



The Legend of Zelda - Fallen Goddesses
Jumpchain by Cthulhu Fartagn

The Story Thus Far

In the beginning, before light and dark had yet to come into creation, there were three goddesses. Din, the goddess of Power. Nayru, the goddess of Wisdom. And Farore, the goddess of Courage. Together the three of them created everything that we know. Din sculpted the earth and created the foundation of the world. Farore created all living things that were placed upon that earth. And Nayru created law, determining how those things would act and interact. Together, these three things eventually gave rise to civilization.

From there, the goddess Nayru created a lesser goddess by the name of Hylia, and the three golden goddesses granted her an artifact containing a small portion of their divinity, to help her guide the growth of the world. What happened after that is divided in two. It is known that Hylia fought a living shadow by the name of Demise, and was cursed by it. What is not known, however, is what the golden goddesses did. In truth, within a few thousand years, their names had all but passed from history entirely.

As time passed, even the temples devoted to them fell to ruin. Sometimes, with the turning of the eras, there was a renaissance of sorts where the worship of them was rediscovered and brought back to light. A number of women throughout history known as the Oracles have taken on the names of the goddesses as part of that, but even that faded in time.

More recently, thanks to the actions of Calamity Ganon, there is no longer a single shred of evidence in this world that there were ever any goddesses by those names. No worshippers, no oracles, no temples. Only symbols with long forgotten meaning... including a golden triangle that was assumed to be an artifact of Hylia's divine power.

Somehow, this has resulted in the golden goddesses falling from the heavens entirely, rejected by them as their divine power dwindled to nothing. They crash-landed in a field somewhere near Hateno Village, and were soon set upon by monsters. Fortunately, the hero of this era, Link, and the many times descendant of Hylia, Princess Zelda, heard the commotion and intervened.

From there... Well, this is a story about three formerly all powerful goddesses learning how to be mortals now that they've lost their power. It's quite silly at points, and deeply touching at others.

+1000 cp

This jump has no origins. Instead, you may discount one perk and one item of each rank to half off. 100 cp perks and items become free when discounted.

Perks

100 cp - Falling From The Heavens

The idea that being completely forgotten as a god is a terrible thing to the gods is not a new one, though it is a bit strange to see it applied to a creator deity. And yet, with no proof in this world that the Golden Goddesses were, in fact, goddesses, it ultimately rejected them and cast them out of the heavens. I can only imagine this would have been incredibly unpleasant to discover, especially as being cast out of heaven seems to involve spontaneously appearing somewhere in the stratosphere and then falling down to the ground. Fortunately, through mystical means that probably boil down to you being more important than the ground, you are largely unable to die from fall damage. It will hurt, sure, but give it a moment or two and some unpleasant looking twitches with which to shake it off and you'll be right as rain.

100 cp - Divine Mother

While Farore created almost all life that resides on the world that the Golden Goddesses created, she did not create all life. The Parella are something Nayru made in her own image, and I suspect Din made the Gerudo. More than that, however, is the fact that Nayru made the goddess Hylia to serve as guardian of the Triforce. This caused both joy and sorrow for Nayru when she first met Zelda. Thanks to a fragment of divine Wisdom, you are now capable of determining your relation to someone with but a glance. Tracing their exact lineage over tens of thousands of years would take careful study, but simply knowing that someone is in fact descended from you, or is your daughter's reincarnation would be revealed to you with nothing more than laying eyes on them.

100 cp - Incarnation Of The Desert

The body of a goddess is an interesting thing. Din's true form is something like a living volcano, while Farore is an angel made of flowers. Both are not quite disturbing for mortals to behold, for mortals were never meant to behold those forms. But I'll put that aside, as it is your disguise that matters more. Your body now resonates with the Power of a simple concept or element. Perhaps, like Din, even when disguised as a mortal - or cast out of the heavens - you might find that your core body temperature is hot enough to cook an egg. Or perhaps you might be light and nimble like a bird, born of an affinity for air, yet oddly sturdy with skin like an ancient Deku Tree's bark. This will never approach a level where it seriously inconveniences you, though it may be slightly uncomfortable without some consideration.

100 cp - Gremlin Energy

Courage is trying new things, which is a very profound way of saying that you need to eat this frog. Eat it. EAT THE FROG. Ahem, anyways. As far as the world is concerned, you are a natural part of it, someone who exists in harmony with all things. Animals may be skittish, but they won't flee from you the moment they lay eyes on you. Plants and stones with sharp edges will hesitate to pierce your skin. Poison is just slightly less effective on your robust biology. All of that to say, you can get into quite a bit of trouble exploring for hidden things or secret places because those things have no need to fear you. And yet, at the end of the day, you'll find the mud coming out of your clothes easily as you settle down for the night... so that you can do it all again tomorrow. Now. You're going to eat the frog, right?

100 cp - I Hear Screaming In The Distance

It's somewhat embarrassing to say this, but for a god who was simply not paying any attention to the world to suddenly find themselves confronted with it - well, it can be rather surprising. So much so that you may find yourself screaming exceptionally loudly as you are rudely confronted with the fact that gravity no longer recognizes your claim over it. Luckily for you, there is still some faint resemblance to Hylia within your nature and as such you will find that during moments of great distress your screams, screeches, and general noises of panic will ring out slightly louder than they ought - and, more often than not, reach the ears of someone willing and able to help out. It is not quite something so simple as 'summon hero', merely a tendency for your ills to become widely known. But sometimes that is enough.

200 cp - How Do You Do Fellow Mortal

The Golden Goddesses are many things, but well socialized is not one of them. At least, not outside of themselves. You possess two things. The first is a truly absurd amount of knowledge about the culture of a race of your choosing... that is outdated by several hundred years minimum, and potentially tens of thousands. You may well remember the moment the Zora became the Rito in order to escape the cursed waters of the great flood. Unfortunately, that is not so helpful. The second trait that you possess is that whenever you give an honest apology with intent to either not repeat your mistakes or to overcome them, you will find ruffled feathers being soothed and yourself largely forgiven. It's not your fault that particular turn of phrase suffered from linguistic drift and became an insult. Just... don't do it again, alright?

200 cp - The One Who Invented Sand

A fraction of a fraction of the power that created the world is still a great deal larger than zero, and so even in their reduced state the Golden Goddesses possess a number of abilities. The manipulation of the elements is merely one of those techniques, though it is a fairly useful one. Much like them, and potentially for the very same reasons, you have a similar connection to the material world. You may choose between having an exceptional level of prowess over a single element and having a lesser but still excellent amount of control over two, or even three of the material aspects of the world. Any more than that and I'm afraid the power will be too far diluted to be of much use. Having an affinity for the elements also means having one for the various races that vibe with that element, but we'll get there later. For now, enjoy being able to throw fireballs, step on the wind, or cause sandstorms.

200 cp - Imparting Wisdom

While it is technically Nayru who is the Goddess of Wisdom - well, by now you should know that the punchline is that right now she isn't a god at all. That leaves Zelda as the stand in for the position. Suitably, after the 100 years of holding back Calamity Ganon, Zelda has been thinking about becoming a teacher. The local kids are a bit leery of this strange lady, but she is very smart and is friends with Link... Anyways, due to your faint connection to one of the goddesses, you have an easy time teaching things that fall under their domains. Combat and forestry for Farore, dancing and various aspects of desert life for Din, various arts and crafts and of course raw magic for Nayru, and perhaps even the various skills needed to lead for Hylia. Mind you, there's a bit of overlap - a connection to Din could let you teach combat just as well as Farore - the hero may be a titan of physical prowess, but the Gerudo are no slouches themselves.

200 cp - Professional Babysitter

As the once personal bodyguard to Princess Zelda and later a Champion... you have a great deal of patience for the shenanigans she got up to as a kid, as well as the large personalities of the other Champions. This is something that going to come in very handy when dealing with the three goddesses, as they are VERY fixed in their ways due to literally being older than the fucking dirt... and yet oddly innocent and eager to learn about all these new exciting things. Just imagine Zelda geeking out over the guardians back in the day, then multiply it by three. You may actually have the patience of a saint. Or maybe saints have the patience of you.

200 cp - Seeker of Lost Things

Just because Demise and Ganon have destroyed all of the temples to the golden goddess, doesn't mean they actually destroyed all the temples to the golden goddesses. I'm sorry, does that seem a bit strange? Let me rephrase. Just because they destroyed all the temples they could find doesn't mean they destroyed all the temples that existed. And then there's you, an extraordinarily skilled ruin hunter, an exceptionally knowledgeable religious historian, and perhaps merely exceptionally lucky overall. If anyone was going to prove that a goddess did in fact exist and find a long lost temple, it would be you. Of course, by the same metric, if anyone was going to systematically hunt down and destroy that evidence... it would also be you.

400 cp - Oracle of Jumper

Throughout history there have been many women who took on the name of the Golden Goddesses as part of their worship. Some of them may have been simply random women, but others possessed truly grand powers that make it easier to believe that they were in fact mortal incarnations of those goddesses, much in the same way Princess Zelda is often Hylia. Whether this was true or not is less relevant than the fact that you can now make it true. You may select a divine domain you possess, or lacking such a thing merely choose a theme of some kind, and then grant lesser copies of any powers, abilities, or artifacts you possess within that theme to an individual of your choosing. This person then becomes your Oracle, and will find themselves acting in a manner you find acceptable. Whether that means taking a hands off stance to mortal politics, or instituting a religion focused around themselves is mostly dependent upon your own opinion of such things.

400 cp - The Goddess Is A Gerudo

The mortal forms of Din and Nayru are fairly normal Hylians, but Din is unmistakably a Gerudo. Despite this, they are without a doubt sisters. As goddesses, this is because each of them is worshipped - or rather, was worshipped - under many different guises and possibly even names. The Zonai assumed Nayru to be an owl-like creature with the body of a cat, for example. As for you, well, you now have the ability to expend a good portion of magical energy in order to change your species. Whether this is becoming a Rito like Farore can, or a stranger shape like Nayru has depends upon your connection to that species. Simply being fond of them or having things in common would cheapen the technique, while specifically being worshipped by them would grant stranger shapes. If you do not have energy to spare, you may also use a simple illusion to appear as this other form, rather than actually take it on.

400 cp - Divinely Skilled At Being Yourself

Just because the goddesses are out of date on almost everything doesn't mean that what they have now is useless. Even if the names and terms change, Nayru invented mathematics and knows it like no one else, and while Din's fascination with dancing may be old, she is no less a master of them... and that same fascination lends itself well to learning new ones fairly trivially. With this, you may pick a field of study. Mathematics, magic, blacksmithing, dancing, perhaps forestry or cooking. You are now absurdly, hilariously good at that thing, for you had a hand in its creation when the laws of physics were yet to be fully decided upon. For now, this limits you to what a regular, if highly skilled Hylian could pull off - which is nothing to sneeze at, mind you. With time to practice, some effort put into regaining your divinity, or even purchasing some of the other options, what you're capable of will expand dramatically.

400 cp - You Look So Much Like Her

You are not a god. You are but mortal, placed on this world for a fixed, if generous, amount of time. Or at least, that's what I'd like to say. Somehow, you're both god and mortal, a similar existence to the now vastly weakened Golden Goddesses... except for the fact that you gave up your powers for the sake of love, rather than lose them due to the turning of the eons. This has two effects. Firstly, it leaves one of the local divinities of this world - and future worlds - rather fond of you, as your other self was on good terms with them, if not outright favored. Secondly, it allows you to, quite frankly, pull various powers and abilities out of your ass during times of emotional stress. Is the loved one you gave up your powers for in danger of dying? Sure would be great if you just randomly gained the power to call down hilariously large amounts of light energy in order to defend them.

400 cp - And In The Chaos I Create Again

The form that Calamity Ganon took after being purged from Hyrule Castle, the Dark Beast, is... somewhat contentious in nature. Some say that he knocked himself loose from the cycle of reincarnation to manifest it. Others say he simply advanced along it faster than intended, defying the heavens as he is wont to do. What matters... is that you can now summon miniature versions of the Dark Beast. They aren't particularly smart, and are only as powerful as the Malice you can muster up while making them, but they're rather like sponges for dark energy and will quickly grow in power and threat if left to their own devices. I'm not sure why you would want this power, but you have it. If need be, you can sacrifice monsters to speed their growth, but I'm not going to offer you any control over said monsters with merely this. Have fun!

600 cp - Your Prayer Is Answered

The three goddesses fell from the sky in the years after Calamity Ganon's defeat. They then lived with Link and Zelda in their house for some time, learning to be mortal and about the world they had created. This is known. Why, then, do I have records of Nayru descending from on high in the form of a Griffon, a symbol of wisdom among the Zonai, and quite literally having a kaiju battle with Calamity Ganon? Why do I have records of her appearances during the Imprisoning War? Probably because one of the goddesses got their power back, saw the dragon-that-is-Zelda floating in the sky above, and promptly decided they needed to know what the heck was going on. Despite what you're thinking, you do not natively have any particular power over time. Rather, you have the ability to respond to prayer and be heard. Up to and including responding to prayers that are tens of thousands of years old in real time. If that seems contradictory, don't worry about it. Your favorite mortal requested some divine intervention, so you'll retroactively decide to manifest an avatar in order to beat the shit out of her foes.

600 cp - One Third Of The World

The fact that the Golden Goddesses created the world is undeniable. However, with their personal history all but erased, what each goddess is personally responsible for is... a bit up in the air. With this perk, who's to say that one of those goddesses doesn't bear a heavy resemblance to you? Or who's to say there weren't four goddesses? Simply put, as part of the three, or alongside them, you are now one of the beings who created this world. I'd suggest replacement, the number three is far too integral to the universe for there being four creator deities to make sense. Regardless, this leaves your upper limit for divine power absurdly high, though your own personal reserves of the stuff is fairly modest. Of course, you can always stockpile faith for later use if you have any larger productions you want to put into motion. Optionally, this may come with your own personal Triforce fragment that operates on similar rules to Oracle of Jumper, allowing mortals to invoke your divine power.

600 cp - I Mourn For Who He Used To Be

A rather amusing turn of affairs is the fact that Din has absolutely no idea who Ganondorf is or why he would be special, and in fact is rather mystified by how green his skin is. She has no idea that he is the incarnation of Demise's curse. She has no idea of who Demise really is. Oh? What do I mean by that? Well, just as Hylia is Nayru's daughter and greatest creation, the god that Demise used to be was created by Din. The details are unclear, but it seems he was corrupted in some manner and fought with Hylia over the Triforce - and, of course, was eventually cast down. If you buy this perk, that may even be true. In fact, if you buy this perk, you'll find yourself able to modify the cosmology of future worlds in a few ways before you properly arrive in them. At a base level this will allow you to choose between conflicting backstories and declare one of them to be true, and at higher levels you could declare some great evil to secretly be your long lost brother. Who hates your guts, admittedly, but still family.

600 cp - Worthy of Worship

The gods of this world are not as you may be familiar with. They do not demand worship, or rule over creation as the kings of kings. Rather, each god in this world is assigned a duty. The care and stewardship of a portion of the world. The forest spirits make sure the trees grow tall and strong. The mountain gods ensure that those who delve beneath the earth are suitably rewarded. Hylia, goddess of time, exists to ensure that the world continues on - though she often favors Hyrule as she does this. As a result of this, the gods of this world do not need to demand worship, for it is freely given as the reward for their deeds. From here on out, people will - correctly - identify any divine workings you produce as being you placing your finger on the scale, and will respond accordingly. As such, you will find that spending time and energy on championing your domain will see it grow in power, popularity, and even resources - both for the mortals and for yourself. This is your job. It's only natural you get paid, no?

600 cp - Those Goddesses No Longer Exist

Time marches ever onwards, and it waits for no one, not even the ones who created it. ...Well, I'd like to say that, but sometimes it does double back whenever Hylia is feeling tricky. Still, the passage of time degrades all things, and the gods who created this world are no exception. Through treachery, dark magics, and more than a little bit of luck, Demise has erased all evidence that the Golden Goddesses ever existed. And with that, stolen their divinity from them. This is now a feat you may replicate. By destroying ruins, by killing worshippers, by burning books, by slowly erasing any and all evidence that a god ever existed or was worshipped, you can weaken them. And if you ever reach the point where no one is worshipping them, where no one even knows their name - why, they might stop being a god entirely and be kicked out of the heavens, exactly as the golden goddesses were.

Items

100 cp - An Ordinary Apple Tree

The natural bounty of Hyrule has always caused the nation to be a land of plenty. Even in the midst of the Calamity, few went hungry. The wild grasses that grow everywhere can be harvested for simple grain, fish and game are abundant, and fruit trees produce enough for a man to have a meal practically every day, and merely slow rather than stop with the coming of winter. One wonders exactly how much of their divine essence the Golden Goddesses pushed into this land. Regardless, you now find yourself the owner of a good sized apple tree that sits somewhere close to your home. Perhaps in your yard, or even just outside of the cave you live in. The apples produced here are always delicious, and have the property of mildly restoring magical and even divine energy. Not in any great amount, but enough for a recently deposed goddess to do some parlor tricks.

100 cp - Rest Your Weary Head

One hundred years ago, a young boy who went off to become a knight lived in a house just to the outskirts of Hateno Village. The house lay empty for a long time, and was eventually planned to be demolished - until a man wandered into town and offered to buy it. Both the boy and the man were Link, and this house is his house. You have one much like it, fairly close to a major settlement of your choice or even just in the middle of nowhere. It's on the smaller side, suitable for two people to live together comfortably. Maybe three with a bit of careful furniture planning. Five? ...Well, I can give you a bigger bed, but really, there isn't enough room here for that. Optionally, it can have a 'basement' in the form of a small cave under a nearby well that you can store things in.

100 cp - Lil Dude

Aw, you made a friend! While wandering through the woods one day you stumbled across something interesting and so attempted to investigate. The end result is that your new friend followed you home! Go ahead and take your pick of the woodland animals. Maybe a cute little frog - NOT for eating, Farore, Zelda - or a bird that has decided it likes to sing to you? If you want something a bit more substantial you could even have a dog. Great for going on an adventure with, dogs. Of course, now that you've made friends like this, you have to be ready to help them out a bit. Frogs like to live somewhere just a bit damp, which houses usually aren't. Take good care of your friend and they'll take care of you.

100 cp - Simple Regalia

The thing about falling from the heavens unexpectedly is that you don't really have time to pack any of your things, you know? In fact, you could come down with absolutely nothing. Including clothing. The three goddesses certainly spent enough time wearing Link and Zelda's spare clothing. Regardless, you've had some time to get used to mortal life, and get together an outfit that actually suits you. It's relatively high quality and has a number of golden accents that make the whole thing pop and makes you seem regal rather than simply well dressed, and is mildly functional as armor due to Fairy blessings. As a small added bonus, this includes a replica of sorts of an item of your choosing. An utterly ordinary ocarina, perhaps, or maybe a circular harp similar to the one a certain Oracle would have used in ages gone by?

200 cp - Nature's Bounty

Have you ever had pizza before? Or fried chicken? What about donuts? No? Well then I've got something pleasant for you. You now have a small supply of edible materials, fruits, vegetables, grain, even some fairly high quality meats, as well as everything you'd need to cook them, be it in a house or over a campfire. There's more than enough here to feed a group of five for several days, after which it will mysteriously restock itself. There's also an attached recipe book, which will oddly enough carry a few recipes that no one has ever heard of before. Like Pizza. What is cheese, and where are you supposed to get it? Who knows, but if you can find it then I'm sure it will be delicious.

200 cp - The Legend of Jumper

Once upon a time, there was a dipshit. The end. ...What? Don't give me that look, your story hasn't been written yet, how could I possibly tell you about things that haven't happened yet? Well I suppose I could if I was psychic and precognitive like Zelda sometimes is, but I'm not, so I can't. Instead, you need to get out there and go do things. Once you're done with that, I'll arrange for your endeavors to be carried forwards into future jumps as part of the local mythology. Become a hero like Link? There will be stories of a wandering knight with a holy blade fighting evil in pretty much every corner of the world. Or, if you're a god? Well, that would be interesting. Hopefully the local gods won't take umbrage with you showing them up.

200 cp - Holy Springs

Scattered throughout Hyrule are a number of large rounded statues of a winged woman praying. These statues are generally accepted to be of the goddess, Hylia. Most of them are hidden away inside towns and villages, just off the side of the main road or perhaps in an out of the way nook. Some of them, however, are out and about in the land. In specific, there are three of them hidden in springs deep within the wilds of the land. They are known as the Springs of Courage, Wisdom, and Power. You may choose one of these springs. Once per day, should you visit that spring, you will find the scale, horn, tooth, or claw of one of the three elemental dragons that roam the skies. These can be used in cooking or simple alchemy to produce superior results, or worked into weapons for the elemental prowess. Said effects can also be vastly amplified should you hold some affinity for them.

400 cp - The Gerudo Who Live In Snow

Have you ever wondered what happened to the Parella Tribe? They were a jellyfish-like species of aquatic beings who were well known when the world was young. Interestingly, Nayru's 'true form' is also vaguely like a jellyfish. Perhaps Farore made them in her image? During your time here, you'll eventually stumble across something unusual - either a new species that otherwise wouldn't have been present normally, or a very old species making a comeback. It could be anything, from a subspecies of the Gerudo who are almost entirely male and live in arctic environments to the Mogma, a Din-aligned species that haven't been seen or heard from since Skyloft fell. Luckily for you, they'll have a natural inclination to either worship you, or whichever god you serve as champion to.

400 cp - Temple of Time

There have been many places bearing this name over the years. More often than not they guard some sacred artifact that Hylia has left behind for her hero to make use of when the time comes. In this day and age, however, the temple is little but an empty ruin that marks where the Zonai once ruled from. Not that anyone remembers that. However, though it may be empty, people still know what it is, and that generates a thin trickle of faith that a god could make use of. You have a similar temple in Hyrule, or even a far off land such as Labyrinthia. Perhaps it is a mirror to the Temple of Time, or perhaps it is a radically different thing. If you aren't a god yourself, then it is likely the temple of a god that you worship. And, as said, may contain some treasure that you can make use of.

400 cp - A Million Tiny Things

Link traveled across the land searching for the answer to who he really was, guided by Zelda's distant voice. In the end, he saved her from Calamity and the land with her. While he started out empty handed with only an axe and a few apples to his name, he very much didn't end up that way. After all, if nothing else he was able to buy his house again. Much like him, you've wandered through the forests collecting insects, gone mining in the mountains, cut the grass in the fields to acquire rice and herbs, and perhaps even assaulted Moblin camps for their teeth and fangs. You have a significant supply of every wild thing Hyrule has to offer, from food and drink to the arms and armor that people forged during the 100 years of Calamity. You even have the right to wield the Master Sword, though in its current state you should probably let it rest a while longer.

600 cp - A Ruined Temple

I said before that every temple to the Golden Goddesses was gone. But that isn't true. Instead, it's merely every temple that the world knew about that is gone. Somewhere out there in the world exists a fully fledged and marvelously intact temple that exists solely to worship you. Unfortunately, the entrance is hidden away, or perhaps it sank into the ground like Din's Temple of Seasons once did. Such things happen, unfortunately. The good news is, upon buying this, it becomes certain that the temple will be discovered relatively early into the jump. If you happen to be a god, that would provide you with a massive influx of faith as people begin to correlate old legends with the records held within those hallowed walls, and come to the conclusion that you are the one they were really about. Archaeologically speaking, you could in fact make a religion out of this. If you aren't... well, you can instead 'donate' the effect to a god of your choice.

600 cp - Triforce Fragment

In this day and age, the Triforce is something of a relic of the past. It hasn't been seen in a small eternity, though the symbol of it is still quite important. Hyrule's divine bloodline that grants its members power over light even expresses itself in the form of three triangles. As for where the real one has been all this time - why, it's been right where it belongs, in your hand. Whether you're a god qualified to use it, or even a god capable of making one, you now possess a fragment of the Triforce. If you wish to be associated with Courage, you'll find it granting any number of abilities relating to movement, the manipulation of life energy, or even just absurd levels of resistance to any number of ailments. If you instead want Power, you'll find it granting power over the elements, deep reserves of health, stamina, and magic, or perhaps transforming your body into a more perfect version of yourself. If you wish to be associated with Wisdom, then it may instead grant great skill with barriers, wards, and other magical defenses, a variety of clairvoyant or precognitive abilities, or even allow you a limited ability to manipulate time.

600 cp - Curse of Hatred

For longer than history can record, and through multiple paradoxical eras of history, Hylia has watched over the world. Eventually, things will reach a point where life is good and her guiding hand is no longer needed. In those cases, she will often reincarnate herself and her chosen hero, to live as mortals and fall in love once more. Except fuck her, because that's also when some Power hungry madman shows up to ruin everything for everyone everywhere. And even if they're defeated, it's not impossible for some random monster to suddenly grow stronger and become a threat to the nation almost immediately after. Demise really does hate losing, and his curse has been ruining Link and Zelda's fated romance for literal eons. And then there's you. What do you hate? Whom do you hate? Merely chose a target, and a similar curse to Demise's Curse of Hated will kick in and begin to slowly ruin that one person's life. Things will go wrong, rivals will grow more powerful, even luck will seem to abandon them. And even if they manage to overcome these odds, they'll do so in a manner that deprives them of something important. And then another champion will arrive to do it all again. Because fuck that guy. Fuck that one guy in particular. You basically just made screwing him over part of the laws of physics.

Companions

100 cp / 300 cp - You've Been In The Warehouse For One Hundred Jumps

I'm sure you know the drill by now, so I'll skip right into things. You've got some friends, and you want them to come with you into the jump. That can be arranged. For the low price of 100 cp, you may import two companions into the jump. They receive 600 cp to play with and get access to all the same choices you do, with the notable exception of being able to purchase companions or take drawbacks. Alternatively, for a lump sum of 300 cp, you may instead import eight companions with the same rules. Please treat your friends kindly.

100 cp / 200 cp - We're All Friends Here

And of course, while remembering your old friends is important, you should never pass up the opportunity to make new friends. For the relatively low price of 100 cp, you may make an offer to one of the locals to come with you on their chain. As long as they agree to come, then you're good to go and they will officially become your companion. Yes, they need to agree. Please don't kidnap people. Although... If you want to companion the Golden Goddesses, I'll have to ask you to make a choice. If they're still stuck as mortals come the end of the jump, you can companion them for 100. If they get their powers back and reascend as creator goddesses, they'll instead be 200. Still pretty cheap for what they can do, but I feel as though I have to upcharge you at least a little.

Drawbacks

+0 cp - Shed Some Tears For This Kingdoms Timeline

Hyrule's relationship with time has always been a bit strange, but never more so than the Era of the Wild. Between the Light Dragon and the Little Guardian, things are... more than a bit strange. And while the Goddesses arrival may be a fixed point, it may or may not remain so. To that end, I'd like to offer you the ability to start a bit later, during Tears of the Kingdom... a bit early, during Age of Calamity... or even VERY early, during Age of Imprisonment when the Zonai still walked the earth. Whichever one you chose will be where the goddesses are most active, even if that makes little sense.

+100 cp - Mortal Affairs Are Not Divine

The mind of a god is a strange thing in the eyes of a mortal, and it only grows stranger the more powerful they become. This especially applies to you, because there are a number of things that you have no knowledge of. You see, as a god, you never needed to learn to do them manually when you could simply wave your hand and utilize your divine power. As such, you have rather major issues now that you're trapped in mortal form. Things like properly dressing yourself outside of your one preferred style, of speaking to people as equals, or cooking food. This also strips you of a great deal of knowledge about Hyrule. It seems you were simply not paying attention during the times where secrets were revealed, and as such know none of them.

+100 cp - Does Hell Exist?

Damn, starting with the hard questions, aren't we? Whether you're a mortal looking after the gods or the gods being aided by mortals, you now have a new fascination. The really awkward questions. If you're a god, you'll be plagued by mortals wanting to know why, precisely, you thought the platypus was a good idea. And if you're a mortal, you'll instead find your mind coming up with an endless number of similarly silly questions to badger the golden goddesses with. Now, whether or not you actually know the answers to these questions is another matter entirely... but avoiding won't help, and will in fact only make things worse.

+100 cp - And Then All The Sheikah Tech Upped And Left

We are currently an unknown distance into the somewhat nebulous time period between Breath of the Wild and Tears of the Kingdom, which can last anywhere from five years to ten. Which, among other things, means that all of the Sheikah technology will vanish into thin air sometime relatively soon, if it hasn't already. For most people this doesn't matter all that much, but because I have to annoy you somehow you'll find that any technology more advanced than, say, the 1900s from other worlds and jumps will also disappear into thin air if you try to bring it into this world.

+200 cp - Three Dumbasses

During your time in this jump, you'll find yourself saddled with the care of three women who are, simply put, either very stupid or very sheltered. No, they are not the Golden Goddesses. Probably. They're just perfectly normal and exceptionally intelligent women. They will, on a somewhat regular basis, get themselves into trouble due to misunderstanding something, or worse, confidently stating something incorrect like how Moblins are allergic to garlic and then attempting to put that into action. And unfortunately it falls to you to take care of these women, something that everyone mysteriously already knows. Which means that when something goes wrong, they'll be complaining to you.

+200 cp - Do Not Judge Them As A Mortal

Gods are not mortal. They do not view the world the same way. They do not have the same needs and wants, and often do not understand the needs and wants of mortals particularly well. Or at least, that's what they're like everywhere but here. Hyrule really is such a nice place, isn't it? Well, let's ruin that. The gods of this world are now much more prone to flights of whimsy, arrogance, and spite. Link shooting out Dinraal's teeth every few weeks to make magic potions may be fine... mostly fine, because he's a divine champion, but you can bet your ass anyone else trying to do so would see fire and havoc wreaked upon the land as retribution for uppity mortals. And let's not start on what outdoing Nayru at arts and crafts might cause. Suffice to say that the gods of this world are significantly more petty than usual. Including, potentially, you.

+200 cp - Gone Too Well

There are... an unusual number of instances of the golden goddesses interacting with things they ought not to have access to, in the works this jump is based on. Nayru fighting Dark Beast Ganon. Nayru holding Zelda as a child. Nayru defending Zelda from something, while Zelda wears a Zonai dress. Din inspecting Ganondorf and thinking him oddly green. I can only assume that, after regaining their powers, the goddesses begin to muck with time. This is generally accepted to be a bad thing, but I suppose as the ones who made time to begin with, they of all people would have the right. For you, however, you'll find your time in this jump randomly interspersed with massive *shifts* in the fabric of reality as certain essential events to the current timeline are abruptly resolved in a different manner. These shifts will leave you heavily disoriented, and will happen fairly often.

+300 cp - Fallen Jumper

What on earth are you babbling about? Jumpers? Please, that myth was debunked long ago, it was just Link doing something crazy. Much like the Golden Goddesses, it would seem that you yourself are subject to being canceled for having no followers on Divinity-book. Specifically, all of your powers and abilities from other settings are currently lost to you. How sad. There is a bright side to this, however. The things you gained from other Zelda jumps are mostly intact, if subject to needing a good chunk of faith for some of the higher end ones. All you need to do is start a new religion worshipping you that believes you can do those things, and you'll be able to. At least until Demise wrecks it somehow, which is something that will be a recurring issue for you.

+300 cp - Your Demise

By Azura, by Azura, by Azura, it's... you. The one person that Demise hates even more than Link and Hylia. Congratulations! I don't know what you did, but it probably has something to do with how Demise became, well, Demise. He used to be someone else, you know. Din used to have a son. Now there is only Demise. In any event, within a few days of your arrival into the jump, the Upheaval will kick off. And then keep going. And going and going. Demon King Ganonforf will manifest and then promptly explode into a massive pile of black scales as Demise manifests back into the world for the sole purpose of FUCK YOU. If you had a mind to, it might be possible to redeem him. In theory. If the stars were aligned. They aren't. So instead, you get to fight the... second closest thing this world has to a primordial evil. And he'll be at full strength, purely from how much he hates you. I would say have fun, but there's nothing even remotely fun about this. Instead, try to limit the collateral damage.

The End

Stay Here

Go Home

Move On

Notes

Q - So what the hell is all of this?

A - An artist's AU where the golden goddesses lose their power and live with Link and Zelda for a while.

Q - Who is the artist?

A - Lucyart854, over on twitter.

Q - Some perks make reference to me being a god, does that mean I get divinity for free with them?

A - Yes but also no. You get what is described, why you get it is only semi relevant.

Q - But why?

A - Narratively? You've lost your divinity, the perk is merely what you managed to cling to as you fell.

Q - Well that's a bummer.

A - Buy One Third or Like Her, those are the 'actual' perks to give divinity.