but are not here this time around. Regardless, you now possess a modicum of talent in an area that is quite dark and unholy. Perhaps you are a Necromancer of some small talent and can call up Gibdo and Redeads? More normal magics might also appeal to you, in the form of fire, ice, and lighting. Or maybe you want to be a jester that specializes in assassination and 'knife tricks'? There are quite a few things you can do with this, and I encourage you to experiment. Additional tricks and the like beyond your first purchase cost a flat 100 cp regardless of origins.

400 cp - Devilish Deals and Deeds

What is a noble but a consummate liar? What is a king but a tyrant who has yet to be opposed? What are you, if not the one who will make these things come true? At its simplest form, you are a villain and as such, are villainous. I realize that seems redundant, but it is true nonetheless. You are a consummate liar that gods of truth would struggle to catch in a lie. You are a sorcerer of such caliber that the sages and fairies have difficulty matching you. You are a horrible boss, whose minions fear so much as thinking of disobeying. And of course, very rarely do you get what you deserve, for you are truly exceptional at escaping your just deserts - a seal meant to last a hundred years would be lucky to last for one, and good luck catching you if you decide to cut your losses and run.

600 cp - Faces of Evil

The weight of your evil nature is not something so lightly ignored, and so the world begins to warp around you. When you conquer and claim a place for yourself, your sheer presence begins to warp that place into something more pleasing to you. A bustling town might become an ominous fortress in the shape of your head over a few days, while the actual castle might go from gleaming white and standing proud to a bitter black, covered in spikes, and covered in a magical darkness. Even it's citizens would not go untouched, their hearts blacking and going from the kind and openhearted nature so inherent to Hylians to something so casually cruel and dismissive of others plights that it brings a smile to your face. This does take energy from you to occur, something you now have in spades, but even at its slowest you would only need a few weeks to redesign your new base of operations, and the firmer your claim to it the easier this becomes.

Bystander

100 cp - Daira Don't Bother Me

Ganon invading, monsters raiding, all sorts of nasty nonsense going on just outside your door... Shouldn't you be running away right about now? No? Well okay then. As it turns out, you have nerves of steel and a can do attitude that allows you to wake up in the morning, realize that your entire village has been kidnapped, and then go about your day with a smile on your face and joy in your heart that your bloody neighbors aren't going to nag at you today. Of course, that'll likely be ruined in short order by all the things wrong with the situation, but you definitely won't be afraid of them. Of course, that same blaise acceptance and lack of fear also makes you the perfect individual to run for help and find a hero willing to rescue everyone that can still be rescued.

200 cp - Beneath Their Noses

Those who devote themselves to the practice of magic are often reclusive, hiding themselves away from the world and those less inclined to the arts. Some fear their own power, others simply wish to study without interruptions. You are 'blessed' with a tendency for whatever isolation you can acquire to go undisturbed. In person you are rather unassuming, and possess a modicum of talent in the art of stealth. Beyond that, your constructions often blend into the environment, and you know a number of simply magical spells to conceal both yourself and your home from prying eyes. Barriers that make this section of the forest seem boring, or twist the senses until someone ends up quite lost and quite far away from you. Of course, to those with the talent the use of magic may make you stand out quite a bit - it may be unwise to rely on only that.

400 cp - See What Has Happened!

Ah, here we are - the subject of your research. Prophecy, clairvoyance, and ancient languages. Go ahead and pick one of them to be your main focus, the one you've spent the most time on. Prophecy is seeing the future, learning to discern what may be from what can be and what will be. With it, you can begin to search for a hero long before the villain even arrives, or keep ahead of an army that would otherwise have run you down long ago. Clairvoyance is the art of seeing the world around you, albeit from rather far away. It allows you to spy on people from across the island, or to show a stalwart hero what his foes look like and what they are doing, possibly even things that have happened recently rather than in the here and now. Ancient languages are a bit awkward compared to the other two, but your research leaves you able to decipher just about anything, from ancient tablets written in bygone eras, to the prophecies of others from far away and even further back in time. Alternatively, you may choose to generalize, granting you lesser amounts of skill in all three areas.

600 cp - Squadalah!

Did you just make that word up? You did, didn't you? As fascinating as Koridai and Gamelon can be at times, there's just something about them that's ever so slightly... Off. Unusual. Nonsensical, even. When you're around, the world doesn't seem to take itself as seriously as it could. Zombies being afraid of knitting, Ganon being beaten by a wand the size of a toothpick, and Gwonam being Gwonam are all the kinds of things you can expect once things stop being so serious. It's like the world is one big joke, and you're the punchline. Of course, this does mean that Ganon can be beaten by throwing the book at him - it's a magic book, you understand, but only because the instructions on how to use it were given in rhyme. On the flip side, well, if the hero can't take a joke then they may end up being one. If you need a more precise explanation for how this nonsense works, it lets you skip a lot of steps in the normal 'oh no Ganon is invading how do we beat him' process by being as silly as humanly possible and then it all just works out in the end. Yes, you have weaponized silliness.

Location Perks

Drop-In

200 cp - Get Outta Dodge

In this day and age, Link's adventures - and Zelda's as well I suppose - have a tendency to stray far and wide, as compared to the days they mostly stayed in Hyrule and guarded the Triforce from Ganon. In fact all three - er, all two adventures that they'll be going on take place on island nations, locations you may have trouble getting to. Or leaving, as the case may be. Regardless, you have remarkable luck when it comes to travel. Ships are conveniently in port when you need one, and if you don't have the money to pay, don't worry. As it turns out, they're down a set of hands and if you're willing to put in the work you can buy passage that way. You might even stumble across an entire herd of horses after lamenting your lack of one, but you'd still need a way to tame them. Maybe take a break under this convenient apple tree while you think of a way to do so? Hint, look up.

400 cp - Gone With The Wind

This time around, Ganon and his chief minions are remarkably focused on corruptive and transformative magics. A good portion of Koridai and Gamelon have been twisted into monsters and cut down by our intrepid heroes. Fortunately, you aren't one of them. Transformations that are forced upon you are incredibly difficult to make stick, requiring several times the energy for the same effect as a normal person. Worse still, even once fully applied the effect will begin to fade. Slowly, though, enough distance between you and the source of your woes will make this speed up. The distance between mainland and island should be more than enough to see you free and clear by the end of the day.

600 cp - And Many Miles To Go Before I Sleep

Have you ever wished that you could beat someone up so hard that the stupid fell out of them? Well, you can't do that, but you can knock the evil out of them. You have a natural talent for countering the transformation magics that Ganon made his current army out of, devising counterspells for what can be countered and invalidating the terms and conditions of some of the more interesting methods. If that should fail, you can also literally knock the energy out of them, returning them to normal through blunt force trauma. Just keep in mind that this only applies to things forced upon them - if they accepted, or they were evil before being warped into a monstrosity, they'll still be evil even after being 'cured'. You'd best watch your back for those kinds.

Hyrule

200 cp - Sword And Shield

Hyrule in this era is a land under siege, with attacks from Ganon occurring anywhere between a yearly basis to a weekly one. It depends on if he's been sealed away or just outsmarted and driven off on this particular day. As a result of that, you've not only picked up a basic understanding of the sword and shield, but more importantly how to improvise with the environment and whatever magical tools you can get your hands on. You might need a glove of power, but you could pick up a boulder and start waling away at moblins with great ease, or even pick up a mirror to deflect magic with. You won't be skilled in their use, but with a bit of imagination anything can be a weapon.

400 cp - Rubies and Rupees

Trick, question, what's the difference between Rubies and Rupees? The answer is basically nothing, Koridai and Gamelon just have a weird accent or something. Regardless, Rupees are an unusual gemstone that can best be described as crystalized magic. Making them on a personal scale is extremely difficult, but it can be done. However, that's not the important bit - what matters is that they're a physical material with a spark of magic inside of them. That's why you can now use them as a source of magical energy, charging up magical artifacts, providing power to and restoring ancient wonders, or if you're extremely careful outright casting magic with them as the source of power. It's by far easier to channel this into a piece of equipment or a magical item of some kind, but casting spells by the power of your wallet... Well, it's not impossible anymore.

600 cp - Boredom And Bad Ideas

Have you ever been sitting on your couch reading a good book when you suddenly jump to your feet and realize that *absolutely nothing interesting* is going on, and that boredom is quickly becoming a legitimate threat to your life? Well, if you feel like tempting fate then you could say something dumb like "I wonder what Ganon's up to", and lo and behold the universe will respond with a messenger telling you he just conquered an island nation. ...Generally speaking, it's a bad idea to do so, but if you really want to then you can voice such statements in order to give your foes random bursts of competence that will see their plans come to fruition faster. They won't be any stronger for it, but they will suddenly finish their week-long magic ritual to screw with you in about twenty minutes instead of, you know, a week. This can also be used to effectively skip the time between adventures if you wanted to do something silly like speedrun the plot I suppose, but that's, well, silly.

Koridai

200 cp - Come Back When You're A Little Richer

You would think that with Ganon invading and doing horrible things to your neighbors, your family, your homeland, that people would be willing to cut the guy saving them some slack. You clearly have not met many Koridians. You are a special breed of arse, able to sniff out the slightest hint of profit that can be made from a bad situation and capitalize on it. The hero needs bombs? You've got bombs, for a price. And if that price just so happens to be a 200% markup from your normal prices? Well, there's a shortage going on, don't you know? And hey, it's not like he's from around here, he won't be able to tell. Gauging how far you can push these things is another skill of yours. ...And yes, you also have the basic skills needed to run a shop in the first place. You also have a decent amount of knowledge about making and using bombs, but I'm sure that's a coincidence.

400 cp - Crystals of Power

You know, Koridai seems to have an awful lot of magical gemstones hidden away in its mountains and fortresses. Ice Crystals, Fire Diamonds, Crystals of Vision and Reflection, even Firestones if you want to be technical. You have a natural talent for making these unusual stones, usually something that requires you to locate a dark cave or a fiery lake, someplace with a level of oomph to it, and leaving a gemstone there for a decent length of time. Once made, these stones can be used as magical focuses, or fused into various pieces of equipment to upgrade them. A smart user might even be able to merge the crystals with a person, to give them a modicum of talent at a style of magic based upon the gem. So many uses, so little time to make them with.

600 cp - As It Is Written

Only Link can defeat Ganon! At least, while he's on Koridai. Gamelon and Tolemac are fair game for Zelda to take a swing at him, and there was that one time a kid with absolutely no relation to Link or Zelda - heck, they weren't even from the same world - beat the crap out of him. Regardless, prophecy exists, and it can often be a pain. Luckily for you, you seem to have your finger on the pulse of information. If a prophecy exists, then you'll be able to find out about it with only a few hours of effort. Perhaps a day or so if it's particularly obscure. Similarly, you're also able to determine the authenticity, flexibility, or potentially self-fulfilling nature of said prophecy with only a few more days of study. At that point, convincing everyone else that it's entirely true and something to be worried about RIGHT NOW, or a bogus pile of mumbo jumbo is much easier.

Gamelon

200 cp - Burial Shroud

Don't you know that Gibdo is afraid of shrouds? After all, it reminds them of being interned. While most people would look at a monster and simply try to either run away or stick it with a sword, you have two things that set you apart. The first is a talent, a hobby, a job - you might know how to knit, or you could be a baker. Enough to make a living off of it, at least. The second? You know how to apply your skill set to the slaying of monsters. Perhaps you know how to bake your bread just right so that certain kinds of monsters will find it absolutely delicious to the point that they ignore a foe right in front of them in order to eat it, or maybe you're a musician who can pitch your music just so that Keese practically drop dead from hearing it. Most people don't usually think that these things go hand in hand, but you're surprisingly adept at turning your supposedly 'non-combatant' skills into something workable, even if it's only good for one or two kinds of monsters. Better hope they don't send something different against you.

400 cp - Arts and Witchcraft

Though you are no wizard, you have advanced your crafts into the realm of magic. No longer are you an ordinary weaver, for you have learned how to weave thread spun from magical plants into your works in order to grant them a dash of real power. Or perhaps you're a blacksmith, able to take certain kinds of crystals and forge them into a blade to unlock their power. There are many ways this could manifest, but the end result is the same - you can take rare materials, magical components, monster parts, whatever you can get your hands on, and so long as it's within your purview, you can then use it as the base material for a grand work. If you didn't take Burial Shroud, you may pick a single skill set of some kind, blacksmith, baker, so on and so forth, with which to base this. On the other hand, if you did take Burial Shroud, then you may instead apply this to that skill, as well as learn to apply it to other skills with far greater ease.

600 cp - Rebuilding A Ruined Life

I will be honest with you. Your homeland, the island of Gamelon, is a wreck. Half your population turned to monsters, and half of them are soon to be cut down by the so-called heroes coming to save you from Ganon. Your lands are tainted by dark magic in a subtler way than the Faces on Koridai, but no lesser for it. The less said about the Duke the better. But, the people of Gamelon are a hardy folk. When freed from their captivity, not one will concern themselves with what could go wrong, they will simply go home and go back to work. You, and those around you, share this attitude. Under your guiding hand, reconstruction efforts are magnified tenfold, the spirits of your countrymen are raised, and life goes on. At the same time, those efforts are practically blessed - those who escape from the villain are rarely bothered again, somehow having been lucky enough to not only make it home unharmed in order to begin reconstruction, but with the villain sometimes completely failing to notice their escape in the first place. The effect is still present even without your guidance, but is far stronger with it.

General Perks

50 cp - Rhythmic and Rhyming

I'm not quite sure if it's part of how magic works in this era or just the lot of them being silly, but you'll find that magic users in these parts have an odd tendency to rhyme whenever they start getting serious. And if you have the points to spare you'll find yourself with that same ability, casting your magic spells in verse. Or iambic pentameter. Or perhaps even via haikus? Regardless, slipping into this rather silly way of speaking will now come to you quite easily. Have fun!

Role Items

Champion

100 cp - Magic Bag

The magic pouch is one of the many methods of carrying around equipment that Link has picked up over the years. Sadly, it's not one he had a chance to put an emergency supply in and thus is quite empty. Still, this bag may store a truly endless number of items inside of it, so long as they are all roughly the size of a human torso or a bit under that. A shield of decent size would probably stretch what can fit through the opening. Still, one, ten, a hundred, it makes no difference to the magic woven into this bag. ...On the downside, this bag is rather greedy. Not only will it refuse to keep these items in anything resembling a reasonable order for ease of access, but it will also actively suck up anything within a certain distance of you. It's not going to steal Rubies out of someone's hand, but it certainly will any that you were planning on leaving on the floor. Of course, some people may see that as a bonus rather than a flaw. Still, I'd suggest keeping the number of items you keep in here on the low side, so that you don't spend ages searching for the one thing you need from it.

200 cp - Smart Sword and Sturdy Shield

The Smart Sword is a rather unusual thing, all told. Rather than have any major offensive power, the weapon instead has an interesting gimmick - the blade can tell friend from foe, and will refuse to hurt your allies. On top of that, should you accidentally strike any friendly souls, they won't seem to notice the large lump of metal in their face, and will instead act as though you had said hello or otherwise initiated a conversation with them. You can actually force people to speak to you like this, though it is a tad on the rude side. By comparison, your shield is much simpler. It specialized in blocking projectiles and thrown weapons, though anything too large or too magical will crash through it and hurt quite a bit.

400 cp - Grab Your Stuff

Well now, it seems I misspoke earlier. Your bag does have a small stash of weapons and other useful items inside of it. A magical lantern-lit by the light of fairies, a glove that amplifies your strength, a cloak that makes you lighter on your feet and even invisible for a short time, and a canteen full of water enhanced by magical power until it's practically a healing potion in its own right. All but the canteen require a spark of magical power to use, though the lantern can also use ordinary lamp oil.

If you have purchased 'Smart Sword and Sturdy Shield', then you'll also find that your blade may launch small blasts of magical energy with every swing and that your shield now has the power to reflect magical attacks.

600 cp - Sacred Book and Wondrous Wand

The bearer of the Triforce of Power is not someone that can so easily be leashed like a dog and forced into a cage. Still, it has happened before and will happen again. Usually after quite a bit of stabbing, but not always. In this particular instance, two artifacts have made their way into your hands. The first is a book with a magnificent gem set on the cover. The second is a small crystalline wand that looks far more delicate than it really is. The tome, the Book of Koridai, contains a sealing spell of epic proportions, having spent tens of thousands of years charging. It can, at your will, suck damn near anything or anyone inside of itself and seal them away for at least a year. The wand, the Wand of Gamelon, is a natural amplifier of similar magics - sealing, binding, or anything meant to restrict the target. This effect is so strong that in the hands of someone who didn't even know magic, you could tie down an entire army of monsters, or Ganon for a few brief moments. In the hands of someone who had even the slightest talent or knowledge of sealing? It's almost as good as the book. Using them in tandem simply makes them far more effective.

Kidnapped

100 cp - Implements of Imprisonment

Chains? Manacles? A dank dungeon with which to bury you deep below the earth? Nay! What we have here is none other than a truly astounding set of bedclothes, and one of the finest mattresses in all of the realm. Shirts made from the finest silk, sheets that are even softer, and pillows that are always fluffed just right... You'd have a worse night's sleep if you had a dozen maids trying to make you as comfortable as possible on an ordinary bed. How are these meant to imprison you, you ask? Well, any potential kidnappers who see you sleeping in them will be compelled to bring the bed with you. So while you might end up in a dank dungeon, at least you'll have a comfy bed to lay on while you wait for a hero to rescue you.

200 cp - Audience Chamber

When the king holds his court, it is generally understood that this time is for the important things and not to bother the nobles with trivial matters. In an interesting inversion to this, when you attend or host such functions inside this grand hall, you'll find that missives, messages, riders, and all forms of communication occur faster than they ought to. A letter sent by a man three days away as the crow flies might arrive in only two, just in time to dramatically burst down the doors and inform you that the village of Townsville is under attack by dark forces. The exact location of this place is actually somewhat nebulous, it might be inside a castle that you own, or it might be in the halls of a noble you are subservient to you. Sadly, the effect only kicks in when you are in attendance.

400 cp - Emergency Documents

When you know that you're likely to be the target of a kidnapping, it may pay off to be extra thorough in setting up your kingdom as at least somewhat self-reliant in your absence. Trustworthy seconds who can lead competently in your absence, scribes who keep immaculate records so that you can get yourself back up to date afterward, letting the reins slip just enough so that the lack of your official seal on a document won't see it utterly ignored... Well, you get the idea. What you have here is a small set of blank letters, no more than a dozen. They are sealed with your insignia and are quite official. When opened, the recipient of the letter receives a detailed report on how best to carry on in your absence, effectively giving them all the advice that you wish you could have told them before you got kidnapped. Optionally, they may even somehow turn out to contain something useful, like a treatise on taxation or a sword. Don't ask how it fits, it just does.

600 cp - Knight Of The Realm

For your deeds in the defense of Hyrule and against Ganon in the past, you have been given the title of 'Knight'. There's very little power to be found here, no lands or holdings, no allowance from the crown. But so long as you hold your symbol of office, very likely a badge of some kind, or perhaps a formal set of armor and ceremonial blade, then you will find that very few doors in Hyrule or its allied nations will be barred to you. This title is one that commands respect, and with it, you may treat as equals with grand sorcerers and great kings alike. Even if you were a commoner, covered with mud and smelling of pigs, then with this you would still be someone they should be delighted to host. This title is obviously tied to your homeland, both here and in future jumps, though you will find that even nations that are your enemy will hold you in high esteem, for yours is fame born of heroic deeds.

Conqueror

100 cp - Dark Regalia

A heavy robe lies across your shoulders, one primarily black but emblazoned with dark orange designs. These robes are... traditional perhaps isn't the right word, but nonetheless, they are something every villain of note seems to have. Not only are the robes rather sturdy for simply being cloth and exceptionally comfy to boot, but they also seem to have a tendency to suck the light out of the nearby area, potentially reducing a room to utter darkness. Candles burn out, the sunlight reflects away, and everything nearby simply becomes darker. If you wish to hide away inside a darkened room with only your shadow for company, this might be of assistance.

200 cp - Slaves To Darkness

You took them. You twisted them. You forged them in hellish fires and replaced all that was good and kind in their hearts with cold Rubies. Within the palm of your hand, you now possess a small troop of monsters, of a common species of your choosing. Daira, perhaps? Or maybe Moblins? Armos might be more your style. It really doesn't matter, though I suppose I should ask you to keep the theme with your actual ability to make such minions. What does matter is that these monsters are utterly loyal to you and while they do lack some power, they are just clever enough to give you some measure of aid in making more of them.

400 cp - The Fires Of War

Truth be told, when Ganon conquered Koridai and Gamelon, he did not bring an army of monsters with him. He snuck in during the night with a handful of followers, and they converted a significant portion of the island into the monsters he would take command of. This place is something of a forward base of sorts, perhaps a fortress reworked for your use. It's also a honey trap, and you'll find that transformative magics in general and your purchase of I Need More Minions, in particular, are vastly enhanced inside the grounds. Its design is of course up to you - if your transformation techniques primarily run on taking advantage of greed, perhaps something akin to a gambling hall would be appropriate for you?

600 cp- The Greatest Faces

One has to wonder where Ganon gets commanders for his armies. Large monsters are no wonder, he may simply force them into submission, but where do the wizards, the necromancers, the shapeshifters, and the con men come from? Does his raw Power simply attract them to him, like flies to honey? It must be so, and it seems it just might be for you as well. You now possess the servitude of a dozen or so individuals who possess a... eccentric range of talents. Each one is unique from the others, yet even together they are not so powerful as to overthrow you. With perhaps one or two exceptions, they all possess their own means of transformation, so as to gather additional forces to your banner. The one or two that do not are likely 'just' brute muscle to keep the others safe until such time as they really get going.

Bystander

100 cp - Hermit's Hut

Deep in the forests or perhaps buried into the base of a cliff, there exists a small hut. It's quite well hidden and off the beaten path, though if you get too many visitors that may change. Inside of it are a few small comforts - chairs that bend just far enough back, a spring of water that is always pleasantly chilled, a few candles, and some books to while away the hours. To be clear, but 'a few' I mean you may mistake the bookshelf for the wall of the hut, but behind it, there's actually more space. Some of them are works of fiction, some of them are basic spellbooks, some of them are ancient prophecies that have since been debunked, and some of them are last year's tax records. There's a wealth of knowledge here if you care to sort through it. That may be why your house is out in the middle of nowhere, people keep coming by to ask you questions.

200 cp - Magical Trinket

In your possession now lies a small stone, a beautiful crystal that resonates faintly with magic. This gem is a magical focus of some kind, one that can be used to cast spells. A Fire Diamond might let you cast fireballs or heat up your tea, while a Crystal of Vision might make your eyesight sharper or allow you to pierce through illusions. It rather depends on how much energy you have, and how much control you have over it. And of course, how much you actually know about magic. If that turns out to be nothing at all, then there's another use for this. You know how to merge the crystal with other objects, granting a simple power to an item of your choice. Perhaps that illusion piercing now applies to anyone who wears a special helm, or anything that falls under the light of your new lantern? If used in this manner, you will gain a new gem of the same style as your original, in a month's time.

400 cp - The Bones Of Ancient Times

On the island of Gamelon, there exists a skeleton of a fish. That doesn't sound impressive, but the head of the skeleton is large enough to fit a house inside of it, and potentially the whole town inside the rest of the body. Suitably, this skeleton has been converted into something of a bolt hole for you. The supposedly inhospitable environment that surrounds it hides not only a number of supply caches that you could live off of for quite some time, but also a spring of the Waters of Life, water that has flowed along or through a leyline and is thus magically enriched. In future jumps where a gigantic skeleton would stand out rather badly, this may take another form, such as a small cave system or a hidden oasis.

600 cp - Shine Atop The Island

Somewhere on the islands of Koridai and Gamelon, there are a pair of shrines. They stand atop a pair of mountains - not the tallest of them, but certainly close to it. Hidden inside those shrines are the island's sacred artifacts. You now possess a third shrine, one that you will find hidden somewhere near your starting position in each jump. Inside this shrine is an ancient artifact that may or may not have once been used to seal away a great evil. Or perhaps one belonging to that evil. More often than not, the artifact will somehow relate to sealing, light, purity, or something that you might expect from Hyrule and it's Triforce. You may direct a hero here to aid them in their quest, or simply take the artifact for yourself so that you might dissect its powers and further your understanding of magic.

Location Items

Drop In

200 cp - A Bag Of Useful Things

The most useful thing one could have right now is probably a sword and a shield, but those are regrettably elsewhere. Instead, I have a number of small gifts for you. First and foremost is a small satchel, which will always contain traveling rations and simple supplies for the road. But that is not all that's in there. Each day, you will find a total of 50 rupees inside the bag, alongside a small handful of Firestones, Snowballs, and... Bread? The first two are meant to be thrown and contain a minor elemental effect. Very useful against monsters of the opposing element, but not quite as much against ordinary ones. The bread, while tasty, is actually from Gamelon and is thus exceptionally delicious to weaker monsters and other critters. In other words, you have basic supplies, some money, a holdout weapon, and a distraction. Everything a traveler might need.

400 cp - Chain Of Keys

When Ganon comes calling, it makes sense that the locals would lock their doors and throw away the keys. Luckily for you, they seem to have all landed in your immediate vicinity, specifically on an old ring hanging at your waist. Funny, that. Regardless, you are now in possession of a dozen keys of varying make, quality, and material. Each key will open one door, regardless of any magical protections on it, or can be used to lock the door and place a decently powerful barrier on that doorway. It may suddenly become as strong as a castle gate, or as hard to spot as a secret exit in the library. Unfortunately, you only have twelve of these keys, with each one vanishing upon use and reappearing when you take the defenses down. If you've opened a door, or the defenses were knocked down, however? Then the key will be gone for good. Or at least until the next jump.

600 cp - Map Of The World

Truth be told, it's more like 'a number of maps of the local area', but these maps actually link together in an interesting way. On each map in your possession, two locations are marked, one labeled as the entrance and one labeled as the exit. Moving from one to the other automatically creates an additional map, providing you with directions and passage to a new location that might be of some interest or of use to you. Where these maps go is a bit random, though never a disappointment. Additionally, by placing a finger upon the entrance point of any map you may warp to that point, granting you access to a much faster means of travel. If nothing else, clearing more maps will also increase the number of places you can go.

Hyrule

200 cp - Scrumptious Dinner

If you've been wondering what's for dinner, then wonder no more, for the answer is... Everything. Chicken and turkey, pork and beef, a dozen different kinds of fish, fruits and vegetables aplenty, anything you could imagine. Merely ring this small bell that I'm about to give you, and a dozen chefs will arrive from nowhere to deliver a veritable feast to you and everyone with you. Don't ask me where they came from, I don't know. Just be satisfied with the ability to summon them at the drop of a hat, and the truly delicious food that they bring with them. Please note, monsters are not edible and will not be present. Octorok are not for eating, they are for stabbing.

400 cp - Royal Galleon

Gwonam might have a flying carpet, but anyone else who wants to travel to or from Koridai and Gamelon is going to need a boat. Luckily, you have just that - in fact, you have a small fleet meant to escort you to and from your destination. Your personal ship is more meant for comfort than fighting, hence the necessity of the rest of the fleet to guard you. A half dozen ships of the line surround you when in transport, and will do their utmost to see you safely to your destination. To summon them, all you need to do is play a simple tune on this flute that I'm about to give you, and the ships will arrive in port or send a boat ashore to get you within the hour. You can of course travel faster without the escort fleet, as your own is much quicker but that means going alone, something that any Hylian should know is dangerous.

600 cp - Great Treaty

The two island nations are interesting if you consider their rulership for a moment - Koridai doesn't actually have a specific ruler and is instead governed by a number of wizards and witches, sorcerers and sorceresses, and others with a bent towards magical learning. Gamelon meanwhile, has a number of minor nobles and a duke that reigns over them. Both islands are effectively subordinate to Hyrule, and by extension King Harkinian, something detailed in a number of treaties. This collected edition quickly and effectively summarizes who owes you what, what you owe to whom, how much can be demanded at once, and how often, as well as serving as irrefutable evidence of the above points. So long as you have this, nobody will be making excuses to not send you aid, ignore your plights, or worse, attempt to take advantage of your generosity. In addition to that, while the treaty tends to favor you, it will automatically generate an acceptable set of terms and conditions for any business that you have on the national level. Don't sweat writing out all the details and subclauses, this will do it for you.

Koridai

200 cp - Getting A Little Richer

If you've got something that no one else has, make sure not to give it to them for free. That's the basis of trade, barter, and the Morshu school of economics. Somehow, you've come into possession of a small shop near a rather lovely beach. Inside its back rooms are a truly staggering amount of Lamp Oil, Rope, and Bombs. Despite what the other shopkeepers would have you believe, you do not need to set an insanely high price and then laugh as the hero struggles to afford them - on the flip side, the other shopkeepers probably wouldn't be very happy to see you undercut them. Beyond your default inventory, the store also has the odd property of somehow managing to attract people or genuinely need whatever you might have on sale.

400 cp - Traveling In Style

As befitting an island primarily populated by powerful wizards, you have acquired an artifact that is supremely useful when it comes to transportation - a magic carpet. The carpet itself is quite nice to the point that it wouldn't look out of place in a palace, and is also self-cleaning and will never wear thin, though those are obviously secondary to the fact that it can fly. In fact, the magic carpet can fly so fast that it can cross all of Hyrule and then some in the span of a single day, and is somehow enchanted so that all you and your up to eight passengers will feel is a gentle breeze. Truly a wonderful artifact, is it not?

600 cp - Isle of Koridai

Well now, are you sure that you aren't nobility of some kind? For some reason, the final signature on the treaty between Hyrule and Koridai is yours, meaning that while the island doesn't have a ruler, it apparently has an owner - you. Koridai is currently a gathering place of mystics of all stripes, from prophets and sages to sorceresses and enchanter. Though most of their knowledge is theoretical, a good number of them yearn for a chance to prove that their theories on how magic works are the correct ones - if you had a challenge you wish to see solved, I'm sure several of them would jump at the chance to prove themselves. Beyond that, you may choose if you're taking Koridai as it's seen in the game, with the Faces of Evil, or a more natural form, still mountainous but not nearly as monstrous.

Gamelon

200 cp - Knitting Supplies

Gamelon is filled to the brim with craftsmen, and you are no different from them - that's why you have this workshop. It's everything you could possibly need to take your profession and get started on making whatever it is you make. If you're a baker, then it would be a nice and cozy little bakery, always filled to the brim with supplies to make a cake or some scones. If you were a weaver, you might open the door and drown in thread. If for some reason you didn't take Burial Shroud or Arts and Witchcraft and thus have no skills, it will default to the creation of Bombs, probably through the use of Lamp Oil and Rope. Do try not to blow yourself up in the process?

400 cp - The Vainest Of Them All

At first glance, this lovely little mirror is nothing more than a simple trinket. Oh sure, it's enchanted like most of the things on Gamelon, in this case, to show your reflection from any angle, such as the back of your head, but while that's a neat trick it's not worth this price tag. That's because this mirror has a special ability - you can seal people away inside of it. In theory, it's actually remarkably powerful, you can hide a person away inside of it and they'll be forced to answer your questions truthfully - though, they can fail to answer - until such time as you release them. Sadly, it falls short of anything Hyrule would make, and any competent mystic could break out with ease. Something Link is not, if you were villainously inclined.

600 cp - Isle of Gamelon

Are you a relative of Duke Onkled? Or perhaps some up-and-coming Hyrulian noble who was placed in his throne after the man's failed attempt at rebellion? Regardless, you've somehow managed to inherit the island of Gamelon, with the blessing of King Harkanian. While a good portion of it's locals are simple craftsmen, you'll find that a surprising number of them have learned simple magical techniques and begun to work them into their work - in other words, just about every single resident of the island benefits from the effects of Arts and Witchcraft, and can teach it to others as well. It's not exactly a factory to churn out magical artifacts, but it would be a remarkable boon if you had plans along those lines.

General

50 cp - Remastering Device

What's this? A deceive most strange, one that might just be from another world. A container of data... okay, I'll stop being mysterious. It's a USB stick. Drop the data for any game you can get your hands on into the thing, give it a few hours to crunch the numbers, and it'll spit out a cleaned-up and upgraded version of the game. You can even select what system it ends up on, such as simply remastering a computer game into a better computer game, or turning an old as dirt CDi game into the big new hit on the Switch. That'll probably take a bit longer though, and it might not have much in common with the original depending on exactly how 'better' you want it to be.

Companion

50 cp / 300 cp - Companion Import

While the hero often travels alone, they often have an individual directing their efforts for maximum effect. For Link, this was Gwonam, while Zelda was accompanied by Impa. Your own entourage of assistance comes at the price of 50 cp per person, with each one of them gaining 800 cp with which to purchase perks and items. If you intend to bring a full lineup of eight with you, you may instead pay 300 cp as a lump sum for all of them, with the same benefits. Companions may not purchase more companions or take any drawbacks.

50 cp - Companion Export

Or perhaps you're more interested in a local guide than dragging someone with you to fill the role? If that's your desire, then I can accommodate. For the low price of 50 cp per person, I can arrange a meeting under good circumstances with an individual of your choice, and should they agree to come with then they may become a companion. You may select any individual from Koridai, Gamelon, or Hyrule for this particular option.

50 cp - Strange Creature

I'm not entirely sure how you pulled this off, but apparently you've managed to catch and then domesticate one of the creatures that lives on the islands. It could be something simple, like a mouse or a bird, or the old traditional dog or cat. A bit more unusual and impressive would be something like an abandoned Gleok Head or a Gohma. Regardless of your actual choice, your new pet is remarkably loyal to you and has somehow come into possession of a trait or ability not normally found in it's species. In the hands of a Champion, your new pet might gain the power to call a small swarm of it's brethren to your aid every now and then, or simply be a bit bigger and stronger. In the hands of a Kidnapped, a mouse with a faint talent for illusion and invisibility might be fairly ideal, though a bird trained to send messages, and with an affinity for air to ensure that those messages arrive quickly could also be amazingly useful.

Drawbacks

+0 cp - Sequel To The Sequel

Despite Hyrule's history being strung out across tens of thousands of years, you'd be amazed by how many shenanigans Link can shove into a mere ten of them. A mere nine years ago Link was just wandering into Hyrule, having been commanded by Impa to find the eight pieces of the Triforce of Wisdom and save Hyrule from Ganon. Since then, he's done quite a bit. Some of those things you may even have been present for. Because of that, I offer you something you deserve, your place in history. If you have been to the Zelda 1 gauntlet, the Zelda 1-2 jump, or the Zelda Afteryears jump, then your history in this world will carry over and you will be remembered. This can gain you friends, but your foes will remember you as well.

+0 cp - HAM IS FOR DINNER

If you've been wondering what's for dinner, then the answer is memes. All of the memes. A veritable feast of memes the likes of which are only served whenever youtube poop content creators are incredibly bored or I have a dumb idea - that is, always. Regardless, during your time here, you'll find that people are simultaneously more fleshed out and have an actual backstory, while also being ten times as silly, half as smart, and prone to yelling at the top of their lungs. I'm not sure why you would want this, but the option is there.

+100 cp - Army of Darkness

I've said it before and I'll say it again - Ganon's army in this era is drawn not from his own forces, but the locals as he transforms them with dark magic. And due to his callous disregard for their lives, and to YOUR callous disregard for their lives, the rate at which he transforms them has now been sped up. As you fight your way through his forces, you'll note that posts previously cleared out will be staffed with new monsters as soon as you leave the room - Ganon has reserves. And he will deplete the island of life if it means more minions to throw at you. If you're a Conqueror, the details are probably a little different but the islanders will still suffer for you taking this.

+100 cp - Can't Give Credit

Look, your homeland may be under attack, and that hero may be in dire need of bombs to beat the game - I mean, save the day, but you're running a business here. If they want your stuff, then they need to pay for it just like everyone else. Please ignore the 200% markup now that all of your competitors have gone out of business due to being dragged away by Ganon. ...Well, you might not be a shopkeeper, but the general gist of things is the same. You are without a doubt one of the poorer specimens of humanity, and you probably care more about Ganon's plans in relation to how you can turn them to your own end than any other reason. Basic human decency? What's that, and how much can you sell it for?

+100 cp - Bomb Some Dodongos

Peace may be what all true warriors strive for, but if that's the case then you're probably not a true warrior. In fact, you're something of an adrenaline junkie - if you aren't in the middle of a fight for your life, then you're inches away from being bored to tears. You're probably the only one who actually wants Ganon to show back up, because at that point at least you'll have something to do and an acceptable target for you to lash out at. Here's a thought - if Ganon didn't want to drown in bombs, maybe his face shouldn't look so bombable?

+200 cp - Role Issues

Though your role in the story is important, as it determines what you're good at during your time here, it is by no means meant to limit you - or rather, it wasn't. You now have issues born of your role. Someone who took the Kidnapped role would probably find themselves kidnapped as a political hostage, because you're cute and the evil wizard wants to marry you, because you're cute and the evil wizard wants to sacrifice you, or even just because, all on a fairly regular basis. Trying to be a hero with this would see you fail and fail badly every single time. I'll try to leave how this manifests mostly up to you, simply because there are so many ways that it can manifest, but you will be quite locked into your choice and will suffer for it.

+200 cp - Level of Violence

An unfortunate fact of life at the moment is that the vast majority of Ganon's forces are not horrid monsters born of darkness, but the twisted souls of innocent civilians that have been forced into his service. These are the foes you will likely be fighting. These are the foes you will likely be killing. Over the course of the jump, you will find that you cannot escape your karma - killing half of Koridai's population in an attempt to save it would see its remaining half rise up to have you drawn and quartered, if not worse. Even simple things like being rude will end up with strings of bad luck until you've paid for your ill manners.

+200 cp - Crouch To Open

Er, why is it that you can only reach into your pockets while crouching? Why is it that your forward momentum slows to a crawl the instant your feet leave the ground? Why on earth would anybody build a game with only two buttons? Well, bad game design aside, it seems that you're going to have to live in this rather awkward world. Things just don't connect to themselves the way they ought to, leaving you unable to perform certain actions unless you strike a silly pose or otherwise do an awkward little dance in order to cast a magic spell. Quarter circle forward isn't how you cast a fireball, it's how you open your mouth to say hello.

+300 cp - Your Sword Will Be Enough

I mean, Gwonam was technically correct given that Link was able to find a new set of equipment on Koridai, but don't you think the time he spent gathering it up would have been better spent gathering up his actual equipment? Unfortunately for you, the world now seems to hate the idea of you having a full loadout - not only is your bag a bag of spilling, but it has a hole in the bottom - even if you manage to find new equipment over the course of your adventure, you'll lose it all before the next one and you may even have to 'find' the same piece multiple times. You just keep misplacing it, it's not your fault that your boomerang didn't boomer- back into your hand and went over the side of a cliff. The only thing you can keep consistent hold of is a basic weapon, such as your sword - or, a sword, one that's mysteriously missing all the upgrades you went out of your way to collect. If you've got anything you like in your warehouse, I'd suggest leaving it there.

+300 cp - This Kills The Philips

Do you remember when I mentioned that you could make the memes canon if you wanted to? Well, congratulations, because this is that, but it's dialed up to eleven. It's not even funny anymore, it's just horrible to the point you want to claw your ears off instead of listen to the plot. And that laugh! God, the laughing is just so horrible. Don't let them laugh at the same time, you might just drop into a coma. To be perfectly clear, while the memes made CDi memorable, this is their every negative aspect sent into overdrive. Nothing makes sense anymore, if it ever did.

+300 cp - My Canteen For A Kiss

Well this is awkward. It seems that you'll be starting the jump not in Hyrule or Koridai or Gamelon - or anywhere, really, but will instead find yourself stuck inside a magical mirror, sealed away until such time as your captor sees fit to let you go. The only way to free you is to break the mirror, which is not something you can do from the inside. I hope your companions are the kind who go around randomly breaking mirrors, because you're not likely to be freed otherwise. On the off chance that you are freed, either by being useful enough that you've paid whatever imaginary debt got you stuck here or just by complete accident, you'll find yourself with something of a libido. One that will get you into quite a bit of trouble in attempts to earn even basic tokens of favor - after all, it's what got you stuck in the mirror in the first place.

The End

Go Home
Stay Here
Move On

Special - In The Years After
Go directly to the Afteryears jump

Notes

Q - Is Gimmicks and Tricks just copying the minibosses?

A - Basically, yeah.

Q - Are the Zelda's Adventure minibosses valid picks?

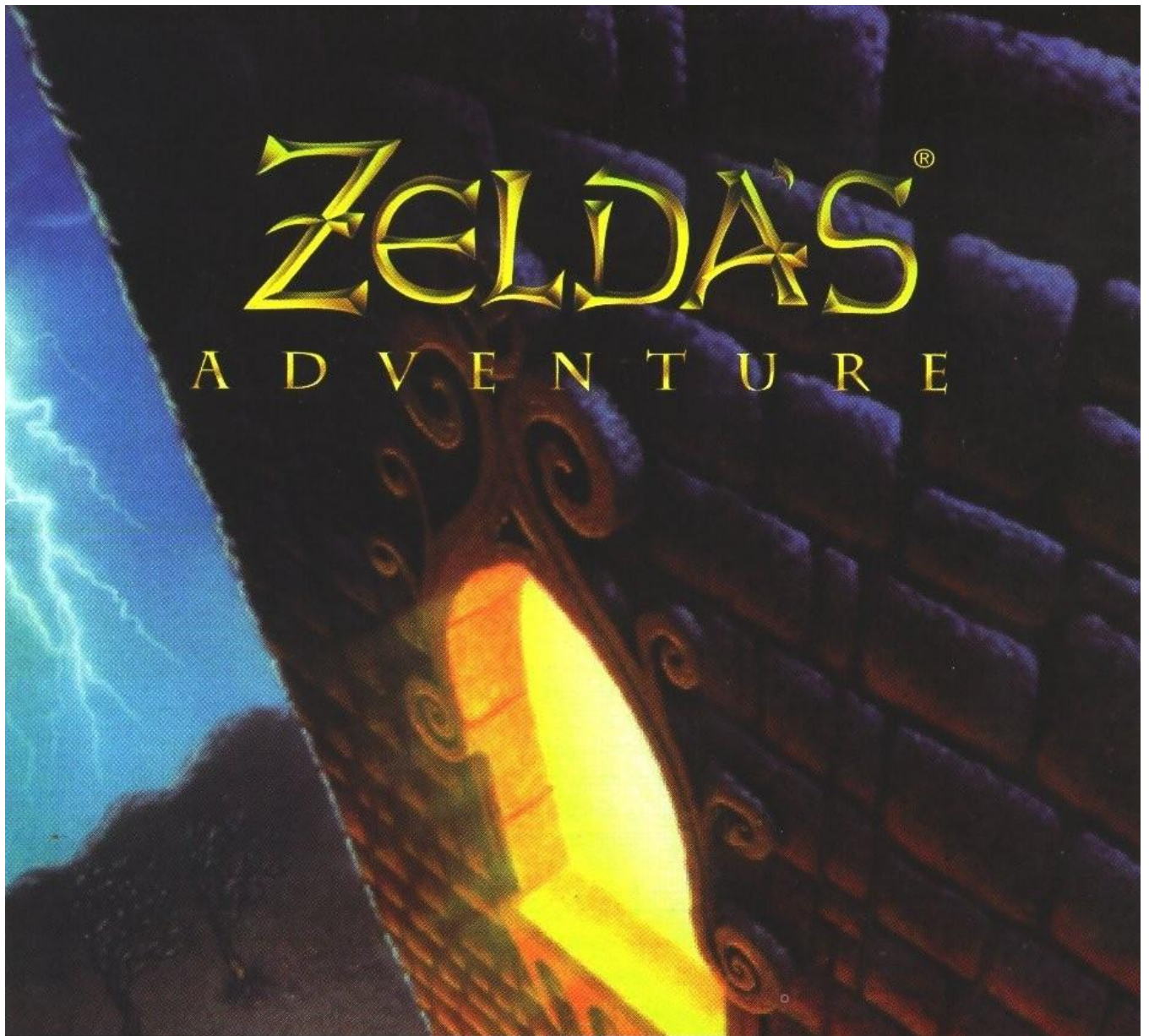
A - Also yeah.

Q - Does Rubies And Rupees use any money or specifically Rupees?

A - Specifically Rupees

ZELDA'S[®]

A D V E N T U R E



Tolemac Troubles

If you thought your troubles ended with Koridai and Gamelon, then I'm sorry to say that I have bad news for you. The zaniness continues in the form of an ancient scroll of prophecy, one that was misfilled due to some unresolved tension and other interpersonal issues, between the sage who made the prophecy and the astrologer who was supposed to figure out when it was going to happen.

In other words, they broke up, he let it sit on his desk, and didn't think to try and get a firm date until quite recently. That date, the prophesied day when Ganon would invade Tolemac? About a year and a half prior to him finally getting around to it. The look on his face when he realized he missed an entire invasion due to being a reclusive hermit must have been something glorious.

Regardless, as it turns out, Koridai and Gamelon were conquered after Tolemac, and it was there that Ganon retreated after escaping from his chains after each incident. As you might imagine, this means that he's had quite some time to build up his forces and place the land and its inhabitants firmly under his thumb. The good news is that at the time of this scenario starting, he will still be bound away for one reason or another for perhaps a week or so before breaking free and returning to Tolemac.

At this point, the paths split. Despite the Sage and the Astroligians' failure, Link was notified about the invasion of Tolemac after the fact and was sent off to do something about it. ...And as with Gamelon, he failed. A number of booby traps, being dogpiled by boss class monsters, perhaps trading a kiss to an evil witch because of his constant flirting, in the end it doesn't actually matter.

Champions will be summoned to Tolemac via a magical spell that expert historians may recognize, one that Ganon himself once used to summon the perfect sacrifice for his plans. This version is toned down, but given that it has brought you to Tolemac, that cannot be said to be much of a bad thing. Do keep in mind that this summoning will be somewhat ill times, so you'll likely be bereft of your normal arms and armor. It just can't ever be easy, can it?

Kidnapped... Well, I'm sorry to say that you were sent to Tolemac some time ago, and have rather failed to make much of a difference. As the scenario starts, your luck will rapidly and without much rhyme or reason, drop like a rock. I'd give it maybe a day, but you'll probably be locked away in a dungeon before nightfall after one of the most grueling defeats that has left you alive you'll ever have. After that, it will be a game of cat and mouse to get away from your gaolers and brief bits of freedom to try and make a difference. Who knows where that path will take you?

Conquerors start in the best position of the lot, already large and in charge. You either showed up somewhere along the line or were possibly recruited by Ganon from local 'talent', and have been given quite the gift in the form of a helpless nation with no dark lord to rule over you. I'd suggest putting in some serious effort to help keep it that way, or you may lose your head when he returns.

Bystanders are the odd one out, as they'll be starting months before any of the others. Your mission, should you choose to accept it, is to ferment rebellion amongst the oppressed civilians of the land, to fight back in whatever small way you can and offer whatever aid you can scrounge up to your Hyrulean allies... As soon as they can be bothered to show up, at least.

Champion Path - Jumper's Adventure In Tolemac

Tolemac is currently awash in false heroes. Smartly dressed but less than competent fools, criminals who suckered themselves into performing heroic deeds to get out of their crimes, madmen who think that they have found the legendary master torch, glory seeking fools who proclaim that a spirit inhabits their boat... None of them matter. Not in any good way. The people of Tolemac may choose to rally around them, but each and every time they will be disappointed. By the time that you arrive, summoned by the mystics of the land, I should imagine that there will be very few people left in Tolemac who can truly muster up the energy to care about one more self proclaimed hero.

Worse still, you'll find that each and every faker has done something unforgivable - they were just competent enough to claim something you desperately need for themselves. Throughout the land of Tolemac, you'll stumble across seven would-be heroes, some genuinely helpful and kind yet lacking a divine blessing, and some more interested in fame or glory than actually being good.

The first of them is a young woman who has claimed a pair of boots for herself, boots made specifically to traverse some of Tolemac's less than hospitable terrain. To really get going you'll need to bribe, barter, or steal those boots to use for yourself. And as she's one of the truly heroic ones, anything less than a proper heroic attitude on your end will ultimately result in a battle for the Destiny sign later on in your adventure.

The second imposter comes in the form of a rather hip young man who only speaks in rhyme and moves to some invisible beat. He's a fool through and through, in it for the glory, but he's stolen a number of artifacts from the Shrine of Illusion that are critically important to claiming the Illusion sign - and he'll only give it to you if you prove yourself the superior hero by defeating him in a rap battle. You could of course take it by force, but that will merely result in an actual battle over the Illusion sign later on in your journey.

Third up comes a rather self entitled seaman, one who rides upon the back of a bright red ship with a lion's prow, raiding the coasts of Tolemac in an attempt to deal damage to Ganon's forces. Sadly, he deals just as much damage to the citizens as the monsters in his ignorance of actual naval strategies. Beyond locking down access to the Shrine of Water, he's also taken a Vial of Winds to enhance his ride - I don't expect a peaceful resolution to be possible here, but as you might expect that will mean you'll need to fight him for the Water sign later.

In a rather strange turn of events, your next competitor is none other than the legendary Link himself - and by that, I mean Link the Goron. Apparently it's a semi-popular name for them? Regardless, he's managed to cobble together a ladder for use as both a weapon and a tool of heroism... A ladder that you are unfortunately going to need. Thankfully, his delusions of heroism aside, he actually is a fairly nice person, and even if he won't hand the full ladder over you'll probably be able to buy an entirely new one from him. If you have the money at least.

Fifth in line is yet another fool, though this one is far more obsessed with fashion than general coolness or anything musically inclined. While it might not seem like it, the spell he's using to create feathers for his dramatic entrances is something that's critically important to your journey here in Tolemac, and you will need to find a way to acquire it for yourself. I'd suggest maybe trading him a set of stylish and functional boots, but you probably still need those. Additionally, how you get the spell doesn't matter - if he thinks you're more stylish than he is, you'll need to duel him for the Hair sign. ...Air. Babbling about his glorious sideburns and being born to wield the Hair sign aside, it is in fact the Air sign.

As you near the Shrine of Fire, you'll stumble across a most unpleasant man - being both foolish and arrogant, the wielder of the legendary Master Torch is not a man who will accept being crossed in this manner, not even by his own princess. The man is absolutely loaded with magical jewelry, having supposedly fought his way through a number of Shrines already and been disappointed at the number of weapons they attempt to foist on him. ...You have to wonder if he even knows that his jewelry is magical and each one serves as the focus for a magical spell. Regardless, as usual you're going to need them, and possibly to fight him over the Fire sign.

Last, and very much not the least, we have an absolute unit of a man who looks like he eats moblins for breakfast. You'd think such strength would be highly conducive to heroing, but... well, let's just say that he has an immense deficit of wisdom and leave it at that. Still, he's managed to collect a number of magical weapons. That he doesn't use, because he just punches stuff to death. Unfortunately, you can't do that and thus need them for yourself. I would very much suggest not pissing him off, you really don't want to fight him over the Strength sign later.

Once you have all of that done, the rest is almost trivially easy - you just need to actually clear the shrines, acquire the Celestial Signs, and fight Ganon to see the day saved. If you parted with any of the false heroes on good terms, you might even be able to call upon them for backup during your final battle... if you think they'd be any good in a fight, that is. Some of them I just can't see standing up to Ganon, either in personality or in power.

Kidnapped Path - Whatever Happened To Link?

As the astrologer summons Zelda to Tolemac, you may be wondering - where is Link right now? Well, at the bottom of a dungeon and in more chains that you could shake a stick at. The same as you, truthfully. Though, yours may be a little lesser - or potentially even worse - depending on exactly how much of a nuisance you've been to Ganon and his forces over the course of the jump. However, in this case there's something you need to be aware of.

Link has failed to fight off Ganon twice now - and Zelda of all people has had to clean up after him. Because of that, the Triforce of Courage is in danger of abandoning him, and whatever power or fate bound it to him is currently favoring Zelda. This is... There are no words for how bad this is. Over your first week or so in captivity, you'll bear witness to Link's own magnificence, his amazing skills, his twelve escape attempts - and the ensuing slide towards depression as each and every one of them fails in short order.

You can, in theory, do nothing. You can also sabotage the future generations of Hyrule by damaging the Hero's Spirit. You probably shouldn't though. With that in mind, you'll need to convince Link to try again and to take you with him. Between the two of you, you should be able to muster up enough resources to make a decent attempt. Just don't let him do the planning, the odds are currently not in his favor. He's skilled enough, he has to be after this long and this many adventures, but for some reason the instant he comes into contact with one of the other Triforce pieces or their place in the narrative, he just sort of... folds in half, beaten in one blow. I can't explain it, it's as though history is attempting to brush him aside into irrelevance.

With that said... In ancient times, there was a test of sorts. A backup plan to find a new Hero, if theirs ever fell. A great tower hidden beneath the waves, only to rise if certain events ever happened. It was never used and as such has fallen into disrepair, but it still exists. And you need to open up a pathway to it. The Shrines of Air, Fire, and Water will be your destinations for this first part.

As you reach them, you'll notice that Zelda has already cleared them by the time you arrive, and so they are in something of a state of disrepair. Delve into them as deep as you can go, and then find a way even further down. They were meant to present a single challenge to the Hero, and with that lesson learned you'll be able to access hidden mechanisms, pathways, and other things that the Hero was never meant to see. Deep within, you'll be able to find a single gemstone marked with a symbol belonging to one of the Golden Goddesses. You need three of them.

Of course, do keep in mind that every step of your journey will be hounded by quite a few enemies, and nine out of ten fights with them will end up with the two of you bound up in chains and thrown into cells. You have a plan and a path, but your luck is still shit. I wouldn't be surprised if you were ambushed the instant you stepped out of the Shrines. Or out of a shop. Or an outhouse. I did say you had horrible luck. And oddly enough, Zelda is nowhere to be seen - you keep missing her somehow, so don't count on any help there.

Once all three are acquired, head to Vision Henge. It's incomplete for now, but that's not what you need it for. Surrounding it are a number of stone structures, and a small tremor has struck in the night - small indentations now exist in three of them, with Vision Henge in the middle. How convenient. Place the gemstones into the slots, and step onto the henge proper. Light will surround you, the world will warp and twist, and you will be elsewhere.

Faint lights glimmer in the distance, and the sound of ocean waves and leaking water are omnipresent. Welcome to the Tower of the Gods. You're free of your chasers for now, but you have a new set of worries - a crumbling and dilapidated tower meant to exalt an ordinary person into a Hero, that was allowed to decay into almost nothing because it was supposedly unneeded. The act of entering has woken it up as it prepares a set of challenges and some monsters to test you with, but... It doesn't have enough power. It's been asleep for a thousand years and it's currently buried beneath an ocean - if you take too long here, not only will you fail your task, but you will also drown as the magical shields keeping the water out fail and dump all that on top of you.

At the top of the Tower, there's, well, a giant head. It turns on and off randomly, smacking you with giant hands and occasionally trying to crush you as it falls from the sky whenever its power flickers. But that's not the real issue here. You need Link to beat it. You can shout advice, throw weapons and supplies at him, but at the end of the day, he needs to be the one to brave the Tower and lay low its final challenge. If you can do that - or rather, if you can help Link do that? You'll find his place in Myth and Legend restored, and the Triforce glowing happily inside him once more. You'll also find that Zelda has defeated Ganon and saved Tolemac, but hey, you can't win them all.

Conqueror Path - Sealed Away Until Next Tuesday

At the present moment, Ganon is still sealed away in the aftermath of the attempted betrayal of Gamelon, and Ganon's subsequent attempt to conquer it. In about a week's time, he will break out and head back to Tolemac to ensure that it still belongs to him, that the army he's building still exists, and that his plans to catch Hyrule completely by surprise while they're focused on rebuilding Koridai and Gamelon are still ongoing. As you might imagine, he will be supremely pissed off to discover Zelda traipsing around 'his' countryside, and heads will roll if she's managed to gather even a single Celestial Sign.

Your task is therefore to prevent Zelda from accomplishing this. Or at the very least, to manage the fallout and prove that your ego isn't amongst those that needs to be cut down to size. With that in mind, you have an army of monsters, a nation that trembles in terror, and a number of individuals still willing to give aid to Zelda. You'll need to stamp as many of those individuals out as possible.

The Astrologian, Gaspra, and the Prophet, Shurmak, are your primary targets. Both of them reside in highly defended locations, and both of them are magicians of decent power who are able to telepathically communicate with Zelda from great distances. They're also all but totally unwilling to work with each other, due to a falling out some time in the past. This is likely to be your only saving grace.

Though finding and killing the two of them is simple in nature if not in execution, there are other, smaller, forms of resistance that you should probably turn your attention to. Shopkeepers who will sell to her, owners of boats and rafts that will lend them to her, so on and so forth. I suggest you beat it out of them. Killing them outright is also an option, but Ganon will likely be displeased if you kill one of 'his' citizens out of hand when they could be put to work in the mines or something equally unpleasant as punishment.

Find those who resist, and stamp out their will. Sounds easy, right? Especially when you have an army. Unfortunately, you also have a mere seven days until Ganon arrives in Tolemac. Delay, deflect, do everything in your power to sabotage Zelda's adventure short of outright slaughtering the lot of them. Weaken her in any way you can. Steal her items, overcharge her for so much as a single bomb, or 'convince' a few beggars to lead her into a trap and then throw her into the dungeon where a princess like her belongs. And remember, don't kill her - that privilege, that pleasure, as well as the Triforce of Wisdom she carries, belong to Ganon.

At the end of the week, if Ganon is pleased by your actions, then you get to live and you win the scenario. If Ganon is displeased, or if he falls in battle against the princess, then you lose the scenario and probably die - either at his hand, or alongside him. If you're concerned about handing the Triforce of Wisdom over to Ganon, then you probably shouldn't be here. Don't worry too much about it though, there will be... a potential course of action, later.

Bystander Path- The Bystander Effect

If you choose to walk this path, then you'll be placed directly into the middle of things without an inch of grace to save your hide. The nation is overrun with monsters, the only mystics of note are too busy passively aggressively sniping at each other to even notice that their nation has fallen, and there are no heroes left in the men of Tolemac. Hope is waning. Famine is beginning. Ganon's forces are on the rise, unopposed and people are becoming filled with apathy and despair. They're starting to target those that might organize any hint of rebellion, often capturing those with the capacity to organize the villages and towns to feed themselves by foraging, and demanding more tribute.

The yoke of oppression is hard. The yoke of rebellion is even harder. More and more are captured, or put to the rout. Many are becoming thieves, pickpockets and beggars that are dying in the backstreets because no one can help them even find a day's supply of food and water. Crowds of people watch, as Ganon's Moblins beat townsfolk, calling for anyone to do *something*. But no one steps forwards, even when they take the honest citizens of Tolemac for capture. This land needs its heroes, it needs those struggling to break free of their bonds, and some might say it even needs its conquerors. But right now Jumper, the land needs something different. It needs those who are not content to remain Bystanders any longer, symbols of hope and proof there is goodness left in the world.

Your task is to be that shining light as much as you can. Inspire hope in those without it, give aid to those who need it, fight whatever fights need - no, MUST - be fought. Get those two damned mystics to stop their pissing match over their bad breakup and actually HELP the nation. It won't be easy, not when Ganon's minions roam the land effectively unchecked and anyone who actually stands a decent chance against him is distracted elsewhere. But it needs to be done.

Foment rebellion amongst the citizens. Create hidden sanctuaries where no monster can reach. Heck, maybe even give away whatever money and resources you can scrounge up to those who need them more, in the vain hope that they will repay the favor in turn when a hero eventually arrives. Enlist false heroes to buy time if you must, for even a single heroic deed out of them would be more than worth whatever it would cost you to beg their aid. Do anything and everything you can to keep the light of hope alive for just a little bit longer.

Do not be mistaken, I do not expect you to solve things entirely by yourself. I'm not even sure you could, not even if you were a Sage of some kind. All you need to do is buy time until a hero arrives, and then give them whatever aid you can. If you can do that, fate will conspire to see them victorious and the land of Tolemac freed. ...If only you can survive that long, because Ganon's armies are seemingly endless, and are very interested in quashing the light of hope in every heart they can.

Rewards

You have two points with which to purchase your rewards. If they do not appeal to you, you may exchange them for 100 cp each to be spent in the jump proper.

Champion

These rewards are discounted to the Champion Origin

Two Points - The Princess Pure

You would not think that Zelda of all people would be the only hope Tolemac has against Ganon's reign, and yet for some reason that is how the chips have fallen. Much like Zelda, your presence is one that inspires your allies. The beaten and downtrodden would gather just enough courage to pick themselves up one last time, sages and mystics would come out of hiding to offer up what advice they can, and a group of thieves would allow you to walk right into their heart of their base and offer you only a warm meal and a good night's sleep. You are, in a very real sense, the best of them and they know that. All you need to do is offer a hand back when they need it - to grab them when they fall, to defend them when evil comes to call. And sooner or later, the day will be saved.

Two Points - The Celestial Signs

The celestial signs are the heart of an immaterial shield that hangs in the night sky above Tolemac, one that does its utmost to ward away evil. Roads they walk down suddenly fall into ill repair, while a sudden landslide might open a new path for the citizens of the land to flee on at the same time as it cuts off their pursuers. Dark magic is weakened and the light shines brighter, and many more things besides. But, that only holds true so long as the seven signs are in the same place, and preferably on their altar. You now possess those signs, allowing you to create a similar barrier against ill fortune whenever and wherever you please. You could place a second one atop Tolemac, or perhaps hang one in the stars above Hyrule?

Kidnapped

These rewards are discounted to the Kidnapped Origin

Two Points - Non Fucking Canon

Just as strange as it is for Zelda to be the one who goes on an adventure to save the day, it's also a rather unusual turn of events for Link to be the one who needs rescuing. His track record may not be perfect, but two such losses in a row is humiliating. Don't you wish you could simply erase this particular chapter in history? Oddly enough, you can - once an adventure is over and done with, you may simply declare it to be something to never be spoken of again and it will be all but forgotten. The history books will gloss over it, the villain's new techniques and evil lieutenants will fail to reappear later, even the mystic weapons used to defeat them will be lost to the mists of time. In a very real sense, it will be as though your failures had never happened at all.

Two Points - Skater Dude's Board

Well this is... something. I'm honestly not really sure what to call this, but it's certainly something. At first glance, this is little more than an ordinary skateboard. Which may in and of itself be extraordinary, given that Hyrule and Tolemac have likely never seen such a thing before. While normally you would need a slope or to constantly push to go faster, you'll find that this board will automatically begin to move at a speed roughly equivalent to a good horse. Strangest of all, while riding the board you'll find yourself with the ability to summon extremely unhealthy foods and dishes to your hands. Throwing them at people will see them quickly gain weight and health issues - too many in a short order will outright make their hearts fail from some unknown disease. If there's logic here, I don't know what it uses, but I'm sure you of all people could find a way to make it useful.

Conqueror

These rewards are discounted to the Conqueror Origin

Two Points - How To Villain Properly

Ganon has learned from his mistakes in Koridai and Gamelon. If Tolemac has an artifact of power, he has already found it and disposed of it. He will not be going down in a single blow this time. Beyond simply learning from your mistakes, you may actively draw power from your past defeats - should you have been defeated by a sword, you'll find magical shields will now come to you as naturally as being evil does. If you were defeated by magical chains, perhaps you'll discover a talent for teleportation so as to deny them the chance to strike you down. With every loss, you'll find new talents that come to you as easy as breathing, until you have mastered everything you can think of - and once you've done that, all that's left is to become more powerful.

Two Points - Endless And Evil

Remember when I said that maybe you didn't have to turn Zelda and her Triforce over to Ganon? This would be that option. With this, you will have betrayed Ganon, taking large swaths of his army and lieutenants for yourself. And, best of all, the Triforce of Wisdom - or at least, part of it. Seven fragments of Wisdom are your real reward here, granting whoever holds them a vague sense that allows them to know the rough direction and distance between the bearer and whatever they consider the greatest threat to their life and their works. In most cases, this would be Link, but you never know. The eighth piece, sadly, has flown off into the distance, likely to Impa. Reclaiming it is possible, but not offered through this option.

Bystander

These rewards are discounted to the Bystander Origin

Two Points - The Knights of Tolemac

Hyrule has always been famous for its knights, paragons of virtue and prowess who can take on dozens of monsters apiece. A long time ago - a VERY long time ago - Tolemac had its own knightly order, composed of twelve knights led by the once King of Tolemac who could themselves take on a dozen of Hylian knights. Sadly, their day has long since passed. But, what if it could return? What if a comeback could be made? What if thirteen knights could be called from the distant corners of the land to defend it from Ganon's armies? A myth once real made into the future. And so you have learned to tug on the strings of fate, granting mythological roles to real people and empowering them through those roles. The story of a dashing rogue might see its new bearer become a crack shot with a bow in days, while pulling on the story of the knights might call forth thirteen false heroes, only to see them become legitimized by the weight of their new destiny.

Two Points - The Astrologians Crystal

It should be noted that while Zelda was the one to save the day here in Tolemac, she was very much not consulted on this decision. Why, she was simply teleported from her palace in Hyrule and practically dropped on top of the Vision Henge with a magical pendant that seemingly did nothing. It's an awfully cruel method to find a heroine, but I can't deny that somehow it worked. Being now unneeded, the astrologian has given the focus he used to create the ritual to you - a small rough prism that acts not unlike what one might expect from a crystal orb. One may use it to scry a person and then call them to you, or send someone at your side to the place you are viewing. ...I don't know why he didn't use this more often, it probably would have been very helpful.

General

These rewards are not discounted to any origin.

One Point - Dramatis Personae

The island of Tolemac has many “interesting” people who make their home upon its shores, and there are more than a few foreigners that may or may not have arrived to try and help with the invasion by Ganon... or to make things worse. With this option you may companion one of Tolemac’s natives, or one of the individuals of note from the various paths of the scenario. You need only to have officially made them your ally - or, in the case of conquerors, your slave. Link and Zelda are sadly the exception to this, as you will need to purchase them via the main portion of the jump.

Two Points - The Island of Tolemac

Much like Koridai and Gamelon, Tolemac is a protectorate of Hyrule. It has no king or queen, merely a minor noble who supposedly manages the island in the absence of the king of Hyrule. And on the flip side to that, Ganon did come here to claim the place for himself as a staging ground for several plans of his to conquer Hyrule. By any chance, would you have some special interest in taking the island with you for your own ends? If that is the case, then I shall allow it. The island, and all its native inhabitants, are now yours. Please treat them kindly. At the very least, more so than Ganon and his army did.