

THE LEGEND OF **ZELDA**TM ORACLE OF **SEASONS**TM



The Legend Of Zelda - Oracle of Seasons
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Link, the Hero of Hyrule, adventures across the land, his journey complete, Agahnim defeated, and his princess saved. What more is there for him to do but wander? As he travels, he comes across a shrine, containing what appears to be the mythical Triforce. He approaches and reaches out to it. As he does, the Triforce teleports him to the far away land of Holodrum, where he gets dumped on his ass and knocked unconscious. Thankfully a young woman by the name of Din comes across him and decides to nurse him back to health.

Din is the leader of a troupe of performers, and one of the most amazing dancers you will likely ever see. She is also the Oracle of Seasons, responsible for the balance of nature in the land of Holodrum - and likely far beyond. When Link wakes, she invites him to dance with her for a short time and as they dance, sees the mark of the Triforce upon the back of his hand, and knows him to be the Hero of Hyrule.

Unfortunately, it is at this point that Onox, the General of Darkness, arrives to kidnap the Oracle. Link, while awake and mostly healed, is still weak and is no match for Onox. The Oracle is taken, her temple sunken into the earth, and all hope seems lost. Thankfully Din's guardian, the Great Maku Tree, has a plan. With the Temple gone his power is weakened, but if Link can reclaim the eight essences of nature then the Maku Tree can force a way into Onox's castle and maybe even free Din.

In light of this, I shall grant you a small boon to help you on your way. Maybe you stand with Hyrule to rescue the Oracle, or with Onox to damn the land. Either way, you will be here for ten years.

+1000 cp

Origins Pick One.

Drop In

A traveler from another land? Or maybe even from another world? That does happen every so often, though admittedly not in recent years. Now then, in this world you shall find yourself with nothing, a nobody. Though if you so wish you can instead trade this lack of existence for an utterly boring one. You know, like an npc. Not that it will make much difference in the end.

Hero

Let me guess, you're actually a Hylian knight in disguise. Or not in disguise, if you're just wandering around and doing good like Link is. I do hope that you at least expend some effort defending Din from Onox, but I suppose that I can't complain if you don't feel up to it. If not him, there's still an army of monsters roaming about that you could carve a chunk out of in the name of peace.

Oracle

In the land of Holodrum, there is a woman by the name of Din. She holds contracts with four elemental spirits of great powers, and directs the usage of their power to uphold the natural order of Holodrum. I'm not sure what your exact relation to her is but you're definitely related somehow going by the fact that the two of you have the same probably-descended-from-a-gerudo look about you.

Villain

In an unusual turn of events, Onox is practically the only villain roaming the land of Holodrum. Oh, make no mistake, there's a small army of lesser monsters roaming about, but those aren't terribly important in the long run. In truth, Onox's plan seems to be nothing more than to wait for the country to rip itself to pieces - not a plan that needs subordinates. Nonetheless, you may just be one to him.

Age / Gender

Your age is $2d8 + 10$, and your gender is the same as last jump. You can change both for 50 cp.

Discount Rules

100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.
You also receive one discount per price tier on Gear, with the 100 being free.

Location

The major locations are Horon City, Goron Mountain, and Subrosia, though you may choose pretty much anywhere in Holodrum to start.

Perks

Drop In

100 cp - Blessing Of The Minish

Since ages long past a small race of being known as the Minish have lived in the land of Hyrule. They are tiny, so much so that they could fit in the palm of your hand. However, they are truly industrious, as they spend their lives hiding away small goodies for the kind of heart to find and rejoice in. You in particular they seem to delight in giving money to. Under rocks, behind or even in trees, buried just below the surface of the earth, inside Hyrule's many many pots - and in Holodrum and Subrosia - and basically anywhere they can reach. Not much at a time, green rupees mostly, but an afternoon of searching could earn you just as much as a hard day's work. Just remember to thank them, won't you?

200 cp - I'm A Wandering Prophet

Sleeping on the edge of Horon village lies a man by the name of Sokra. When not sleeping, he plays his mandolin and sings. However, he also claims to be a prophet of some sort, and leaves the village a handful of times to advise Link. At which point, Onox and the Forces of darkness do absolutely nothing. Heck, Link doesn't even come back to ask for advice. It's as though the both of them have forgotten about him, or consider him irrelevant. Something that is now true for you. Mind you, there is a limit. Stick your nose into the war between light and dark one to many times or accidentally make yourself plot relevant and all of the sudden you'll have far too many visitors. Until then, maybe try learning an instrument?

400 cp - Golden Monsters

In the land of Holodrum, there are a handful of monsters that stand apart from their fellow monster. Stronger, faster, more durable - and most importantly, they shine like gold. Well, congratulations because you are now one of those monsters. ...What do you mean you're a Hylian? Well, I guess you just got the shiniest blonde hair ever. Anyways, regardless of what race you ought to be or actually are, you can go ahead and pick one of the monster races to pick up as an altform to pair with this. Gold Dodongo, anyone?

600 cp - Nobody Seems To Notice

Throughout your time in Holodrum, you may notice something interesting. The locals? They don't seem to give a crap about the fact that the seasons are going crazy. The only woman who seems put out by this is someone who got snowed in, and she's more pissed that Link wasn't Santa than anything else. The power of seasons by all accounts ought to be VERY noticable and very much screwing with their lives, but it just doesn't seem to be that way. As a result, I give you this. The tons of power that you're throwing around? The kind that really ought to have some major negative side effects on the little folk? It just doesn't seem to cause them. Summoning a storm just blows things around instead of ripping them out of the ground and throwing them half a mile away. Basically? Collateral damage? What collateral damage?

Hero

100 cp - All Forms Of Combat

Puzzles are all well and good, but sometimes you just need to brute force your way through a problem at swordpoint. Especially when that problem comes in the form of a bunch of monsters that are terrorizing the countryside. You are now a Hylian knight, or about equal to one. As a result, you are decently competent at the sword and shield, including things like the spin attack. Better yet, you're quite good at figuring out how to add in new weapons and tools into your combat style.

200 cp - Through Your Nightmares

When Link arrived in Holodrum, it was a rather bumpy ride. The Triforce dumped him a little too high into the air, and the landing kinda knocked him out. Thankfully, Din heard the noise, came to investigate, and cared for him until he awoke. Amusingly enough, she may have developed a small crush on him during this period when it's usually the other way around. Similarly, those lovely maidens who help you along the way have a tendency to be attracted to you, in direct proportion to how much they help you. A big strong man who can do anything is nice, but that same man who needs your help is just the ego boost they need to start flirting.

400 cp - Master Swordsman

Wielding a sword is well and good, doubly so if you know how to use it and if it's a decent one. But there's something to be said for experience. Specifically, the experience of having taken that sword and walked through an army of monsters between you and where you needed to be. Honestly, the sword might be irrelevant - your skill in battle is such that you can practically dissect your opponents' fighting style before ever coming to blows and find a weakness to exploit not long after that. Even if your own techniques aren't anything complicated, that won't matter when you practically demolish them in no time flat.

600 cp - Strolling Through The Seasons

During his time in Holodrum, Link had to deal with a terrain that changed every time he crossed certain boundaries. He could force it to change, yes, but that's yet another change he had to deal with. Worse, it's entirely possible that he could take a short walk across the village starting in the dead of winter and end up on a blisteringly hot summer's day twenty feet away. Not to mention the literal volcanic hellscape that is Subrosia. And yet throughout all of this, Link never changes out of his legendary green tunic. Whether this is magic or sheer willpower, I don't know. But in much the same way, you are now immune to environmental factors. The volcano's heat, the oceans crushing depths, even a place where the very air itself might be toxic. An artificial environment might not count, but if it's large enough to count as terraforming then it loops back around to being safe.

Oracle

100 cp - Ran Away To Join The Circus

As with many of the minor details about people and places, certain things about the world of Hyrule are not known to the player. Din by all rights ought to be a major religious figure. She does have a rather large temple after all. And yet, no one seems to know or care that she is the Oracle of Seasons. Instead, she travels the land as an exceptionally good dancer. You seem to share her talent for traveling incognito, a simple dancer instead of a prominent priestess. Keep in mind that this isn't perfect, as Onox found her in the end. ...Probably because of Link getting teleported right next to her. Damnit Link!

200 cp - A Dance For The Changing of Seasons

Of course, the phrase 'a simple dancer' isn't one that can be applied to you, especially not when you're as good as you are at dancing. In this world, your only rival in the field is Din herself, and the two of you put pretty much everyone else to shame, even other professional dancers and geniuses of rhythm. From the classy and formal to the down and dirty, or even making this stuff up as you go along. As a small bonus, you inject emotions into your dances, such as making anyone who watches you feel the joy you feel for dancing, or even acting as a muse and handing out small flashes of inspiration with every twist and twirl.

400 cp - Blessings From Four Spirits

Din's power over the seasons seems to rely on the spirits of those seasons. The Rod certainly did, and it stands to reason that if it can be depowered so can she. Not that it matters since Onox put her in a prison meant to hold her full power. That said, it means that Din - and presumably, the long line of Din's that she comes from - have been receiving a blessing from those four spirits for generations. Whether you're calming them down from their antics, seeking the same blessing as your parents, or even making a contract for the first time, you are now extremely skilled at negotiating with spirits, gods, etc etc, as you convince them to actually give you that blessing. It's also extremely easy to get that blessing, possibly even more, if you have a legacy to lean on.

600 cp - The Second Oracle Of Seasons

I'm... not sure how you're managing to pull this off, but congratulations on your promotion. You were probably a wise woman or a minor priestess before, but now you are a fully fledged Oracle. Which is extremely odd, since Holodrum already has one. Ignoring that oddity, you now have the same power that she does. Simply snap your fingers or maybe give us a twirl and you can change the seasons in an instant. From Spring to Summer to Fall to Winter, or maybe even running in reverse. I'm sure that no one will panic if you do this. Oddly enough this also allows you to resist wide scale magic as you enforce the natural order of the seasons onto the world.

Villain

100 cp - General of Darkness

Is it not true that simply the name of a villain can often strike fear into the hearts of men? I think you'll find that a name - a true and proper Title - can make all the difference between a flunky and the boss. So that is what I offer you. Now, and in each jump afterwards, you can create a title of sorts. The Sorceress of Shadows, the General of Darkness, the Black Sorceresses, the Hero in Green. Tied to this name is a simple emotion, based on whatever feats you are drawing this title from. Fear, most likely. Anyone who hears the name is then struck with that emotion. Not overpowering, sadly, but enough to make most 'would be' heroes freeze at a critical moment.

200 cp - Onox On His Throne

Compared to Veran, Onox is... Well, kind of lazy. He tracked down and kidnapped Din, good job. Imprisoned her and threw the seasons out of way, way to go. And completely forgot to try and stop Link from fixing his mess. Not so great an idea. As such, I've prepared this particular talent for you. When you goof off and otherwise don't do your damn job, your subordinates become mildly more competent at their own jobs. Not as much as if you'd been fully devoted to the task, never that much, but still more than they would have accomplished on their own. Very rarely you may find people who aren't actually your subordinates receiving a small boost if they're acting in a helpful manner to you and yours.

400 cp - Force of Nature

When Onox wrecked the troupe of performers, he didn't actually do it with his actual weapon. Or his hands, feet, or anything like that. He called down a small hurricane and had it trash both their encampment and their defenses. Heck, he even threw it at Link when he tried to defend Din. In a similar manner, you now possess some form of magical might over one of the four major elements of Holodrum. Ice for winter, earth for spring, wind for fall, and fire for the summer. If you prefer, you can also choose a lesser level at all of them. No personal hurricanes if you do that however. Something to note is that this magic is very much a brute force thing - if you want a gentle breeze, or some ice cubes in your drink, you'd be better served by looking elsewhere.

600 cp - The Dragon Is Actually A Dragon

The General of Darkness, Onox, with his flail axe and his stupidly huge armor, is actually a giant dragon. How he squeezes in there I have no idea. Though, when I say that Onox is a giant dragon, I do mean GIANT. Fully released from his armor, Onox's true form no longer fits inside the castle he took over to laze about in. This is now true for you. As you grow tired of fighting on a 'fair' level, or if you simply want to go all out from the beginning, you can transform into a fifty foot whatever and then smash your foe to smithereens. Dragon is preferred, but not truly necessary. Additionally, regardless of what element you chose in 'Force of Nature', or if you took it at all, you can pick up a small handful of lesser abilities. Vire, though not a dragon but a bat, split himself into smaller copies, and Onox himself breathed fire like a proper dragon.

General

50 cp - Welcome to the Subrosian Dance

Subrosians love to dance. They even have a dance hall, and hand out boomerangs as prizes to the best dancer every so often. Amusingly, they think the Goron's of Labrynnna copied it from them, but in truth it's the other way around. Anyways, since dancing seems to be a bit of a theme here I'll go ahead and give you some okay skills. You might have to work for that boomerang. Or, if you bought the other (and better) dancing perk, then you could also use this to pick up some skill at an instrument of your choice.

100 cp - Follow That Subrosian!

Subrosians rarely come up to the surface of Holodrum, something that makes them a little wary of non-Subrosians. If you want to find a way down there, you'll need to find a Subrosian and follow them down. Stealthily, because they don't like outsiders knowing how to get down there with them. Something that you are now decently good at. Are you a Shiekah with their ninja training, maybe? Or just lucky? Either way, walk quietly and be prepared for them to double back on you once or twice.

200 cp - Here's The Deal!

Scattered throughout Labrynnna and Holodrum are a small number of Business Scrubs. Hidden beneath the earth, notable only for the bush that sits above their hiding place. That's their hair by the way, seeing as they're plant people. Anyways, most Scrubs in these lands will sell you shields, just in case yours gets eaten by a likelike. For you, they'll also sell a handful of other defensive items, mostly consumables and things likely for you to break or lose in short order. You'll be able to find these Scrubs in any decently wooded area, though one or two might end up in the middle of a city if given some incentive. Of course it would be best if you kept in mind that the Business Scrubs are in fact, running a business, and will probably be selling you these things at slightly more than they're actually worth.

300 cp - Why On Earth Is Ambi Here?

Funny story. If you've already been to Labrynnna, then Ambi will actually follow Link to a certain extent. She's traveling the world, looking for her long lost lover. Possibly through sheer luck, possibly through Nayru's meddling, she actually got the right time and place to find him. It says a lot that Nayru was willing to do that for her. Amusingly, Din is supposed to be the other way around, rarely if ever using her power of seasons. That said, you are now surprisingly adept at convincing people to abuse their powers for personal gain, yours or theirs. If it's for the sake of love, it's not really a crime now is it?

Drop In

100 cp - Mysterious Seed of Courage

Well this is a rather unusual item. It's an old fashioned Nintendo game, meant to be played on the Gameboy Color. Thankfully, one of those is included as well. Anyways, this game chronicles the story of the Oracle of Secrets, Farore. It seems to serve as a prequel of sorts to the world you are currently in, of Link's journey that ultimately led to him becoming the hero of his age, and ending with the shrine that teleported him to Labrynnia. Also included here is the original version of Oracle of Ages, which seems to feature some sort of color changing gimmick instead of time travel.

200 cp - Skeleton Key

So many of the Hall of Essences, the dungeons, and the temples of whatnot are designed as puzzles, requiring you to go all over the place and look for a key of some kind in order to progress further. Wouldn't it be nice if you could just... Skip all that nonsense? Thankfully, you can. This small key, seemingly made out of bone, can open up locks of any kind. Well, not any kind. There is a small catch. While the lock can be a magical lock, it still has to be an actual lock. While that does mean it could undo a thousand year old seal so long as it was tied to a keyhole, it does make it not so useful if you need to swipe a passcard instead.

400 cp - Portable Portal

Before I go any farther, Subrosia is really weird. There are no physical connections between it and Holodrum, and the portals that connect it. Other than the Temple of Seasons, which went straight down quite a ways. Travel between the two lands is entirely dependent upon a small network of portals. Hence this nifty thing. While it's not a proper portal in and of itself, it does have the power to tap into any already existing portal network, letting you create a shortcut. There are two of them, so you could actually just jump between the two if you were careful. ...not that the portals in Subrosia and Holodrum match or line up at all.

600 cp - Hall of Essence

As it turns out, Holodrum must have a ninth Hall of Essence. And that hall is now yours. Not quite to command and to control, but it will always show up in future worlds so that you might use it's powers if you prove worthy. What exactly does it do? The Essence of Nature it contains acts as a massive font of natural energy. Repairing the damaged lands, or even terraforming an inhospitable environment into a near paradise are both things it can do. Of course, that energy takes time to charge so don't go trying to use this more than once per jump, alright? It's not like it has the other seven halls to back it up.

100 cp - The Armament Of A Hero

To go on an adventure, there are some basic requirements. A sword, maybe a shield, some camping gear, a minimum level of skill. You can ignore them - or lose them along the way - but doing so isn't a terribly great idea. Regardless of whether you set off with them, or lost your own and found a new one along the way, you now have a simple sword and shield to your name. However, what's important about these weapons is that when looked upon, they tend to evoke a specific response. Oh, this man is a guard. Oh, this man is a wandering adventurer. Oh, this man is the heroic sort. Oh, this man is actually a hero. Whatever you want, so long as you bear these that will be the first impression that they have of you.

200 cp - L-2 Upgrade

Normally the phrase 'L-2' would apply to a very small number of items, and would apply in technicality if not in name to only a handful more. However, I would be remiss to limit you to that small handful of items, and as such I will open things up to you somewhat. Pick an item or weapon - the Armament's you were just given would do nicely, but I will not demand that you use them by default - and that item will receive an upgrade, increasing the damage it deals, or perhaps increasing it's functionality. An example might be making a bag bigger on the inside, or a magical item more powerful or lasting longer. The catch however is that you may only import an item into this option once - no L-3 items.

400 cp - Huge Maku Seed

The Great Maku Tree is empowered by the land to defend the Oracle. That same Oracle ensures the health of the land. However, if one of the links in this chain should fail, the other two will quickly wither away into weakness and uselessness. As you might imagine, the Oracle is likely the weakest link. Thankfully, a failsafe of sorts has been devised. Or rather, two. The first is the hall of essences, meant to temporarily re-empower the Great Maku Tree. The second is the Great Maku Tree's own seed, created from the energy gained from those halls of essence. This particular seed serves as a repository of natural energy, slowly soaking it up as time passes, and expended to keep the Great Maku Tree awake. Or for anything else you might need a nation's worth of energy for.

600 cp - Hall of Secrets

While the Great Maku Tree is currently low on power, if enough of that was restored then you would find a gnarled passage into its own depths. Underneath the tree is an unusual shop known as the Hall of Secrets, tended to by none other than the Oracle of Secrets herself, Farore. Luckily for you, the shop is capable of relocating itself elsewhere, often near a piece of property that you own, though it prefers wooded areas. If no woods are to be found, the warehouse itself is also an option. But, for the time being the shop is tended by Farore, and she seems to specialize in collecting gossip and rumours - but more importantly, advice. Tidbits of knowledge that could make or break a fighting style, cause unexpected revelations into someone's character, or even something simpler, like a hint to a puzzle. Moreover, she seems to have an uncanny talent to separate fact from fiction - the master sword may be lost after the events at the shrine, but it cannot be found within Holodrum. That part of the rumour is false. But, there is a weapon almost as good. That part is true.

100 cp - Backup Dancers

No, not actual backup dancers. If anything Din's own talents in the field would likely makes them too scared to actually try. Instead, this is a small group of musicians meant to get the beat going for you to dance to. Keep in mind they do actually have more talent than just music, as they wouldn't be very good performers if they only had the one act. Also, they may or may not be just as capable at combat as they are at the performing arts due to secretly being a team of hylian knights sent by Princess Zelda to defend Din from the oncoming darkness. But that would just be silly.

200 cp - Treetop Shrine

By now you should know that the Maku Tree represents a truly staggering amount of magical energy, most of it tinted with the colors of nature. With that in mind, it should come as no surprise that a fully grown and a fully empowered Maku Tree is infested with fairies. Specifically, atop its limbs are a number of small caverns made from branches and leaves, and inside each one is a weak fairy. Now, in and of themselves, they aren't terribly strong. Make no mistake, each one can heal you of the most grievous wounds, but they would only be able and or willing to do so once. However, every now and then one of them might find or make something useful to you - fairies are often pretty important to the hero's journey, you know? But, since future jumps likely won't have a Maku Tree unless you go out of your way to make one, the Shrine can relocate itself to any heavily wooded forest, jungle, or similar local, often near your starting location.

400 cp - Temple of Seasons

The temple of seasons, beyond arguably being Din's home, is where the Seasons Spirits also live. Make no mistake, it's all but a dungeon in it's own rights with maze-like sections and puzzles guarding certain passageways. Despite the inherent inhospitality that would imply, it is also a functional church. The Temple of Seasons has two main traits to it. The first is that it is extremely difficult to actually destroy. Even Onox could only sink it into the earth instead of utterly destroying it. Secondly, the Temple serves as a shrine not only to the local spirits, but to any spirit, god, fairy, or other mythical creature you have a contract with or a blessing from. As such, a fragment of their power - something you can speak to, and possibly ask favors or advice from - can be found here once a contract is established. In future jumps, the Temple has a tendency to be located underground, though thankfully it's still accessible from above. If you have any decently sized properties, it can instead be displayed in its full glory, above the ground.

600 cp - Rod Of Seasons

The Rod of Seasons is Din's staff of authority, a tool of great power that requires wisdom to truly use. An ironic twist on the principles of the Triforce. With the blessing of the Season Spirits - something you are assumed to have by default - and a small application of the Golden Goddesses beloved time travel, you can force the seasons to change in an instant. Smaller usages of power are possible, but the staff specializes in wide area effects. A simple fireball is far harder to pull off than a raging fire storm powered by the spirit of summer. However, given that the Rod of Seasons need a contract or blessing to have any power, I have adapted it slightly to become capable of channeling more than just those four spirits powers. Specifically, any god or great spirit you have a blessing from is one you can channel the power of through this staff.

100 cp - Containment Armour

Onox's armor, really big. Onox's true form, way too big. So big in fact that there's no way he could ever fit in there. Unless of course you start to introduce magic into the equation. This overly large suit of armor somehow manages to fit anyone inside, no matter how big or oddly shaped they are. Make no mistake, the armor itself is still huge compared to your average hylan. Or... well, maybe it doesn't have to be. In short, this suit of armor - which doesn't have to be a suit of armor, you could go with Veran's half dress half pauldrons thingee - condenses huge monsters into relatively normal sized people. It also comes with an axe, a flail, and Onox's weirdass flail-axe.

200 cp - Dark Castle

Dunno if this place was built for Onox or just something he took over in order to hide Din away - actually, what is it with dragons, castles, and princesses? Anyways, the castle is honestly not terribly impressive. One might even call it a slightly large church for all that it's basically just one long hallway with a throne room at the end. Well, it's true value comes in the form of it's guardians. First, a significant number of the rooms have cursed floor tiles that will fly up and attack anyone not welcome. Second, the outside of the castle is patrolled by a small number of Lynel, nasty buggers. And lastly, a monster named Facade lives just before the throne room. And of course they all answer to you.

400 cp - Fragment Of A Crystal Prison

A piece of the unusual material that Din was imprisoned in. Much in the same way that her captivity threw the seasons out of whack and began to tear apart Holodrum, anything that you imprison in here will start to have some serious issues. Not to the same extent, not unless you get someone really important or really powerful. But if you lock away, let's say a pyromancer, then suddenly all fire magic and fire related things will begin to malfunction, backfire, or simply fail to work at all. In a roundabout way I suppose it's sort of an anti-magic effect. Truth be told, I think it's funnier for their spells to backfire than fail.

600 cp - Flame Of Destruction

Onox's goal for all intents and purposes seems to be nothing more than to cause as much destruction as possible. Whether he succeeded and you stole some, or you wrecked another country to get it, you now have a flicker from the Flame of Destruction. This flame has one very simple effect - things break. Stone crumbles, wood rots, the flesh fractures, and everything comes tumbling down. And as the flame inspires destruction, it feeds on the stolen life energy from those it brought to a close far too soon. The more you break, the brighter the flame burns. The brighter it burns, the easier things become to break. You can turn this effect off, at which point it will burn through its stored energy before going out. Relighting it is a real pain in the ass though, so be careful with that. But, as long as it is lit, you can channel that extra life energy into whatever you want. Onox took that energy and sent it away somewhere, for some reason. You? Do whatever you want. Destruction, it's good for your health.

50 cp - Subrosian Ribbon

Well now, where did you find this? A nice red ribbon, albeit an unusually large one. From the Subrosian marketplace you say? Well, as it turns out this ribbon is unusually attractive to women. In the sense that they always think it's a great gift, even if they aren't the kind to wear a ribbon at all. Give this to them and they're just utterly touched that you know them so well and got them such a great gift. Even if you just met today. Basically it's a great icebreaker and a pickup line rolled into one. Just uh... don't try to give it to multiple women?

100 cp - A Rather Strange Flute

Did you win this as a prize in a minigame? Or maybe you bought it in a shop because it looked interesting. Or did someone just hand it to you? I suppose it doesn't actually matter how you got your hands on it. Instead, all you need to know is that the flute has the power to call people who owe you favors or otherwise promised you their aid to your side. Simply imagine who you're calling and begin to play the flute, and your backup will come running. Sadly, the flute is only usable once per week. That and it only works for as long as your favors and their goodwill lasts.

200 cp - Witch's Broomstick

In northern Holodrum there lies a town known as the Sunken City. In that city lives a woman named Syrup and her grand-daughter, Maple. They are witches, and do witchy things like brew potions (expensive but worth it) and ride around on broomsticks. Well, Maple does. Syrup mostly just tends the shop and makes potions from the ingredients that Maple gathers. That aside, you have somehow gotten your hands on a flying broomstick of similar make and model to theirs. Maybe it actually is Maples, and she gave it to you after she upgraded to a vacuum cleaner? Yes, that's a thing.

300 cp - A Collection of Magic Rings

Well now. Have you been on a collectathon? Bump into Maple the witch and steal a few from her? Growing some Gasha Trees? Because you've got quite a pile of rings here. Almost two dozen if I had to eyeball it. That's going to cost you a pretty rupee to get identified. Unless... You could maybe do it yourself? Nah, that's ridiculous. Telling what's cursed and what's not is something you're going to need a professional for. Well, anyways, I hope you have fun with these. Some of them are quite useful. Though to be fair, some of them do nothing at all but look pretty.

400 cp - Former Theocracy of Holodrum

The Temple of the Seasons, held within the Tarm Ruins, is the single largest structure in all of Holodrum. Despite being a center of spiritual power and a place of worship for the Season Spirits, it's also largely abandoned, a side effect of the Oracle, Din, having effectively abandoned her position as their priest in favor of her love of dancing. Maybe she threw the keys at you when she left or maybe you're the last of the priests, but you are now the technical owner of all of Holodrum - and to an extent, Subrosia beneath it. Your power as the leader of this nation is paper thin and only enforced by a girl who doesn't care, but it does afford you a truly ludicrous amount of goodwill from the people of the land. You may retain your title as an important religious figure in future jumps, though the actual power of the position will mostly depend on your own favor from the Season Spirits and the effort you take in restoring their worship.

All origins receive a +100 cp stipend for Gear only.
Upgraded items require the L-2 Upgrade to be purchased

100 cp - Bombs

Simple yet effective, the Bombs that you purchase here do one thing and one thing only. They explode. Mind you, they do that one thing very well. You now have a small bag of them, ten in total, at your disposal. Please be careful not to blow yourself up, alright? In addition to the bombs themselves, you also have a Blast Ring, which increases the damage they deal. Don't ask me how it works, it just does.

100 cp - Boomerang

This isn't so great a weapon, but the Boomerang makes for an excellent weapon for someone with more brains than brawn. It's power may be lacking, but it's more than capable of stunning any foe that it smacks into. It doesn't last long, but that's more than enough time for you to land a few good blows. In addition to the Boomerang itself, this also comes with the Rang Ring, which allows you to use it as an actual weapon, dealing slightly more than no damage to anyone you hit with it. Stunlocks are awesome, no?

100 cp - Slingshot

The slingshot forms a happy medium between the Bombs and the Boomerang, retaining the long range of the Boomerang and the capacity of the Bombs to deal noticeable damage. A very straightforward weapon, you merely point and aim, pull back your ammo, and let it fly. This also comes with a small bag of ten Ember and Pegasus Seeds to use as ammunition, and a Pegasus Ring that lengthens the effects of Pegasus Seeds on you. To help with hit and run tactics, because close range isn't something you want with this.

200 cp - Cuccodex

A simple yet incredibly in depth encyclopedia that details everything you would ever need to know about Cucco. How to raise them, their favorite foods and climates in each region, even a handful of tips and tricks for what you can do with them - or too them - before they get irritated with you and start swarming. Outside of being a repository of knowledge, this book serves two purposes. Once per jump, it allows you to call down a swarm of Cucco upon a foe - though some foes are too powerful or too scary for Cucco to willingly fight. Secondly, you can trade it away to someone to jumpstart a trading quest, which will end in what amounts to an extra use of the L-2 Upgrade item.

200 cp - Power Bracelet

The Power Bracelets are a pair of thin gold bands with a marking of the Triforce on them. As one might expect, they enhance your power - that is to say, your lifting strength. With proper usage, one can lift up and throw heavy boulders, statues, small trees, even some enemies. Alongside these bands comes the Toss Ring, a magical ring that enhances your throwing skill. As you might imagine this works wonderfully with the Power Bracelets, but isn't limited to just them - bombs are something else you throw, for example.

200 cp - Roc's Feather

The Roc's Feather is an interesting little thing. Plucked from some divine bird in ages past, anyone who holds onto it finds themselves with enhanced jumping capabilities. A child who could only jump two or three feet would find themselves doing twice that with ease. If you were to combine it with a Pegasus Seed, you'd find yourself moving vast distances without touching the ground. Alongside this feather comes the Roc Ring, which mildly decreases your weight, allowing you to step on less than solid footing without it crumbling beneath you.

300 cp - Bomb Flower

Bombs are bombs, and can be quite temperamental. Bomb flowers... Well, they do the same thing as Bombs, but are so much worse. This plant serves as a nigh infinite source of Bombs, and when freshly picked are even stronger than the 'stale' kind you are most likely familiar with. As a small aside, the Goron seemingly find these to be a delicious snack, because Goron are like that. Alongside the Bomb Flower itself, you also get a Peace Ring. When you hold a bomb and are wearing the Peace Ring... it doesn't explode. Well, until you throw it, but that's still surprisingly useful.

300 cp - Magnetic Gloves

While these gloves are awkward and somewhat unwieldy, they can be extremely useful in the right scenarios. One of them is bright red, the other a deep blue. Channeling even the tiniest bit of magical energy into them will supercharge their magnetic nature, and will rip weapons and armor off your foes, will yank you across large gaps, and even help you find ores buried in the ground. Normally they wouldn't be able to function as weapons in their own right, but thanks to this handy dandy Expert Ring, you can punch amazingly hard. You'd deal more damage than a good whack from your basic sword - twice as much, in fact.

300 cp - Fools Ore

This is a hunk of rock. It's unwieldy, it's lumpy, it's hard to get a grip on, and it's quite frankly worthless to any merchant worth their salt. And yet, when it comes to bashing people upside the head with this thing, it seems to be able to deal just as much damage as the legendary Master Sword. By all laws and logic, it should do no such thing. And yet. ...Regardless, to help you compensate for its incredibly odd shape, it also comes with a Charge Ring, something that will let you get a spin attack ready in one fourth the time. I shudder to think what would happen if you forged an actual sword out of this.

50 cp / 300 cp - Companion Import

While the hero, Link, often travels alone with only a single companion at his side, and often without even that. You however, are not nearly so limited. For a small price of 50 cp per shot, you may import a companion into the jump. If you decide to go all the way up to eight, you may take a small discount and only pay 300 cp for the lot. Each one of them receives 600 cp and an origin. They may buy perks and items, but cannot buy companions or take drawbacks.

100 cp - Canon Companion

But of course, regardless of how many friends you bring with you, you still want to rescue the princess, right? Well, not that Din is actually a princess, but the principle applies. There's always Zelda after all. Regardless, if you wish to do so, and you fork over 100 cp, you can take any one person from the land of Holodrum as a companion. Which does actually mean you can't take Zelda, as she's off in Hyrule. Sorry? Beyond that, simply have a good relationship with them and getting them agree to come with you is all you need to do.

200 cp - The Great Maku Tree

I'm sorry, you what now? Well, okay I guess? If you really want to, you can take the Great Maku Tree with you as a companion. He's rather immobile for the time being, so don't expect him to come along with you on your adventures, but he can at least support you from afar. When he isn't sleeping at least. If you prefer, this can instead be a second Maku Tree grown from the seed that the original created. You'll have to wait quite a while for it to grow up though. Additionally, because you might have difficulty housing a giant tree on your own, he also comes with the small pocket of forest that he normally rests in.

Voluntarily enter Hard Mode to get additional CP

+0 cp - Linked Games

Now, I'm warning you, I'm going to use that name in completely the wrong context. That said, any and all adventures you may have previously had in the world of Hyrule - and more importantly, in this timeline - are something that really and truly happened. Your exploits are probably something passed down between generations as legends and fairy tales. You may even have been Link in a past life. This won't change a great deal on account of the story needing to happen at all, but smaller details will carry over more or less intact.

+0 cp - Flame of Sorrow [DLC]

Now, first off, this drawback requires you to have previously been to the Oracle of Ages jumpchain. If you have not been there, you can't take it. On the other hand, if you have been there, then this drawback means that the Flame of Sorrow has been lit, and that the Flame of Despair is inbound. For more details on what exactly that means, please scroll down.

+0 cp - Link's Grandparent's

More often than not, Link is alone in the world. It's a sad state of affairs. But, every now and then, he gets an aunt or uncle, or maybe a grandparent looking after him as a child. You might be thinking, 'This isn't one of those times', and that's because those grandparent's only show up in the Manga adaption of Oracle of Seasons. Not that there's a great deal of difference between the two plots, but just in case you want to go through that timeline, you have the option.

+0 cp - I Wanna Be The Guy

So, you want to be Link? Then, by all means. If you have taken the Hero origin, please feel free to replace Link. Surely you will be able to fulfill his place in the story without any issue? I mean, it's not like this version of Link hasn't been on two adventures already. ...Though to be fair, he keeps losing his damn stuff, which really doesn't help. ...What do you mean you don't want to be Link? You want to be Onox instead? Well, if you've taken the Villain origin, go ahead. Just keep in mind that not doing evil things will likely be bad for your health.

50 cp - I REALLY Wanna Be The Guy

Yes, I know this isn't technically a drawback if you're paying for it, but as it turns out the above option doesn't actually cover all the potential wackiness. Anyways, for a small price you can ignore that origin limitation and be the Oracle despite having taken the Hero origin, or be the Hero despite having taken the Villain origin - and by extent, being a demon that Twinrova summoned from the Dark Realm. Yeah, that's your new Hero. It's kinda crazy but if you're willing to pay for it then I see no reason to stop you.

+100 cp - Wearing A Cursed Ring

When I said Hard Mode, I didn't mean that literally. Also, I'm pretty sure I advised you not to put on rings before you had them inspected, because they might be cursed. Guess what you did? Congrats, you put on a cursed ring, and for some reason it simply will not come off. Now, according to Vasu the effects of the ring aren't too bad. Your offensive and defensive powers are now cut in half. What took one swing of the sword to kill now takes two. And what took ten hits to kill you now takes five. And of course, since you can only wear one ring, you can't use any of the others.

+100 cp - What Fine Clothes

In a Linked Game, the princess herself will come down into Holodrum to try and help rescue Din. The first thing that happens to her is that she almost gets robbed by the Great Moblin. Maybe she should have changed out of her fancy shmancy princess outfit before going travelling? Unfortunately for you, people seem to love the idea of robbing you. Your fine clothes, your arms and armor, even your money - and that's something the shopkeepers will get in on, charging you way more than something is worse. Getting your stolen items back isn't terribly difficult, but that only means another opportunity for them to be stolen again.

+100 cp - Random Seasons

While the seasons of Holodrum are going out of control, there is something of a pattern to them. Each area is under the same season, such as the entire forest being in summer, and the entire village being in spring. This is no longer true. Not only are these areas constantly changing, but they aren't doing so as a whole anymore. Holodrum will now change often, randomly, rarely into a helpful season, and it will even do so after you've changed it manually, something it shouldn't be doing at all. Best of luck to you for navigating this mess.

+100 cp - Stereotypical Dragon Stuff

Onox's true form is that of a dragon. I don't know if he has a pile of gold, but he does live in a castle and he either already has or is about to kidnap a princess. Well, Oracle, but same thing for all intents and purposes. Is he just playing into the trope or something? Though the manga does imply he has a crush on her... Well I suppose it doesn't matter if he does or not. You on the other hand? You're now struck with a sudden urge to do the same sort of dragony things that he is. Now, wherever will you find a princess to kidnap?

+200 cp - Inner Completionist

Holodrum and Labrynna are both famous for the magical rings that they crafted in ages gone by. These days no new ones are made - at least, the ones that actually do anything - but there are still enough left over to give every man, woman and child a decent handful. And you, my friend, have been struck with the urge to collect them all. I wish you luck in this endeavour, because half of the rings can't be found in Holodrum. That and this also applies to anything else you stumble across that could be collected. Have fun hunting everything down.

+200 cp - Crash Into Hello

Let me introduce Maple the witch to you once more. She flies about Holodrum searching for rare ingredients to make potions from. Unfortunately, she's not that safe a driver and often crashes into Link. And now you as well. And when she does, the both of you are going to be dropping a small chunk of whatever you happen to be carrying and will have to race to get it back before the other picks it up. And unlike the game, this includes the super important stuff like Gasha Seeds, Magic Rings, Heart Pieces, and even your equipment. Oh, and she's got her second tier ride, the vacuum cleaner. If you bought the Witch's Broomstick, then she's got her third tier ride, a UFO. No it doesn't make any sense, just go with it.

+200 cp - Bag of Spilling

In the process of being transported by the Shrine of the Triforce, all of Link's stuff got left behind. Literally everything, including his sword and shield. Thankfully, he got new ones in short order. Anyways, somehow somehow you've gone and lost all your items. Now, I won't make you go out and collect these, they'll show back up at the end of the ten years. But in the meantime your warehouse is completely empty, and you have access to absolutely no kind of physical aid from previous jumps.

+200 cp - Dragon, Dragging On

General Onox is a powerful foe. He is also quite lazy. Under normal circumstances he likely would care very little about what you do during your time here. Unfortunately for you, he now has a number of minions that are less content to simply laze about while the country destroys itself, and so will actively seek to stop anyone fixing it. Namely Link, but potentially you as well. On the flip side, if you've actually sided with Onox? You'll find the forces of light benefiting from some enhanced coordination, likely the result of some sage using telepathy to keep the various players connected. Either way, nobody will be sitting back and waiting.

+300 cp - Crystalized Companions

Well this is pretty bad for you. See, Onox didn't just capture Din, but he also seems to have grabbed a companion or two of yours. The same way Din affects the seasons, your companions are causing your out of jump powers to go haywire. The more he has, the worse this gets. If you imported a full eight, your out of jump powers might as well be gone. On the other hand, if you don't have any or didn't import them, this does nothing and you can't take it. In order to free them, you'll have to basically play through the game multiple times, once for each companion. That means anywhere between 16 and 72 dungeons that you'll have to solve. Good luck!

+300 cp - A Sacrifice of Holy Blood

I don't know how and I don't know why, but Ganon has been resurrected early. Maybe they took some blood from the Oracles, or maybe even from you. Heck, maybe they did away with the ceremony and just killed Zelda. But what really matters is that Ganon is back, and at full power. No, that's not quite right. Ganondorf, thief king of the Gerudo, wielder of the Triforce of Power, is back and better than ever. And for once, he doesn't see Link as the biggest threat to his reign - now it's you. Can you stand against Ganondorf himself, backed up by Twinrova, even as Veran and Onox lay waste to Holodrum and Labrynna?

In addition to the above drawbacks, if you have visited A Link To The Past previously and chose to take any of the Randomizer drawbacks, you may optionally re-take those drawbacks for half their cp value.

The End?



Return to the Shrine - Go directly to Oracle of Ages for your next jump

Return to Castle Hyrule - Stay here in this jump and end your chain

Return to the Dream - Continue your chain and go to new lands.

Return to the Past - Go home to where you began and end your chain.

Notes

Q - Can I leave early to go to Ages?

A - As long as the plot is dealt with, yes.

Q - What's the difference between the two halls of secrets?

A - Ages is more physical, while Seasons is more about knowledge. There is a bit of overlap, yes.

Q - Wasn't there supposed to be a beauty perk of some kind in the oracle origin?

A - Oracle origin plus A Dance For Seasons makes you a tanned amazon. Close enough.

Q - Why is the Maku Tree 200 cp?

A - The foresty pocket dimension, mostly. You can buy him for 100 cp if you already have such a thing.

Q - Can they be a warehouse attachment?

A - Not on their own. If you have a forest of some kind, such as the Maku Tree one, then yes.

Q - Where's the info about the flame of sorrow drawback?

A - In the interest of not updating two documents every time I change it, it's been placed in a third document titled 'The Legend Of Zelda - Oracle of Scenario'.

Q - How do I get an L-3 item if not through the L-2 purchase?

A - You need to import it into both the Seasons L-2 option and the Ages L-2 option

Q - Can I pick up the Master Sword this way?

A - The Master Sword being broken in Labrynnna or hidden in Holodrum makes no damn sense, so no.

Q - What's up with the Rings each piece of Gear comes with?

A - Normally you can only use one Ring no matter what. Gear Rings can be used without penalty.