



Cadence of Hyrule - Crypt of the Necrodancer Feat. The Legend of Zelda
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Over the past few years, a wandering minstrel has been making the rounds in Hyrule, a song here, a play there, a serenade on occasion. Recently however, he was given an introduction to the royal court, and a chance to play for the King of Hyrule and Princess Zelda. However, it was not to be, for the bard cursed the King and Princess both, and attempted to steal the Triforce, using a dash of Power to enchant his lute and cast a curse across the majority of the kingdom before the Triforce could flee from him.

Enter Cadance, a young woman who recently cleansed herself of a curse that involved her heart being stolen by a lich, who tripped over a portal to another world and landed in Hyrule. She's the Triforce's last ditch attempt at not being used for evil, the summoning of a hero who would be capable of claiming Power for herself. In the days to come, she'll even manage to use a portion of its power to lift the curse on Link and Zelda, freeing them from their enchanted sleep.

You, however... Do you have a part to play in this story? Are you like the merchant that followed Cadence in search of gold and more gold, or someone willing and able to rise up against the bard's tyranny? No matter which beat you intend to walk to, you will need these.

+1000 cp

Discounts

100 cp perks and items are free to the appropriate origins, and the remaining perks/items are 50% off. In addition, you may discount one perk OR item of each rank from among the general perks and items.

Origins
Pick One



Bard

Traveler, wanderer, stranger from far away, you are prophesied to be defeated by Ganon. And so of course, you have begun to take action to avert this terrible fate. You may need to break a few eggs in the process, but surely saving the day from such a foul villain would be worth it? And, as we all know, the only force in Hyrule that can stand up to him is the Triforce. Now, how to grab such a thing for yourself...

(This origin may be taken as Drop In)

Knight

Hero of Hyrule, your adventure awaits! Or... Perhaps it's already ended? You don't earn a title like that without having already done something, after all. But where is the Master Sword? Perhaps you have already returned it to its pedestal. In that case, it will only make your upcoming trails all the more dangerous, but keep hold of Courage and you should be fine.



Princess

Why hello there, fair princess. How wonderful of you to grace us with your presence on this fine day. Did you enjoy the bard that the king invited to - he what? You what? Uh. Well then, it's a bit untraditional but if Link is stuck in a magical sleep then I suppose it must be your turn to save the day. How embarrassing for him. Still, try not to embarrass the name of Zelda too badly while saving the day.



Wanderer

Hero of Hyrule, your advent - wait, what? Sorry, I must have mistaken you for someone else, my bad. Still, make no mistake, you're no slouch in a fight - if anything, you might be the hero of another story. It is a bit odd that you're here, but fate moves in interesting ways so I can only assume that there's some kind of plan in the works. In that case, let me be the first to welcome you to Hyrule.

(This origin may be taken as Drop In)



Hopeless

Though it may not seem like it at first, Hyrule often has an interesting relationship with temporal mechanics, and you're but a hapless citizen of the land who has fallen victim to that relationship. You don't live in the golden age of Hyrule, but in the "Future World" some 25 years after Octavo casts his curse upon the land. In a world where the hero never arrived, what will you do?

(This origin must take His World)

Shopkeeper

You must be truly desperate. Have all other options failed so miserably that this is your last recourse to save the day? ...No? Well then, my bad. I mean, you aren't a hero at all, but rather are a humble shopkeeper so why would you be saving the country from the curse it's fallen under? Instead, please be sure to give the hero and his ilk a reasonable price on your wares.



Perks

Bard

100 cp - All The World

Hero or villain, friend or foe, at the end of the day everything that lives still needs to eat. You're no different. Thankfully, you've some talent with... practically every instrument that exists, even if you probably only own the one. Better yet, you're able to sell that talent with relative ease - regardless if it's setting up on the side of the road with your hat on the ground or somehow wrangling an introduction to the royal court, your skill with music gives you an in pretty much everywhere. As something of a bonus, you're also mildly more skilled with magic that utilizes music in it somehow - which, in Hyrule, is a surprising amount of it.

200 cp - Make It A Duet

Good at magical music my ass, you're already a musical musician. With a drop of magic you can attack with pure sound, the note from a flute or perhaps the strumming of a lute. With a dash more you can throw about fire and ice by playing songs reminiscent of them, or even vastly increase your own speed through nothing more than playing faster for a moment. Of course, that isn't the limit of your skill - in truth, as long as you can play a song that evokes your desired effect, you can bring it into the world. Play a lullaby to send people to sleep in the middle of the day, or a marching song to force monsters to act to your beat. The only limit is how many songs you know. And how much magical energy you have, of course. This isn't a terribly efficient style after all.

400 cp - Restringing Fate

It takes a lot of guts to steal a magical artifact from a precognitive, and even more to try and combine several of them into an even more powerful relic. Screw being good at music or at magic, you're utterly phenomenal at both, and even more so at abusing anything and everything into becoming music. Take some strings from fate itself, tie them onto your lute, and watch as your songs begin to warp history itself to your liking. Take a dash of Malice from a monster, combine it with an instrument, and watch as your musical minion dances to your tune. If music and magic are all but the same to you, then it stands to reason that a magical artifact can also be a musical instrument, no?

600 cp - Last Dance

Sometimes, you miss things that are right under your nose. The explanation for a puzzle can be so simple, but because you consider it to be unsolvable, it becomes unsolvable. Octavo stumbled across one such thing, and was driven to conquer Hyrule in the name of... preventing Hyrule from being conquered. You see the flaw here, I hope? Still, once per jump, by sacrificing an object of great power, you may unmake a choice that you have made in the past. History will warp and twist, and the path you have taken will become blocked off to you - heroes will rise, random allies will arrive at perfect times, anything and everything that would prevent you from taking that path again can and will happen. The dark future where you got everything you wanted in the worst way possible can simply be averted. You won't remember it, and you certainly won't profit from it, but this will make it vastly easier to achieve your goals without doing things you know you'll regret.

Knight

100 cp - Bolero

With the curse of music spread across the land, it's hard to use the skills that you trained for your whole life - try to swing your sword at the wrong time and you find yourself unable to move. Luckily for you, music is itself something important to Hyrule as a whole, and it's more magically inclined members most of all. As a result, not only do you have no small amount of skill with the sword, but also an instrument of choice - the ocarina is almost tradition, though feel free to pick anything. You also have some skill at dancing, but not nearly as much. And lastly, these three things combine to allow you to continue fighting though the curse upon this land, kicking ass to the beat and groove.

200 cp - Requiem

In some incarnations, the Hero is known to be a one man army, able to cut down foes as though they were naught but a blade of grass. You... Are not one of those incarnations, not the least of which is because the curse that has settled over the land forces you to act within certain bounds. Instead, you'll have to take it slow and fight smarter and not harder. More specifically, you'll need some help from the citizens of Hyrule. Whether it's luck, divine providence, or just the grateful populace looking to make sure their hero doesn't go down like a chump, you have a tendency to trip over merchants hawking their wares in the strangest of places. You'll still have to pay for these things, but there's something to be said about a bag full of bombs when you're going into battle. For example, "fire in the hole".

400 cp - Minuet

A knight is expected to know the sword, but you're no ordinary knight. You're the hero. To that end, you don't just know swordplay, you practically lived and breathed it for a few years. As you might expect, you know numerous sword techniques such as the spin attack - or 'sword revolution' if you're feeling archaic - and more than a bit about tactics. Interestingly however, your speciality seems to actually be shield techniques - whether it's an attack from a foe, the blast from an explosion, or even the wind from a damn hurricane, as long as you can keep your shield raised you can largely nullify any damage. Shields block things after all. Just uh, do keep in mind that this drains magical energy to use, and drains it right quick to maintain for any length of time. Try not to run out at an inopportune time.

600 cp - Song Of The Hero

In some incarnations, the Hero is known as a downright murderblender. In others... he's known as the king of magpies who will absolutely pick up twelve bushels of grass, three rhinoceros beetles, and a bushel of mushrooms on the assumption that they'll come in handy sooner or later. And oftentimes, he's right. You might be a good fighter, but it seems that right now your true nature is as an explorer. Admittedly, right in the middle of a battle to decide the fate of the nation might not be the best time to go find out if little old lady Redo has lost her pigs once again, but you have a habit of tripping over such things. And, once you've gone everywhere and seen everything, I think you'll find that there's still more to find. Sometimes, at the border of everything, you can find places that don't seem to connect to each other quite right. If you find a way into that distortion, you'll find yourself in a pleasant little house owned by a man named Error, who will give you a small reward for reaching him.

Princess

100 cp - Nocturne

Such phrases as 'the pen is mightier than the sword' seem trite at first, but Hyrule has a long long tradition of magical traps that cannot simply be brute forced through. Traps that must be solved, almost like a puzzle. How lucky for you then, that you are such a clever child. Merely looking at the puzzles that dot the land is often enough for you to gain your first clue on how to solve them, and solving one or two simple ones will catapult your understanding of each 'style' of trap forward by miles. By the time you've explored all of Hyrule, you'll likely breeze through all of them. Except for the ones that involve combat, because those do exist and are likely a pain in your ass.

200 cp - Serenade

Don't you just hate it when your castle gets taken over by a villain who curses all your guards to try and capture you instead of helping you like they're technically sworn to? Luckily for you, just being near you is enough to raise a person's resistance to curses and the like. Not enough to prevent someone with no resistance from being controlled, but if you were to have an exceptionally competent bodyguard, let's say a Sheikah of some sort, then you'd find upon your awakening that they were able to spirit you away to safety without too much trouble. ...Well, more like a forgotten corner of the castle where people aren't likely to look for you. Sadly, no matter how much them being your defenders somehow makes them more competent at doing so, you're probably the one with the Triforce and thus the one who's going to need to do most of the work.

400 cp - Prelude

Speaking of fighting back, wouldn't it be great if you were able to leverage your royal inheritance and divine bloodline to do something like, say, learn some magic? Because congratulations, you've done just that. You now know two relatively simple but incredibly useful spells - Din's Fire and Nayru's Love. The first is a relatively simple technique, a fireball that explodes with relatively decent force - enough to take out three or four weak enemies in a single blow if aimed properly. The second is a magical shield that you can use to block attacks or deflect any number of things, such as arrows, fireballs, or even the explosion from a bomb. Additionally, you can 'externalize' these spells and turn them into strange crystals which you can then hand out if you wish - but, uh, if you give them away or lose them, you obviously won't be able to use them yourself. It makes them slightly more powerful, but it can be risky.

600 cp - Ballad Of The Goddess

Under normal circumstances, the Triforce cannot act without external influence. The most it can do when someone unworthy of its power tries to use it is break apart, sending Wisdom and Courage off to Zelda and Link as Ganon claims Power for - wait what do you mean it's not Ganon? Interesting. Still, when it comes to divine or magical artifacts, you can modify them in minor ways in the event that someone tries to use them against you. For most things, this may manifest as a reduction in efficiency, requiring additional energy to be used. When it comes to the Triforce however, you may consider it something akin to a preprogrammed wish, the summoning of a hero from another world to fill in the gaps and defend it either in your stead or alongside you. The only real condition to these changes is that you must have at least some claim to them beyond "I stole them from a monster", and you must have some skill at using them. Were you a master of the bow, you could alter it to simply snap in half should it be used against you, so on and so forth.

Wanderer

100 cp - Mausoleum Mash

The Hero of Hyrule is well known for the sword of evil's bane, and only slightly less well known for the massive armory of tools and items he collects along the way. It falls to the holy blade to deal most of the damage however, as things such as shovels, boomerangs, or other similar 'weapons', are not, in fact, weapons. For anyone but you, that is. Pick one such item to gain combat skill in, and no matter how silly it may be, you will be able to fight alongside swordsmen and magicians of skill without losing ground - should you wish it to be so, even a fishing rod can become a deadly weapon. If you aren't already aware, a girl with a startling amount of skill with the shovel will be arriving shortly.

200 cp - Cryptequae

Who are you again? Where are you from? Those are all questions you can expect people to ask you after you show up from basically nowhere and begin to help them against whatever foe they're fighting. But you know what they won't ask you? Why? Why are you helping them? Maybe it's just Hyrule's bright and cheerful nature shining through, but if you're willing to lend your shovel - er, blade - to their cause, then you'll find people welcoming you with open arms. There might be a bit of suspicion at first, doubly so if you're speaking to a bodyguard whose job it is to keep strangers away, but after a few days and a good scrap you should be thick as thieves. And once things are over and you've done what you came to do, it probably wouldn't be too much to ask your friends for the favor of helping you get back home afterwards, right?

400 cp - Disco Descent

It never truly ends, does it? Go on a quest and fight the villain, save the day, go home to settle down, trip into a portal to another world and do it all over again. But, maybe you're okay with that? Maybe you don't want to settle down, or maybe you like helping people? Well if that's the case, then I have good news for you. If you accept the threads of fate, then they will do their best to see you thrown into conflict after conflict, to have you save the day over and over again. And while this specific example would be a rather rare occurrence, they might even see all of time and space bend and buckle to get you to your destination... In an entirely different world. Sometimes the one thing you need is something no one could have seen coming - and you, someone from another world, would certainly qualify. Don't worry too much about getting stuck, it won't send you somewhere you can't get back from.

600 cp - Rhythmortis

You know, the last time a hero from another world was called to Hyrule, it was in the form of a completely useless civilian who turned out to have the same power of light that Princess Zelda often has, and had more latent potential as a combatant than even Link did. You're not quite that cool, but you are a seasoned adventurer who has already faced and overcome most of the normal trials. Amongst other things this means that the curse over the land, the one that forces you to dance to the beat, is one that you're familiar with, and have already mastered working around. Beyond that, you're familiar with a surprisingly large number of weapons, both ordinary and rather whacky, and can identify most but not all of the various things you might take from a monster or find in a cave by sight alone - you've used most of them before, after all. The monsters you might be taking them from aren't much more challenging either - while they might be different, your sheer experience means that figuring them out and then annihilating them isn't much of a challenge.

Hopeless

100 cp - Awakening

Tell me, do you believe in destiny? That the skills you learnt while living in the woods could be used against monsters, that the gardening you did to pay for food would give you the stamina you'd need to fight, that the Deku Tree letting you take shelter under his branches might result in you slaying Ganon? No? Well, that's fine. Still, you're oddly lucky in some ways. Bad luck only lasts long enough for you to learn a lesson from it, people make unreasonable demands of you that end in you learning a new skill, so on and so forth. It's like the world is very slowly trying to push you towards greatness, one lawn mowing session that endears you to the Minish at a time. Of course, I wouldn't want you to go out and fight a dark lord today, you're not qualified. But, maybe. There's potential in you.

200 cp - New Wave

Cursed child, did you ever imagine that something as important as a future could rest upon your shoulders? You live in a world covered by darkness, but for you? All this means is you have slightly better night vision. You are no fabled knight, able to copy techniques merely from looking upon them, but curses and dark magics have an ever so slightly harder time latching onto you - and learning to walk, run, and fight while under their influence is something you can do with trivial ease. After all, you're already cursed, what's one more? You may be forced to dance now, but moving past this misery is practically your only talent - of course you could learn to groove between one stumbled step and the next. Now, dancing with style, that may take a bit longer, but at least you're capable of running away rhythmically.

400 cp - Emptiness

Many races live in the land of Hyrule, some striding boldly through the streets, and yet others stick to the shadows, their lives hampered by superstition and rumors. You are one of the unlucky ones, a Skull Kid. In a very real sense, you're quite cursed, and are compelled to hide your face at almost all times. However, that weakness can also be a strength in the right situation. You can draw forth power from masks, be they a magical artifact or just a helmet you stole from a monster. Wearing these masks bestows upon you a weapon appropriate to whatever you are now pretending to be, as well as a few other minor things - while wearing the mask of a Goron, you would find yourself immune to fire, for example, as well as able to roll up into a ball and into foes. Do note that actually magical masks, or powerful techniques granted to you by ordinary ones, will likely require significant portions of your magical energy to maintain.

600 cp - Oath To Order

Hope is such a funny thing. Like a flickering flame that never quite goes out. Oh, make no mistake, things can be truly dire and you may need to wait decades for a hero to arrive, but - fuck that. Be your own hero, relight that fire yourself. You have a truly phenomenal ability to turn dark magics and artifacts towards the light, utilizing their forbidden power for the sake of good. You might stumble across one, be entrusted with another, and steal a third from a real villain, and then use their power to help deal with the army of monsters laying waste to your homelands. Do be careful, however - exceptionally powerful objects have a tendency to have a mind of their own, and no matter how much your inner light of hope lets you resist their influences, they won't appreciate being used for something as pathetic as saving people. They might even try to abandon you.

Shopkeeper

100 cp - Love Of My Life

Kingdom in peril? Hero stumbling around with barely a sword to his name after being woken up from an enchanted sleep? Sounds like a wonderful time to make a profit! After all, if he's got no gear, then that just means he's going to need to buy some new stuff! ...Of course, maybe you should give him one for free. Get him off the ground, call it an investment if you would. Still, you have a nose for profit that lets you sniff out a good place to set up shop for when that hero will inevitably come wandering around looking for a new shovel or whatnot. Better still, making a profit for you is incredibly motivating, and making a profit on a good sale will grant you a small but noticeable surge in power that will last for a good while.

200 cp - Another One Bites The Dust

Stealing?!? From MY shop? Oh boy, they've got another one coming. When it comes to money, you can muster up a truly righteous fury that leaves any wise man cowering in fear. In fact, you can outright throw a rupee hard enough to punch a hole in solid metal - and that's before you blow your top. Just keep in mind that spending several hundred rupees to get back an item worth a mere fifty is a poor investment, so don't be afraid to cut your losses. Additionally? You always know when someone has stolen from you, a mental alarm informing you that someone didn't pay for what they took even if you're looking in the other direction or in a different dungeon entirely.

400 cp - Hammer To Fall

It's not terribly difficult to take a walk through the woods and end up with a backpack full of bombs, arrows, and a couple of shovels, but more often than not people aren't quite willing to pay for those, not when they can do the exact same thing. Because of that, you need a little something more, a dash of unusual or extra special to make something the new hot thing. To that end, you've become a crafter. While your skill will probably pale compared to a dedicated smith, you can create minor upgrades to items - turn a shovel into a battle shovel by reinforcing the head and handle, or add some spikey bits to a torch to make it a battle torch. You can even blow glass, cheating some very dangerous... and very fragile arms and armors. Beyond that, it's possible to directly infuse an object with this or that aspect - a ring of courage, a torch of wisdom... but you'd need something to infuse with, and mere merchants don't often deserve access to such a thing.

600 cp - The Show Must Go On

A hero would have almost everything he needs handed to him by some damn good luck, but ordinary people aren't so lucky. You've got to go find it yourself, and that's pretty dangerous when you don't have the personal blessing of a goddess. You might even die! Well, the good news is that you've got your own special technique that is both your sword and your shield. Remember that surge of power you get from making a sale? Now, it's way better, and the more money you have on your person the more powerful you become. Put a few thousand rupees in your wallet and you could go toe to toe with Ganon for a few rounds. The downside is that every single step you take with this costs you a rupee, and that if you ever run out you'll be vastly weakened for a time to the point that even a light hit from a monster could kill you pretty much instantly. Also, you have to sing the entire time. Thankfully, you're now rather good at that - good enough to be in an opera, even.

General

100 cp - With A Careful Step

If there's no guarantee of victory, then you'll have to be extra careful when you step into combat. And while I'm not quite sure how you managed to do this, your finely honed senses have merged with the musical madness that is currently looming overhead. The closer you move towards your foes, the more the music picks up, starting with the barest of whispers and growing louder and louder as you get closer and closer. By the time the curse fully locks you into the beat, you should have had ample warning to prepare yourself. Oh, and don't worry too much about this drowning out your other senses. You'll still be able to hear the snapping sticks as they try to sneak up on you.

200 cp - Big Back Pocket

Hyrule is in many ways a land of plenty. Plenty of beautiful sights, plenty of delicious food, plenty of horrible monsters, and plenty of magical artifacts to kill said monsters with. Of course, carrying all of them around has a tendency to be... awkward. Thankfully, there's magic for that. Any pocket of yours, whether it's on your pants, on your shirt, or not a pocket at all and we're actually talking about an entire backpack - they're now all much larger on the inside than they have any right to be, anywhere from two to ten times the size. Actual pockets tend to only be two or three, but that backpack... you'd be amazed how much would fit in there. Best of all, you never have trouble finding things inside of them, always grabbing exactly what you wanted as soon as you reach in.

400 cp - The Legend Of Really Long Title (Featuring Breakdancing)

Combat. Dancing. Combat. Dancing. You wouldn't think these things would go hand in hand, but thanks to Octavo's curse if you don't have at least a bare minimum of skill at musical movement, then you're basically crap outta luck for actually being able to fight. Luckily for you, just like the curse you're able to treat them more or less interchangeable, or rather as the same thing more often than not. Perhaps rather than actually knowing how to fight with a spear, you're simply treating your sword as though it were your partner in a waltz and going from there? That would certainly generate enough twirling to make people think you knew the spin attack. The reverse is also true - in any situation where you need to dance, but only know how to fight, you can substitute in something else, perhaps a martial arts style if you know any of those and you'll make it out just fine. Maybe it wasn't the dance you were supposed to do, but as long as you're good in a fight no one will be able to say it wasn't an impressive dance.

600 cp - Sheikah Weaver

Once upon a time, there was a schism in the Sheikah clan. Some of their members had become obsessed with certain techniques and styles, and chose to abandon their duties to the kingdom to hone them to new heights. They took the name, Chicah. And it seems you're a member of that tribe, or at least a Sheikah who's been using their techniques. Through the use of weaving, you can now tell the future! The bad news is, it's actually really hard to change the future - if you were to, say, foretell someone stealing from you, by the time you had defenses against them, it'd be too late. On the other hand, if something that *wasn't* fated to happen, does anyways - like the Hero or Princess dying long before their time, then you can use this power to bring them back to life! And, perhaps more boringly, you also know how to make health potions... out of cloth.

Items

Bard

100 cp - Fortune Cookie

Every journey begins with a single step, and every mistake with a misunderstanding. To be honest, this is less of an item and more of an opportunity. It could very well be a cookie, or it could be a little old lady on a street corner offering to read your future. Regardless of how, this fortune is something that will set the tone for the rest of the jump - you may already have plans to, say, attack Ganon, but if you didn't then the knowledge that Ganon is going to attack you sooner or later ought to provide some impetus to get good. But, don't let this decide your future for you. If you don't want to fight Ganon, don't be afraid to fuck off somewhere and declare yourself as being on vacation.

200 cp - Semi-Original Compositions

What is a musician without a song? Well, hopefully good enough to entirely make something up, but in the case that you're disinclined to do so, I have something for you. A notebook containing sheet music - specifically, of every song of magic known to Hyrule and then some. You won't be able to use all of them, as they tend to require a not only a magical instrument but a specific kind of instrument - I'd love to see you play a song meant for an ocarina on a harp, for example - but the songs themselves have a habit of being quite inspiring both to you and to anyone you play them for. As for the more ordinary ones? Well, Momentum Mori may not be half as popular as the Song of Storms in taverns, but it's still a great composition.

400 cp - Octavo's Locket

As far as magical relics go, this is actually a decent one. A family heirloom of yours, this locket confers protection from wind and electricity upon the bearer. You'd think it would be strange to have such a thing in your family, but it all makes sense if it's a family of musicians - after all, wind is very important to music, whether it's an ocarina or a flute, or just the medium through which your sounds travel.

Electricity is a bit stranger, but makes its own sort of sense. As a small bonus, should you find yourself connected to a similar family line in future jumps, the locket will grant an additional form of protection for that family. Perhaps wooden weapons will deal less damage should you find yourself the scion of a long line of carpenters, or the protection of a family of painters might leave water unable to bite as deeply into you.

600 cp - Golden Lute

At first, an ordinary lute. But with strings stolen from the three Fates and the Triforce of Power worked into the main body, even an ordinary lute can become a weapon of great power. Now glowing a brilliant gold, this lute acts as an utterly absurd amplifier for song magic. The mere strumming of it is enough to deal damage to those impure of heart or with great evil inside them, no need for even the smallest drop of magic on your part. As long as you were a half decent musician, you could accomplish great feats of magic. As a great musician? You can work miracles with your songs. However... its creation hinges on theft, and it does utilize Power at its core. You'll find it has a mildly corruptive effect on the user. An argument could be made that it purifies your heart as you use it, but when the end result can potentially be something like pure arrogance, you might want to be careful with it.

Knight

100 cp - Shovel of Courage

When the path forward is unclear and there is no path backwards, just dig a new one. You've been given a shovel infused with trace amounts of power from the Triforce of Courage, changing the shovel's nature from 'creating a path' to 'walking the path'. Or, in other words, you'll find that chipping away at the walls that block your path will somehow drag you forwards, the perfect amount to take the next swing. It's not actually all that impressive in the grand scheme of things, but if you overestimate your skill or underestimate your foes, this can be used to get away in a hurry. If you prefer, this shovel can be replaced by a ring that will drag you forwards into the space previously occupied by the foe that you just cut down, but that's something you ought to be careful with - getting in over your head without a way out tends to be pretty painful.

200 cp - Link's House

Despite what you may think, heroing won't always pay the bills. At the end of the day you need a place to hang up your sword and shield and a way to make an honest living. Luckily for you, at least one of those is covered, as you now own a simple house - more of a small cottage, really. It's a little ways into the woods, and while it isn't exactly a path into the future, it does hold potential. In each jump, you may have a small addition made to it. Perhaps a few smithing tools, the start of an apple farm, a small library holding a few engineering manuals... nothing definitive, but something with potential. As something of a side note, the bed is extremely comfortable and almost always gives you a good night's rest for sleeping in it.

400 cp - Kokiri Sword

Well this is... interesting. It would seem that at some point in the past, a sword made by the Deku Tree made its way into the hands of the royal family, and they passed it on to you. The blade is short enough to be used by a child, but large enough to still be comfortable in the hands of an adult. Thanks to being enshrined by the royal family, it's also much stronger and sharper than it was in the hands of the Hero of Time. While it's simplistic and has no special traits to it, it's also one of the strongest weapons in Hyrule. The Master Sword would of course surpass it, but I'm not actually sure where it is... regardless, this is a blade meant for a hero, and it's quite strong as a result.

600 cp - Courage Infusion

...I don't think this is supposed to exist. Not even 'yet', it's just straight up not supposed to exist. It's a nebulous blob of something green that smells faintly of clean wind, a seemingly random and constantly changing selection of flowers, old paper, and a hint of blood. As for what it is, well, it's something roughly akin to a fragment of the Triforce of Courage, as though it had been shattered again. Anyways, this blob of energy can be infused into objects to turn them into an object "of Courage". Generally speaking, that means that it will modify the nature of the item somehow in a way that involves getting you into, or out of danger. A "sword of courage" might cause you to take a backstep after every attack, while a "torch of courage" would cause part of the light to change color if an enemy is in a given direction. A heavier infusion, in the place of multiple smaller ones, would likely create an effect that manipulated the wind in some way, such as a ring that acted as a catalyst for Farore's Wind.

Princess

100 cp - Torch of Wisdom

When in darkness, search for light. When lacking knowledge, search for wisdom. When in darkness and lacking knowledge? Search for both. Luckily for you, your search will be made infinitely easier by this wonderful toy. Somehow you've gotten your hands on a torch that has been infused with a trace amount of the Triforce of Wisdom's power, causing the torch's natural ability to 'illuminate' to upgrade into something more akin to 'reveal secrets'. In other words, the light this torch gives off allows you to partially see through walls or other thin barriers - and, given that there tends to be hidden entrances or items squirreled away inside those walls, it means that the light also reveals those things. Now, the light can go out, a single torch only burns for so long before it runs out of fuel, but should you break this one somehow then a new one will make its way into your possession by the end of the next day.

200 cp - Infused Rapier

Having a weapon of legend would be nice, but not everyone can be so lucky. Instead, how about you 'just' take an infused weapon with you? A weapon infused with a ruby will heal you as you fight, while one with an emerald will poison your foes. Titanium offers a small but simple enhancement in power, while obsidian offers a more powerful and temperamental one. There's even glass if you're feeling bold, but if that's what you want to go with I'll be replacing it with an ordinary and uninfused weapon when it inevitably breaks. Beyond that, I leave the choice up to you. Pick how you want to fight and get to it. As an additional consideration, you may have a dagger instead of a rapier if you wish, but quite frankly I'm not sure why you would want to do that.

400 cp - Princess In The Tower

The fair maiden being stuck in a tower is a fairly common story, though being stuck up there because she's in a cursed sleep or all of her guards have been brainwashed is a bit different. Still, you are now the proud owner of a wing of Hyrule Castle. It's not actually much more than a tower and a bit at the base, but oddly enough it is very well defended. Comfy too, given that it's been renovated a couple of times specifically to be more livable. If you like, there can even be a room or two that you've personalized for use in magic, such as a room chock full of various fortune telling methods, or a music room with enough instruments for an entire symphony. And, as long as you stay inside of it, villains will even consider you as 'caught' despite there being nothing stopping you from just walking out. Other than the brainwashed guards, at least.

600 cp - Wisdom Infusion

And here we go again with things that don't make sense. Aren't you supposed to need a Great Fairy for weapon infusions? Regardless, this nebulous ball of blue energy smells faintly of water both salty and fresh, a hint of ozone after a lightning strike, fresh paper, and rust. If the power here is infused into an item, it will alter the basic nature of said item in a way that allows you to gain information. A simple book infused with the power of Wisdom would become a "book of wisdom", likely transforming it into a history book covering a topic you might find useful, while a "sword of wisdom" might grant you insight into your foes' weak points and the ideal places to strike them. A heavier infusion in the place of several smaller ones would likely involve items with water or lighting themed effects, such as the aquatic shield known as Nayru's Love - there's even a ring that serves as a catalyst for this spell.

Wanderer

100 cp - Boots of Power

Sometimes, trials will block your path. Puzzles that need to be solved, or tests of characters given in secret. Other times, the only thing blocking your path is the sheer potential for violence aimed in your general direction. Luckily for you, these boots were made for walking all over your opponents faces, because they've been infused with the power of Power. And yes, that is a somewhat awkward sentence. More to the point however, when wearing these boots you'll find that your blows land with a small but noticeable increase in force. Were you exceptionally weak or using a poor weapon then this might manifest as all but doubling your offensive capabilities, though in combination with an already strong weapon the extra power would be relatively small. Still, the quicker things die the safer you are.

200 cp - Hidden Cave

For whatever reason, whenever you find yourself out in the wilderness wishing to yourself that you had a cave, maybe to take shelter from the rain or something, you'll find one. It's not actually the same cave every time, but it is awfully similar. There are a few torches on the walls, you could use them to start a fire pretty easily. And the rocks are... surprisingly comfortable to sit on, for being rocks. Look, it's better than nothing, alright? Anyways, if you dig into the walls in the back of the cave, every now and again you'll end up finding a useful item of some kind. Though, oddly enough, those items are more useful to your friends than they are to you. Funny how that works, isn't it? And no, there is not a portal to the future in the back of the cave, no matter how convenient that would be.

400 cp - Partial Power Infusion

And now, the third and final piece of confusion - a small floating blob of red energy that smells faintly of old blood, hot metal, and an ever changing but strong sensation of the elements. It is Power in its purest form, ready and waiting to be infused inside another item. Most forms of armor would then become "Armor of Power", something that would dramatically raise your attack or defense, or perhaps allow you to throw fire. Unlike the other infusions however, there isn't enough here for anything fancy or higher level usage of 'Power' beyond simply being stronger. Still, simply being stronger isn't something you should underestimate... though you would probably be better off if it was tempered with Courage and Wisdom.

600 cp - Conquered Crypt

You don't have a legendary weapon or even full access to your own fragment of the Triforce - hopefully, this will make up for it. What you do have, however, is the spoils of your last adventure to arm yourself with. Shovel, torch, an entire suit of armor with multiple enchantments on it, a weapon of your choice, even some magical rings and scrolls. Simply put, it's the conquering hero's arsenal, the kind of thing that would make defeating Octavian - I mean, Octavo - quite easy. On the flip side, if you prefer a more Hyrulean armory, then I can also arrange for you to pick up to eight tools to aid you in future quests. Things like the Fire and Ice Rods, the Deku Leaf, or the Power Glove, alongside a more familiar assortment of rings, boots, shovels, and torches. Smashing through your opponents defended with a superior kit is a wonderful feeling, isn't it?

Hopeless

100 cp - Petal Trimmer

...What? Even in the future where Ganon's evil is law, you still need to eat. That means either work a job or work a field. Maybe your job is to work in a field? Still, these trimmers are excellent gardening tools that utilize a spark of nature magic to ensure that the more to tend to a given plant with them, the more bountiful a harvest they produce. They're also somehow easy to get into the gardening mindset with. Use them for long enough, and you'll start thinking like a Deku Scrub. Not great for fighting, but maybe you could learn a few lessons on tactics from them? If the trimmers don't appeal to you, you may choose a similar tool aligned with the Goron, Sheikah, Zora, or Darknut instead of the Deku Scrubs. The Skull Mask is exempt from this.

200 cp - Future Relics

The world is an extremely unsafe place these days and it's dangerous to go along, so take this - no, it's not a sword. It's actually a magical artifact! You get to choose between the Magic Cape, the Megaton Hammer, or the Spring Shoes. The cape will turn you invisible using your magical energy, quite excellent for running away from monsters. The hammer, as you might expect, crushes foes with extreme prejudice but requires magical energy to even be liftable. The shoes with built in springs allow you to bounce over enemy attacks and move quite quickly. I'm sure their vague resemblance to the aspects of the Triforce is a complete coincidence.

400 cp - Deku Village

In the Dark World, only two places are truly safe - Gerudo Town, and the Deku Village. You aren't a Gerudo, so I suppose that means you took shelter under the branches of the Deku Tree at one point or another. So I offer to you this - a place, hidden away from the world, where you can rest in safety before venturing back out into the world, or simply cower and wait for a hero to arrive. A sapling Deku tree will ensure the village is kept safe from those with dark hearts and evil eyes. There is one other factor to consider, however - the Deku tree is often known to be the guardian of some relic, be it the Master Sword, a magical gemstone, or a cursed mask, and so you shall find that in each jump one such item will be enshrined underneath the village. Perhaps you may use it to fight the darkness?

600 cp - The Skull Mask

Many many years ago - or, perhaps many years in the future? - a man danced with a dragon until it died, and carved a mask from its corpse. This is not that mask, but damn if it isn't trying to live up to that legacy. The Skull Mask is, in a word, unfair. While wearing it, your weapons become imbued with a dark energy that has a small but not insignificant chance to kill most monsters with but the slightest scratch, an energy that can be concentrated into spikes that are exceptionally painful to be hit by and will heal you as you use them. On top of that, and assuming the mask actually likes you, the energy that it drains from your foes with every strike can be used to drastically empower you, increasing both your strength and durability and possibly giving you a skeletal supermode. Freshly unsealed after hundreds of years, the mask combined its power with Ganon to become even more of a threat - who knows what it could do when fully fed... if it was inclined to work with you.

Shopkeeper

100 cp - Bag of Gold Rupees

Whether it's gold or magical gemstones, money is money and any self-respecting merchant needs to know how to get their hands on the local stuff right quick. Well, in your case you can just avoid the whole issue, probably because you bribed a Great Fairy at some point. As a result of that, you have this lovely little magical pouch that can convert any form of currency into either Rupees or raw gold. Just drop in some ancient coins or some paper bills, and out pops something a bit more tangible. There is a small fee connected to it, moneychangers always take a bit regardless of if it's a man or a fae, but for the most part this is a very useful thing.

200 cp - Solid Gold Walls

Speaking of wealth, you know one of the best ways to show off that you've got the gold? By making your entire shop out of solidified wealth. You own a series of strange blocks that will straight up eat money and then spawn a small but cozy shop into existence, using the weight of your own wealth to ward off monsters and draw in would be buyers. Just, don't stick around for too long, because while the blocks will spit your money back out afterwards, if they take too much damage then that will be deducted from what you get back afterwards. If the place was completely totaled, you probably wouldn't get anything back at all.

400 cp - Crown of Greed

Let's be honest, if there is anything that you could said to be king of, it's making money. So much so that you have a magical item dedicated to nothing but making you more money. Enter this excessively gaudy and ostentatious crown, one that has the effect of doubling the money that you make. Whether it's finding rupees in a bush, on the corpse of a monster, or even from making a sale, so long as you're wearing this thing then you'll end up with twice as much money. Do be wary of wearing it nonstop however, as the magic that empowers it runs on more money - keep it up for too long without actually making any money, and you could end up with less than you started with.

600 cp - Merchant-Tree

Have you ever wondered how so many shopkeepers end up in strange and unusual places? Some of them are just that good about getting into places they don't have much right to be in, but the rest of the time? Well, they cheat. This tree grows a copy of whomever bleeds upon it, as well as a special fruit that will allow you to control that copy from afar. It can be difficult to work two bodies at once, your natural instinct will be to take actions in unison, but with some practice you can have one body make their way into a dungeon and the other setting up shop elsewhere. Of course, should you get attacked by someone - or worse, killed - you'll feel everything up to and including discovering what the sensation of dying feels like, but as long as the 'real' you is safe... well, it didn't quite count I suppose. Oh, and do keep in mind that the tree can only put out so many copies. More, as you might expect, will cost you. It grows one per year by default, or you can pay an escalating amount for it to immediately grow another - first one hundred rupees, then one thousand, then ten thousand... though, if you had that much, you could probably retire and not need this thing.

General

100 cp - Torch and Shovel

Now I know what you're thinking - what if I already have one of these? Well, the answer is you're probably going to need more than one before too much longer. While these are utterly ordinary in effect, there's something to be said for never needing to worry about not having them. That's why I'm offering you these two tools. Maybe you can infuse them with something, or maybe you'll drop them like a hot potato as soon as something already enchanted shows up. Still, when those things inevitably break, these two ordinary and un-upgraded pieces of gear will be there waiting for you.

100 cp - Hibiscus Potion

When it comes to cursed sleep, there are usually only two solutions. The first is to play a song that holds a deep meaning to the dreamer, one that they could not fail to answer your melody with a shout of joy for you having played it for them. Sadly, not everyone holds such a song in their heart. In times where music fails, this potion answers. Strictly speaking it's more like a concentrated dose of alertness taken from Hyrule's borderline magical harvests than an actual cure to the curse, but you'll find that making someone drink even a part of it will wake them right the fuck up and even leave them with a temporary immunity to being cursed back to sleep as the potion works its way through their system.

200 cp - Friendly Fairy

Having a lesser Fae as a guide is a fairly common tradition for those who have inherited the Spirit of the Hero, so I suppose it should be no surprise that there is one in this era lending a hand as well. And though you may not be the hero, this little fairy seems not to care, flitting about in the sky and offering helpful advice whenever it can. They do have a tendency to assume that you know nothing, as though you were a wanderer from another world, but they also know a surprising amount about almost anything. Though, uh, if you should be a villain, you'd likely find their help to be more like panicked shrieks about how they rather hope you get your ass kicked no matter how cool and useful your personal weapons' unusual attack pattern is.

200 cp - Map Charm

Information is king, so the more of it you have the better off you are, right? That's why these five charms exist, each of them serves to locate things in the surrounding area. Cave, Skull, Chest, Warp, and the Telescope. The first four, when placed on or near a map, will automatically add the locations of their relevant locales to said map, as well as a small amount of information on them. And, for the record, Warp can be your choice between methods of travel or merely concentrations of Sheikah (or similar) technology. The telescope is a bit odd in that it doesn't automatically locate things, but merely enhances the quality of the map, perhaps adding elevation lines to a map of a mountain or a more accurate depiction of property lines to a map of a city. Regardless, you may pick two of these charms to grab for yourself.

400 cp - Sheikah Stones

The Sheikah are basically a clan of Ninjas - ignoring their fashionista cousins at least - and as such they use a great deal of misdirection to serve their king and country. That's why they invented teleportation, to sell the illusion they were everywhere and knew everything - and thus, Sheikah Stones. Scattered across the countryside of wherever you might end up, you'll find a series of black and blue stone monoliths with the Sheikah eye engraved on them. These stones can be used as a source of healing, to teleport between them, or even as a seal on a cave containing monsters or such. More to the point, for any stone that isn't in a major population center, you're now guaranteed to find a small cave nearby that contains a puzzle or perhaps a trial by combat, with a reward suitable for the challenge.

400 cp - Fairy Fountain

Scattered throughout Hyrule are many hidden caves, tunnels, and ruins. In many of these places, monsters stalk through the darkness. In others, however, there is a light. A Fairy fountain, or if you're truly fortunate, a Great Fairy fountain. And you are lucky, because you now know the locations of two such places. By default they're somewhere nearby your starting location - close, but not too close. Far, but not too far. Perhaps hidden, the Fae do love to test mortals. Regardless, these two Great Fairies will sell weapon infusions - emerald, ruby, titanium, and obsidian. A third, 'evil' great fairy will also sell Glass weapons if you desire them, but she's a tad bit harder to find.

600 cp - Ultimate Weapon Trial

Hidden within Hyrule Castle are a number of weapons, passed down through the generations. Some of them are weapons of ordinary but superb make, while others have a hint of something *more* to them. The Kokiri Sword I believe you have already seen. It's no Master Sword, but it is touched by the Deku Tree in such a way that it is more than it ought to be. Regardless, one such vault has been entrusted to you, a vault that will refill itself in each future jump. Within it lies a weapon worthy of legend, though you will need to prove yourself worthy of it before you will be able to claim it for yourself. A test of courage, wisdom, or power is fairly traditional and also relatively fair, don't you think? Weapons in later jumps are similar - never the *best*, but nor will they fail you in any meaningful manner.

600 cp - Shop of Black Fates

Though there are three Sheikah Weavers in Hyrule, should you be exceptionally unlucky then you will make the acquaintance of a fourth, one dressed entirely in black. She is not the fate of anything, not like how the weaver in green holds an association with Courage. Still, if you want to make a joke, you might compare her to the empty space in the middle of the Triforce. Upon meeting her, she will inform you that it was not your fate to die this day, and bring you back to life. Before she does however, she will offer you the chance to purchase an advantage of some kind, such as an extra heart container or a useful tool. The currency she uses are diamonds, but don't worry too much about that - it's more of a metaphor for your ability as a hero than an actual currency. As long as you've been doing well, you'll be able to afford most of what she's selling.

Companions

100 cp / 300 cp - Import

All things considered, Cadence's arrival in Hyrule isn't something anyone could have foreseen, hero or villain. In the interests of defeating this curse, perhaps you might consider throwing a few extra people into the mix? You may import two companions into the jump for 100 cp, or a total of eight for 300 cp. They gain 600 cp to spend and all the same choices you do, with the exception of not being able to buy companions or take drawbacks.

100 cp - Export

And hey, someone better help Cadence get home, right? The crypt she came from is somewhere you can go after all. Or, maybe not, and you're just looking to pick up a little extra help. To that end, I'll allow you to grab someone from Hyrule and take them with you on your chain as a companion.

Drawbacks

+0 cp - Endless Possibility

Hyrule is a storied land, with tales from decades ago and millenia past told in equal measure. Though, they often feature the same three individuals who just will not stay dead, so perhaps Hyrule really only has one story that has yet to end? Still, it's entirely possible that you are a part of that story in some form. Should you take this option, then people will remember you - and in an unusual change of pace, this notably includes the people from beyond The Town Whose Name Was Stolen, such as Cadence.

+100 cp - His World

Well this is exceptionally unfortunate of you. Instead of starting shortly after Octavo casts his curse of sleeping across all of Hyrule, you'll be starting later. Much later. Twenty five years, to be precise. A dark future where Hyrule is split between the dark forces of the Necrodancer and Ganon himself. The good news is, you don't really need to deal with the Necrodancer as he will quickly paradox himself out of existence. The bad? Ganon, and everything that comes with him. The only saving grace is that I'm not going to be dumping you inside Castle Hyrule, so you'll have a chance to hide or run away.

+100 cp - Escape From The City

Another of Hyrule's wonderfully charming quirks is how wacky its geography can get at times, even more so if the Great Fairies end up redesigning the ley lines beneath the earth. Things - and by things I mean rivers and mountain ranges - don't always stay where you leave them. But, right here and right now? Hyrule is easily four times the size as it probably ought to be, and none of that is empty space. It's filled to the brim with more monsters, more caves to explore, more citizens to save - why, you might even find a village of Rito somewhere in this extra space. Luckily for you, Octavo still only has four champions, but... Well, good luck finding them in all of this.

+100 cp - Free

You know what's really great to have in the middle of an epic quest? Supplies. Bombs, arrows, maybe a healing potion or two. Sadly, all of those things take money, and as nice as the average Hyrulean citizen is on an average day, most of them do still try to make at least some profit. And you, my friend, are going to be dead broke more often than not. Maybe your wallet has a hole in it, or maybe you just keep dying and having your corpse looted before the Sheikah Weavers can bring you back to life. Either way, I hope you like being poor. Because, you know, you are.

This drawback is doubled in value for the Merchant origin.

+200 cp - Worth A Chance

Octavo's curse. I've mentioned it a few times before, and by now I hope you know what it does. It forces all to act to the tune of the beat that he controls, actions only able to be performed in a twisted parody of the steps to a dance. And you can't. At all. You have absolutely zero talent when it comes to dancing. You can probably sway with the beat, and you might be able to play, but anything more complicated in lightly stomping to said beat is probably going to result in you tripping over your own feet. Or in nothing at all, seeing as that sounds like an action not performed to the beat and thus not allowed in the first place. Hopefully you won't need to fight.

+200 cp - This Machine

It wasn't enough for Octavo to curse Link and Zelda into an eternal slumber - as soon as he realized one of them was up and about, he also cursed the method of waking them up. Thus was born yet another Shadow Link and in a rather strange turn of events, Shadow Zelda as well. It's really quite hard to make a shadow copy of someone with a heart of pure light, kudos to Octavo for managing it. He's also managed to make one of you, and unlike Link and Zelda's shadow it won't be waiting in place for you to arrive - instead, it will be running around Hyrule making a nuisance of itself, undoing as much of your hard work as it can, and generally thwarting your plans however and whenever it can.

On the flip side, should you defeat your own shadow without outright killing it, you may take it as a companion if you wish.

+200 cp - Fist Bump

As far as villains go, Octavo is actually pretty clever. He's got his flaws, make no mistake, but he successfully wiped out Hyrule's defenders in one fell swoop and left the nation completely ripe for the taking. If only the Triforce of Power hadn't sought out Cadence, who then reawakened Link and Zelda... But, I digress. For the duration of the jump, your friends and allies are going to be completely and utterly useless. They either can't or won't help you for some reason - such as being in a cursed sleep or simply being confident that you can handle things, or just generally seeming to be allergic to helping you out. Fighting is obvious, but even building something or performing simple tasks seems to be too much for them. This isn't just your companions either, but any local allies you might pick up along the way.

+300 cp - My Destiny

The worst thing about all of this is that Octavo is genuinely a hero. Not even in the 'hero of your own story' kind of way - he's doing all of this to save Hyrule from Ganon. Unfortunately, there's this thing involving a prophecy, and those are just generally a bitch to deal with. Even time travel is simpler, and that has a tendency to fix or ruin everything. Much like him, you've got a prophecy that you've either misunderstood or are attempting to avert somehow - and in the process, you'll be drawn into conflict with none other than yourself. Not a shadow of yourself, like Link and Zelda did, but your own evil self from the future, likely corrupted by the power of the Golden Lute or the Triforce of Power. Stronger, wiser, perhaps a dash less sane, and certainly less handsome... I would wish you luck, but that likely has nothing to do with this.

+300 cp - Throw It All Away

The penalty for failing to move in time with Octavo's curse is to not be able to move at all. This is a fundamental fact, and all things considered, could be far worse. So, let's do that. From here on out, whenever you miss a beat, you will take damage. To the average Hylian, this means as little as six missed beats could bring you to death's door. You may or may not be a bit tougher than that, in which case this will simply HURT a great deal more than it ought to. I do hope that you can dance worth a damn, jumper, because if you can't then you'll quite literally have the life sucked out of you by the curse.

+300 cp - Infinite

Hyrules borders shift and turn with the changing of the aeons, losing or gaining ground to nearby nations or the rampages of evil wizards and dark beasts. Outside of Hyrule, there is simply more land. Calatia is to the east... usually. In this era, however, you will find that Hyrule's borders are occasionally marked with strange doorways and passages that lead to nowhere at all. Behind one you might find a nice man relaxing in his house, but behind others... Before too long into the jump, you'll hear rumors of strange beings made from countless purple orbs flooding in from those places. At first the creatures aren't too powerful, your average Dalia would stand a chance against them. Relatively quickly however, the shadow bugs will begin to turn themselves into shadowy copies of Link and Zelda - but not Shadow Link or Shadow Zelda - amongst others. These things don't seem to have any guiding force or plan, they simply attack everything they see.

The End

Go Home
Move On
Stay Here

On triforme infusions

There's enough of the stuff to make at least a dozen objects, or one or two really good ones. Please do not try to infuse an already legendary weapon, such as the Master Sword.

On Conquered Crypt

Literally just one item from each slot in Necrodancer, pick anything. Alternatively, one slot from Cadence but you get to pick some extra tools as well because there are less armor slots in Cadence