

The Legend of

ZELDA



The Adventure of

LINK

A long, long time ago the World was in an age of Chaos. In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce" - a trio of powerful artifacts joined as one.

One day, an army of demons attacked this peaceful kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of Hyrule, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm's dungeons to save her piece of the Triforce from the clutches of the evil Ganon.

At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen... but then a young lad appeared. He skillfully drove off Ganon's henchmen, and saved Impa.

His name was Link. During his travels he had come across Impa and Ganon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent.

He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived.

Though there was much struggle, the hero prevailed and Ganon was slain.

Link remained in the little kingdom of Hyrule and lent his hand to its restoration. But circumstances did not look very good - The power that the vile heart of Ganon had left behind was causing chaos and disorder in Hyrule. What's more, even after the fall of Ganon some of his underlings remained, waiting for Ganon's return.

The key to Ganon's return was the blood of Link - Ganon would be revived by sacrificing Link and sprinkling his blood on the ashes of Ganon. As such, Link had to be wary in his battles to defend the kingdom from Ganon's leaderless forces.

One day a strange mark, exactly like the crest of the kingdom, appeared on the back of Link's hand... Impa, shocked, explained the purpose of this crest and what it meant - there was another Princess Zelda, the one for whom the latest princess was named.

Long ago the heir to the kingdom -the Crown Prince of Hyrule- envious that his younger sister was the one to inherit the power of the Triforce of Wisdom, cast Princess Zelda the First into an eternal slumber with the help of a vile magician.

The power of the sleeping spell was such that no mortal could undo it - and in grief, all women of the Royal Family were to be named Zelda as decreed by the Crown Prince. The King had foreseen something like this, however - with knowledge of how even a third of the power of the Triforce could cause people to turn on their own kin, the Crown Prince's father split the Triforce of Courage amongst palaces guarded in wait for a hero - chosen by a spell cast on the kingdom - who could prove themselves pure and true.

Impa brought Link to the sleeping form of Zelda the First, asking him to seek out the Triforce of Courage and unite it with the force of Power and Wisdom he had retrieved rescuing Zelda the 13th - the power of the Triforce United could surely destroy all evil in the land and free the sleeping Princess Zelda from her slumber.

With that mission, Link would set off to truly earn his name as the Hero of Hyrule...but you start at the very beginning, Jumper. At the moment Link first meets Impa, you will enter the world of Hyrule - though whether you are a force for light or darkness is up to you.

The world is in discord and havoc, and to survive you will need to be keen. To give you a fighting chance, take

+1000 Rubies

Backgrounds

Foreigner: A wanderer from another land, you are somewhat unknown to this world's customs. However, the traveller's life is a rough one. You couldn't have gone this far as a weakling or a mere rogue - you are strong, and even without a footing here that's enough to change the tides of this battered land.

Hyrule Native: For all your life you've known the world's decline - the Kingdom's golden age was long before you were born. However, despite it all, you survive - and you might even thrive. Your familiarity with both the mystical and physical lay of the land allows you to perform feats that would be difficult for any outsider to accomplish alone - though you'll have to make sure you don't let your feelings about your home lead you astray.

Being of Darkness(0): A proud member of Ganon's army, you may be one of his many foot soldiers or perhaps you've risen up the ranks as a powerful lieutenant? Either way, you are an invader - strong, but the land belongs to the Hylians at the moment...and they hold many of the cards. The land itself might seem to hold a grudge against you. No matter! Force is all you need.

Perks:

100 CP perks are free to their associated origin and all other perks discounted to associated origin. Perks marked with a * are discounted after the first purchase. Discounts do not stack - a Foreigner will not end up paying 50 CP for Heart Containers.

Foreigner

Vagabond Knight(100, free Foreigner): You did not take to travelling just for fresh air- to or from Hyrule, the paths are not quite beaten, nor safe. As such, your skills in a fight are well practiced - what you may lack in techniques or special training you've made up for with discipline, practicing a few basic but potent defensive techniques. The parry, the hop, the counter, the riposte - a set of familiar and basic combat tools, all sharpened to perfection. Fear not the man who made 1000 strikes once, but one strike 1000 times.

Fortune's Friend(100, free Foreigner): Even the mightiest of men can fall if luck is not on their side. How is it, then, you stand here? Easy - a bit of fortune is always nipping at your heels. You'll often find that small coincidences and boons will turn up in unexpected places - finding an abandoned camp when you're in need of shelter, a minecart with still working explosives if bombs

are your need...while you not may find anything that lasts for long this way, short term supplies and small blessings of safety will be common for you.

***Heart Container(3x free Foreigner, 200):** You are heartier and tougher than the men of Hyrule. You now are able to keep mind of something called a “Heart Container”, a blessing of health that allows you to survive a single lethal (to a Hylian knight, not necessarily yourself) blow without taking the damage directly(or the equivalent in lesser strikes without being injured, a crippling blow taking only a quarter of the heart’s energy with a mortal blow taking half), eventually ‘emptying’ out and needing to be refilled manually and in the meantime leaving you vulnerable to a true death. It can be replenished with the life force of your defeated enemies, a magical potion, a healing spell or a magical being’s blessing. Sleeping a full night’s rest will also do much the same.

Sword Beam(200): A strange technique, this attack is simply put, a burst of “light” that you can create with any melee attack you wish. If you were to throw a punch for example, it would manifest as a “fist beam.” The main benefit of this combat art is that it requires no “magical” energy to perform, and it does the damage your melee attack would have done at range - for many cases it’s much stronger than using a bow and arrow. There is one restriction however, this art can only be performed when you are fully topped off on your Health Containers, or otherwise a similarly healthy state - such as when you have rested for a while and not yet taken any scrapes or damage for the day.

Growing Stronger(400): You have a latent potential, traveller -one that only will grow as your journey goes on. When you overcome an enemy through combat, you will gain an energy known as “experience”, a power that could be spent to improve the potency of your magic, the power of your strikes, and how much damage you can take before dying, normally. Moving further up the ladder requires more and more experience with each tier - reaching its plateau out once you have reached the might of 8 trained hylian knights with every single blow, the combined endurance of said knights(which, if you are curious, DOES apply to “Heart Containers” for this specific instance), and for your spells to require 40% less magical energy than before to cast. It is only fitting for a wanderer to pick up skill as they travel.

Inheritor of the Arts(400): Perhaps it is an open mind, or a simple necessity of living on the move for so long, but you are an extremely good student. You can easily pick up and learn a new skill, combat technique, or spell within an hour or so of training by a master, and make the lessons stick - though this has to be a technique by technique basis, not learning an entire style in a single hour with just this. Another example of your great potential, is it not?

Courageous and True(600): Not everybody can use the Triforce. It requires a strong character with no evil thoughts. But an inborn special quality is also necessary...Long ago the King put a spell upon the one who had such a quality - you now have the crest of the triforce upon the back of your palm, if you so wish, but more importantly?

You have the content of your heart to qualify as a candidate for the Triforce of Courage, your spirit dauntless and determined to fight even against unstoppable odds - pain and fear are not enough to bring you down and in fact you'll find that your utter strength of will is enough to force even mindless monsters to falter. You have the aura of a righteous hero wherever you go, as well as having a distinct idea of when your actions will be "good" and where you are most needed. What's more, your pureness of heart is fully evident - you can ensure that your soul rings as "righteous" to whatever tests it may be put through.

Hyrule Native

Dangerous to Go Alone(100, free Native): Survival and fights to the death are often mutually exclusive. You can't expect to constantly engage in the latter and continue the former forever - which is why you don't live to fight. You fight to live. Your skills in combat are pragmatic, and focused first and foremost on getting out alive while making sure the threat can't follow you - setting traps, hit and run, and guerilla tactics utilizing the terrain are all your strengths. It helps to have knowledge of the land, some days...

Buy Something Will Ya(100, free Native): Hyrule was once something, and with its great size and splendor it does attract wanderers. With wanderers comes opportunity - this land is rather meager, so it wouldn't be too much to ask for a little compensation, right? Your salesmanship and ability to find things to sell - even in desolate areas such as the Death Mountain range - is nothing to sneeze at. You'll often find people who see you with relief - providing where others can't, for a reasonable price...which is easy to set when the alternative is nothing.

***Magic Container(4x free Hyrule Native, 200):** A native of a land suffused with magic, you have a natural talent for it yourself. You now have a "Magic Container", a store of mana and the associated mental "meter" to keep track of it. A single magic container is meager without magical training, with two Magic Containers needed to even perform a basic "protective" spell at first. However, as you gain expertise you'll be able to use this to fuel useful powers - for much cheaper. This magical energy can be replenished with the life force of your defeated enemies, a magical potion, or a magical being's blessing. Sleeping a full night's rest will also do much the same.

Innocent Bystander(200): The people of Hyrule are not quite strong enough to hold their own, not for long. Many of them hide in towns, or in caverns...and somehow this surrender protects

them. You have a similar “Sense of surrender”, where your enemies will leave you be as long as you truly hide with intent to save your own skin - and nothing else. Running to fight another day is fine, but laying in wait with an ambush in mind will drop the protection cowardice grants.

The Witch’s Brew(400) : Medicine is vital in a dangerous land - Hyrule’s years of chaos ensured that anyone who worked with salves and potions had plenty of practice putting their skills to work. You have the arts and skills to create healing potions such as “The Water of Life” and if you had “The Wise Man’s Teachings” could even craft artifacts that grant the power of “Heart Containers” to ensure that survival is a possibility in such a harsh place

Knightly Skills(400): A veteran of the turmoil in Hyrule, you know the upward thrust, the downward thrust, even the rudiments of a spin attack, and a shield bash as well - you can easily match blades with Ganon’s forces with your skill and strike them down as a trained master of combat.

The Wise Man’s Teachings(600): You have kept the old ways, and ensured that the knowledge of sages is passed down - what’s more, using this power is now your right as the Wise man’s apprentice. You have learnt the spells Shield, Jump, Life, and Fairy with just this alone. All spells last approximately 5-10 minutes, before needing to be recast - in the case of “enchantments” such as Shield and Jump. Shield creates a mystical “armor” around your form that acts as invisible and weightless plate mail, turning otherwise mortal blows (or a full heart containers worth, for reference) into survivable hits. Jump allows you to leap twice your normal height and land with ease. Life allows you to restore the equivalent of 3 “Heart Container”’s worth of vitality to yourself. Fairy transforms you into a small fairy much like those that bless the hero link, giving small size and flight.

If you have 5 “Magic Containers” you also know Fire, which allows you to fling powerful fireballs to defeat otherwise resistant foes. With 6, you learn Reflect, which works much like Shield but allows you to actively reflect magical attacks instead of giving greater defense. With 7, you can learn the Spell, which transforms the weak willed and unintelligent around you into slimy beasts. With 8, you learn Thunder, a powerful attack that creates a localized and violent rain of lightning bolts around you - striking all enemies around you with the power of the heavens.

Finally, you are able to teach all these spells to others - though the Magic Container (or equivalent magical talent) limitation is still in place.

Being of Darkness

The Might of Monsters(free, restricted Being of Darkness): As a member of the strongest army in Hyrule, you too have an innate strength beyond normal Hylians. You now have a twisted humanoid form, as animalistic as you want in any way you like. This form has the power to deal a Heart Container's worth of damage with your attacks no matter what, as well as your choice of endurance equivalent to 3 Heart Containers or the ability to marshal together a raw mystical force that could be called elemental magic without using Magic Containers, at the strength of the "Fire" spell. Your pick of fire, lightning or ice.

The Blood of the Hero(100): Those cowards who hide and refuse to either die in battle or bend at the knee for Ganon, they make you sick - and let's not even address the fools who defend them despite their weakness. They're so nauseating, you can outright smell one coming - the stink of righteousness allowing you to sniff out and detect those meddling crusaders despite their attempts to sneak around.

A Soldier of Evil(100): You're part of Ganon's army, and that means you need to be able to put the fear of the Prince of Darkness himself into all who stand before you. To that end, you have trained to be brutish, malicious, and downright cruel - in and out of combat! Out of combat you can easily play up your natural viciousness to intimidate those who might otherwise fight back - and your fighting style is almost eye-watering to behold in how painful and torturous it is.

Snake in the Grass(200): The wise men will warn that the eyes of Ganon are everywhere, and those trained like you are why. You can use magical energy to create a Hylian disguise around your form - allowing you to move as an unknown wolf amongst the sheep. Similarly, you can disguise yourself as a monster as a Hylian - and in either case are excellent with using the element of surprise.

General of the Hordes of Evil(400): You have ascended to the top of the ranks for Ganon's army - earning yourself the title of "Boss" among those who have pledged their life to Darkness. This grants you an associated form - In shape it is similar to the the Might of Monsters, but for 8 Hylians OR a single "Spell" (such as those granted by The Wise Man's Teachings) but only choosing from Life, Fairy, Jump and Shield. If you have The Might of Monsters, you instead have both the might and endurance of 10 Hylians as well as a choice of a natural Spell from among Fire, Jump, Fairy, Life, and Shield. There is one caveat however - this form has "patterns" when you use it in combat that allow the sharp eyed to counter your attacks, and in each pattern no matter what there is a "Critical point" in which your defenses are lowered such that you can easily be attacked

and damaged. Ensure that your enemies are crushed before the chance to take advantage of their wits even occurs.

Never Ending Army(400): The armies of ganon are growing every day. You, a “summoner” of sorts, are an example of why. You can draw out your inner Malice to “taint” wildlife and weak willed beasts to become cruel, loyal and vicious servants with the perk “Might of Monsters”, though attempting this on those who have their senses does not guarantee their loyalty, only power and madness. If you don’t have any local creatures around to corrupt, you could also give a bit of sacrifice - using a vial of your own blood to create a beast with the powers of “Might of Monsters.”

The Shadow of Greatness(600): You are not merely a servant of Ganon. You have the nature of something created to test heroes- granting you this strange but potent power. When facing a foe, you can begin to embody their suppressed vices, their hidden evil, and subsequently increase your own abilities using the darkness in their hearts - mimicking their own capabilities but with aggression and malice in your strikes. Against those who are already tyrannical and vile, this will only give a bit of an edge...it is only those who are truly valiant, courageous, and heroic that you will find yourself truly rising to the top of what this power can afford you - becoming almost a near mirror in might with true heroes. After all, it is the brightest lights that stretch the darkest shadows.

Gear:

Foreigner

Take This!(100): A humble weapon, this sword could carve through the Moblins that make up Ganon’s forces in a few strikes, and instantly kill the feral Octoroks that plague the wildlands of Hyrule. Alongside this weapon is an equally humble shield emblazoned with a cross on its front: it’s capable of protecting you from the arrows and projectiles of your enemies - though it is nothing against magical attacks such as those flung by Wizzrobes.

Magical Boomerang(200): This is rather handy...!This enchanted Boomerang will always return to you wherever you throw it, and what’s more it can retrieve items when you do so. It’s strong enough to kill weak enemies such as Octoroks and stun larger ones, when they are hit by it.

Bombs(400): Sometimes it takes quite a bit of force to make your way in Hyrule. A bag of a handful of bombs, these bombs will allow you to destroy soft or cracked walls in order to access hidden places, and the bombs themselves are damaging enough to be able to heavily damage

foes...they say Dodongo isn't a fan of these, as well. There's around 5-8 bombs in the bag and when emptied a new group of bombs will fill the bag.

Magical Sword and Shield(600): The strongest blade in this land, it is 4 times stronger than the original "Sword" and could even carve through the mighty generals of Ganon's army in a few strikes. You are very wise to purchase this. What good is an offense without a defense, however? You get a great shield alongside the sword - an improvement from the shield given by the Old Man, this shield can easily reflect the magical attacks of both Ganon's wizardly comrades and the Prince of Darkness himself.

Hyrule Native

Dungeon Map(100): A very well drawn map of all 8 dungeons as well as Ganon's fortress, this will allow you to navigate with no time wasted as well as plunder the dungeons with no treasure unfound. It also helps to navigate and understand the various paths and clearings of Hyrule, both within the Death Mountain range and beyond.

Bow and Arrow(200): It is what it looks like - a ranged weapon will give you a great advantage against the normally melee-bound beasts and rabid warriors that Ganon fields. What's more, this weapon can transform currency such as rupees directly into arrows!

Water of Life(400): A gift from a crone in your village, this Water is mystically enchanted to be a great healing boon. When you would otherwise die in battle(and only in battle, from your wounds), you will see that this bottle of water will empty out and restore 3 "Heart Containers" worth of vitality to you. This water is difficult to brew, however, it takes at least a full 3 years for this water to refill after use. What's more, you'll note that any other forms of damage may not heal quite as well as this simply restores your body. However, it will save your life.

Weapons of the Weak(600): The Wise Men of Hyrule brought forth the fruits of their labors to defend the land, but were too late in their response. However they have kept them in wait, hoping to ensure that the proper hands received the instruments of Hyrule's Peace. These are the tools you've inherited - the Magical Rod, Magic Book, Power Bracelet, and the Blue Ring. The Magic Rod is enchanted with a lethal spell, by waving this rod you will fire a blast of powerful energy at your enemies - with the power of the "Fire" spell in "Wise Man's Teachings", the Magic Book giving you the lessons to further refine your magic. By reading through, the Magical Rod's attack now becomes a ball of fire upon impact, allowing you to torch dry grass that could hide secret paths as well as allowing you to defeat multiple enemies at once. The Power Bracelet is an enchanted bracelet, while wearing this you will have the physical strength to push large boulders.

Unfortunately, it does not increase your damage with any of the swords, nor does it allow you to fight any more effectively with your bare hands. Finally, the Blue Ring acts as an enchanted ring giving you the effects of “Shield” from the Wise Man’s Teachings as long as you or any other wears it.

Being of Darkness

Food(100): A deliciously aromatic seasoned meat on the bone, this food will both nourish you in a long travel as well as allow you to lure your enemies into a single spot, the hungry armies of Ganon will easily gather around it.

You might be able to bribe less loyal but still intelligent beasts with this as well. When the bone is “clean”, it will regenerate the delicious flesh over the course of an hour back to its untouched state.

Recorder(200): This magical whistle has a nice sound to it, and it can open certain secret passages in the world as well as harm sound-sensitive enemies, but it’s chief use is that it is capable of allowing you to transport yourself to places you’ve been before - though where you can set as a warp point depends on if it can be considered a “safe place” such as a forest clearing or an anteroom,.

Clock(400): A strange device, this “Stopwatch” when clicked will forcibly drain your magical energy(about two or three “Magic Containers” worth) or otherwise leave you tired - but in exchange, a wave of power washes around you within around 50 feet. The wave will “stun” and “Freeze” enemies in place, making it a simple matter to brutalize even a group of foes who’ve tried to surround you. When a minute has passed since the Stopwatch was activated, the enemies will automatically return to being mobile.

Plunderer’s Pack(600): The land is not an easy one to delve - there are hidden passages, rushing waters, lost places, harrowing heights, ancient doors and dark caverns. Searching for the hero and the treasure of Hyrule will be difficult normally...but with this collection, you’ll find no corner of Hyrule is beyond your reach! The items you receive are the Hammer, the Ladder, Boots, the Cross, a Compass, the Red Candle, and the Magic Key. The Hammer is enchanted to smash through stone easily(and nothing else) to remove boulder obstacles, the boots allow you to walk across water, the Cross reveals mystically hidden and otherwise “invisible” objects/creatures/places, the Compass will always point to the closest valuables around you(prioritizing magic artifacts from strongest to weakest if there are multiple around), the Red Candle is a magical flame that cannot be doused and used to ignite flammable material, and the Magic Key is a “Skeleton key” that can shift

itself to fit for any physical lock and key system. All this together ensures one thing - the treasures of Hyrule are yours to seize, including the Triforce your master howls for.

Companions

The Wandering Hero, Link(400): A travelling warrior from parts unknown, this young lad possesses great courage, and power, and is destined to embark on the greatest quest Hyrule has ever seen. Though somewhat awkward, he's endearingly earnest in his drive to help out even complete strangers - and despite this is no laughing matter on the battlefield!

Link possesses the strength of every perk of the "Foreigner" origin as well as 4 "Magic Containers", armed with the sword and shield of "Take This!" In the event you take the drawback "The Legend of Zelda" while choosing this, Link may (at your decision) become your brother - otherwise he will be a very identical stranger.

Princess Zelda the 1st(400, discount The Adventure of Link): The Sleeping Princess has awakened! This young woman was cursed by an evil mage who manipulated her brother - as the mage had feared that she would stand in Ganon's way of conquest! The mage had every reason to fear, as it is immediately evident that this blonde would have lead the charge against the Prince of Darkness herself if she could. Willful, brave and more than a little headstrong, the first Zelda has joined your side, though she might have more than a few comments if you're not quite the Prince Charming or Knight in Shining Armor she had been expecting...not that it will stop her from warming up after a bit, of course. She was a bit of a firecracker before the curse, and has the training of "Vagabond Knight", "Dangerous to Go Alone" and the potential shown by "Growing Stronger." She's rather fit from such training and good with the "Bow and Arrow" which she'll bring to the table alongside her winning personality, of course. Her spirit isn't to be ignored, either, with the mental fortitude afforded by "Courageous and True" though no other benefits from it.

Princess Zelda the 17th(200, free The Adventure of Link, unless a Valiant Age OR From Unknown Lands is taken): The gorgeous and talented red haired daughter of the King of Hyrule, and current heir to the throne, Princess Zelda the 17th is a vision of feminine beauty and grace in every way you care to name and then some. When Hyrule Castle was attacked, Zelda was captured by Ganon, an evil fiend in search of the Triforce. In hopes of saving Hyrule, Zelda shattered her Triforce of Wisdom into eight pieces, hiding them from Ganon. While normally only Link could save her, you have managed to rescue her in some form and she is very grateful. While demure and ladylike in comparison to her ancestor, she is a careful student of the magic arts from her nursemaid Impa - she has the skills of the perks "The Wise Man's Teachings", "The Witch's Brew" and her training has granted her the internal store of magic that is equivalent to 5 Magic

Containers. As a side note, this young lady is unfortunately left out of both adaptations represented by “A Valiant Age” in favor of her ancestor taking her role. As such, if you were to take her in the case of “Valiant Age” she becomes either the Princess of Calatia or the Sleeping Zelda’s sister.

Multiplayer(100): Another has appeared? Very well then. You may import or create 2 companions using this option, each one receiving 600 CP to purchase perks, items, or the Being of Darkness Origin. The other origins remain free and may be chosen as such.

Shadow Jumper/Bright Jumper(400, discounted “The Face in the Mirror”):

You have faced your other self and joined forces with them - hopefully both light and dark can come together and show the world your strength.

Foreigner and Hyrule Native receive the “Shadow Jumper”, an entity who is a dark palette swap of yourself and possess power that grants them the benefits of the Entire Being of Darkness perkline except “Might of Monsters” and “General of the Armies of Evil.” To make up for this, they have the combat skill of “Vagabond Knight” as well as 4 Heart Containers and 4 Magic Containers. Otherwise, this ‘shadow’ only has your looks and an impish or somewhat moody mirror of your usual personality.

For Beings of Darkness, it appears that the ‘light’ that casts you has shown its face. Such jumpers will receive the Bright Jumper - a version of themselves that is styled as a heroic and just holy warrior, who have already made a name as a paragon with a strength of heart and arms that is equivalent to “Courageous and True”, “Wise Man’s Teachings”, “Growing Stronger”, and “Knightly Skills” while also having 4 Heart Containers and 4 Magic Containers. Similarly to the Shadow Jumper, this doppelganger otherwise only possesses your looks, as well as a kind and humble or larger than life and dashing mirror of your usual personality.

The People of Hyrule(200): If there is a character from The Legend of Zelda(NES) or The Legend of Zelda 2: The Adventure of Link you wish to bring along with you who is not above, then you can use this to get them to join you - provided you can convince them to come alongside you.

Drawbacks:

The Legend of Zelda(+0, Requires Foreigner background): The young man who sets out from another land and encounters Impa...is you! You have taken the place of Link in the story of The Legend of Zelda and Zelda II: The Adventure of Link. This will put you in danger’s way, but you will have everything you’ve collected up till now to struggle against Ganon...

...and the Adventure of Link(+200, requires The Legend of Zelda): ...Well so much for that. You now enter this world alone with only any Companions you take from here arriving at your side, memories of your chain(though retaining your memory of the world before jumping) fading and your abilities as well as items from other places locked off to you. It's your job to take only what is given here and use it well - as the hero of Hyrule.

Unknown Lands(+0, cannot be taken with Valiant Age): You have entered a much more different world - the world of the Manga created for The Legend of Zelda 1 and 2. Here, there are humans and elves - with the latter hated by the former, and Link himself being a hybrid between the two. Many characters are changed here, and many more are present in ways that simply aren't relevant or existent normally- including Link's elfin relations, his aunt and father. It's also much more violent here, with horrifying deaths being much more explicit and common for a Hyrule that truly lives in fear.

A Valiant Age(+0, cannot be taken with Unknown Lands): In this take on the world of the Legend of Zelda, much of the same happens for Link's first adventures...however, Zelda 1 and 17th are merged into a single role, and what's more the unification of the Triforce does not end the problems plaguing Hyrule - the artifact's wish was apparently used to remove the curse of Ganon from Link, ensuring that his death would not revive Ganon. However, his minions will continually attack the Triforce and try to find ways to force Hyrule to kneel, including attacking the neighboring country of Calatia - Link's home, and a vital chokepoint for the mountainous Hyrule!

A Mysterious Land(+100): There are those who may remember to heart the geography of Hyrule, even this ruined era - but it is not the land you knew. The ravages of time and of Ganon's magic have warped it. It is a brand new world. For those who enjoy exploration, this may be well and good. But those relying on fond memories to guide them through will be stranded without a familiar path to walk. What's worse, you'll learn soon enough that the map is not the territory - maps of this world will be somewhat inaccurate and you'll have to do some footwork of your own.

Let's Play the Money Taking Game(+100): Does greed have no boundaries? While the Merchants could be expected to at least charge you for their wares, now EVERY otherwise helpful sage and old woman in the land will not even give you the time of day without being paid Rupees for their troubles - and considering that their help will already be cryptic enough, it might even feel as if it's not worth it. But every small bit will help...as if it weren't enough, the Merchants will be charging much more markup for selling in an evil-infested wasteland on top of this. Money truly is the root of all evil, isn't it...?

The Eyes of Ganon are Everywhere!(+200): The people here are not to be trusted. There are those who have pledged allegiance to the Prince of Darkness in order to secure their own safety. They will resemble those who are helping you now, but...they will begin their assault with powerful magicks if you drop your guard. This is an issue for those who are aligned with Darkness as well, as many of the monsters will act as turncoats and traitors who ask for the hero to keep it a secret to everybody who they work for in that case.

A Hostile Land(+200): Did you think foraging off your enemies would be a possibility, in this world? Did you think you would just find everything you need to succeed? No, this world is now against you. For Foreigners and Hyrule Natives, the land is completely seized by Ganon, with the enemies thick and holding all the cards - including stealing any helpful artifacts they can find and using them for their own ends. Beings of Darkness will arrive after Link has won out against Ganon, and the world is on its way to a bright future - all that has to happen is for you and those loyal to you to be defeated. Hyrule ascendant will be your foe. In either case...expect to be behind enemy lines, with little if any chance of the cavalry to arrive or mercy to be shown.

The Face in the Mirror(+300): The Land of Hyrule has created an enemy to match your might. For Foreigners and Hyrule Natives, it creates the Shadow Jumper which possesses evil versions of all your abilities and approximately as much strength as you. For Beings of Darkness, the Triforce itself had granted a doppelganger of light, the Bright Jumper, with heroic and holy versions of all your abilities and much the same. Though you can truly make peace with them if you are willing...You will have to reconcile someone with a personality and destiny completely contrary to yours.

They Are Unending(+300): The armies of Ganon are without mercy, and now without restraint. The Prince of Darkness is now capable of replenishing his minions easily - whenever you clear an area and leave out of earshot of said area, you'll find that returning to it moments later the enemies you killed have returned to menace you again. Even after his death they will be thick as flies...and for those on the side of Darkness, expect no better. Link and all his allies will be granted infinite "Lives", when defeated or killed or otherwise neutralized they will return again - keeping all their progress and strength as well as using whatever they learn again when they face you once again...Be wary. Link works best when he has the ability to learn your patterns and weaknesses.

**FINALLY,
PEACE RETURNS TO HYRULE.**

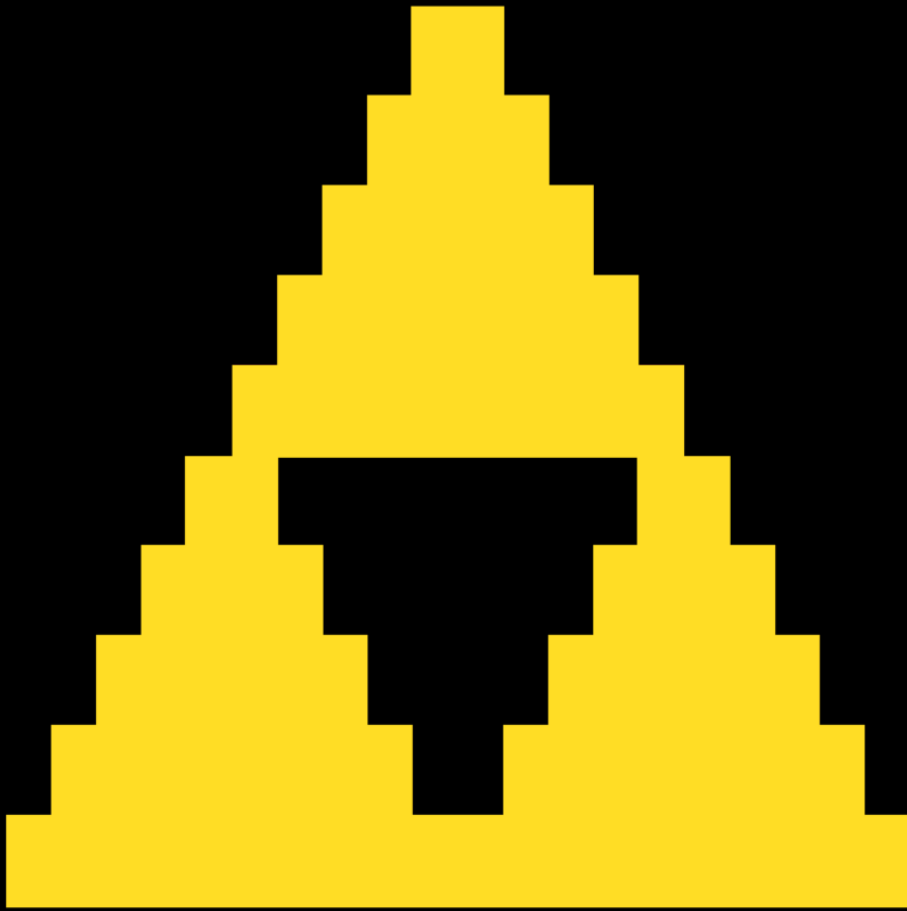
THIS ENDS THE STORY.

The Journey is over. What awaits you?

GAME OVER - You return home, taking all you have gathered until this point as you do - but worry not. The land of Hyrule, past and future, will be open for you to return to through a shimmering portal.

SECOND QUEST - You've tamed this land, or conquered it besides: This world is now your home, and where you can lay your head. If you wish, you may utilize the power of the Triforce to fulfill one of your wishes.

NEW GAME - You move on to the next world, taking all you have gathered with you so far.



By Digger