

The Legend of Zelda- Majora's Mask 3D Jump

Version 1.1

By Noa

Welcome to Termina. Many years ago, this land lost the flow of time, and sat stagnant, until a grand beast, spurred on by the music of a wandering warrior, restored the flow of time with a magnificent dance. Though this cost the beast its life, a glorious mask was carved from its remains, allowing the flow of time to continue.

But its holy beginnings were not to be, alas. The mask would be inherited by a now forgotten clan who used it to perform hexing rites on their enemies. In time, they would realize that, to their horror, the rites had imbued it with malice beyond human ken, and sealed away the mask in shadow, attempting to shield the world at large from its evil.

There it would remain, until a traveling mask salesman unearthed it. Learning the truth of its corrupt mien, the salesman hid it amongst his collection, terrified to the very core by what it was capable of. He didn't dare put it on- but a mischievous little imp did.

Now Termina's fate hangs in the balance. The mask's power is unbound and unleashed, and the imp has begun wreaking a path of havoc across the land. In all four directions, a calamity has awoken, and over the center of Termina itself, Clock Town, descends the very moon. In three days, it will collide with the earth, rendering Termina a barren wasteland...

All is not lost, however. The Goddess of Time has called out, drawing a hero to Termina's plight. Whether that hero is you, a green-garbed gadabout, or both, is another question.

Oh Brave Jumper, I bestow upon thee **1000 CP**, or Choice Points. Spend them carefully, so that thee may yet avert the terrible fate that has befallen Termina...

A quick note before we begin- I'd like to give thanks to Cthulhu Fartagn, as this is partially inspired by looking over the doc they made of the original game and the manga.

That said, this doc leans more towards the remake made for the 3DS over the original N64 version, and as such will have different contents. If you'd like to check out Cthulhu's doc, you can find it here: [■ The Legend of Zelda - Majora's Mask.pdf](#)

Companions

You may import companions for 50 CP apiece, and they each get 600 CP and a background of their choice.

If you'd wish to take a canon character with you, that will also cost 50 CP.

Backgrounds

- Dropped-In

Much like Link, you kinda just... wandered into Clock Town somehow. Perhaps you were looking for someone dear to you? Whatever the case may be, you have the qualities of a hero- enough that the Goddess of Time may have had a hand in guiding you here. Hell, you might actually *be* Link for all I know. If you're here, though, Termina's in good hands, then... right?

- Swamplander

You hail from the swamp that lies to the south of Clock Town, populated by intrepid merchants and the industrious Deku people. It's not in the best of shape right now, mind, but the people of the swamp are nothing if not resourceful; even the swamp's waters turning to poison and the endemic Big Octo infestation hasn't stopped them from trying to ply their trade. On the other hand, though, the Deku King is currently throwing the mother of all wobbles, so who knows how long THAT will last?

In choosing this background, you may choose to be either a Hylian (Terminian?) or one of the Deku Tribe, who sport light bodies made of wood and quick minds.

- Mountain Folk

The mountains of the north are what you call home... Or would, if being there didn't mean you were in danger of permanently freezing your can off. The majority of Termina's Goron population lives here, and they make a living through mining, creating bomb bags, and producing explosives to fill those bomb bags with. Unfortunately, it is also currently frozen over, making it incredibly difficult for them to procure materials or sell wares, and the blizzard that rages about the area threatens to snuff out all life in the vicinity. As the days go by, the pitiful wails of a distraught child echo through the air...

In choosing this background, you may choose to be a Terminian (Hylian?) or one of the proud Gorons who live here, who make up for their slow gait with skin harder than stone and fists fiercer than steel.

- Sea Dweller

To the west lies the Great Bay, and its briny beaches are from where you hail. There are three main industries here; fishing, music, and piracy. Many a Zora lives here, so it should come as no surprise that Termina's hottest band, the Indigo-Gos, comes from here. Besides them, there's plenty of fishermen plying their trade here, as well as the land's leading expert on marine life. It's anything but peaceful at the moment, though; the water has grown murky without a fish in sight, a band of Gerudo pirates have set up shop, and don't even get me started on the giant torrent of water on the horizon...

In choosing this background, you may choose to be a human (I give up) or one of the Zora people, who flash through the water with similar speed to the lightning that dwells in their bodies.

- Canyon Survivor

Oh, dear. Your homeland lies to the east of Clock Town- the wasteland known as Ikana Valley. Beyond the canyon lies what little is left of the once-proud Kingdom of Ikana, which has long since crumbled under the heel of war- one that still rages on in the Ikana people's hearts, even in death. The only beings that inhabit it now are the roaming bodies of the dead and the vengeful spirits that once inhabited them; an ignoble end for a once-chivalrous nation. It's likely that you're a descendant of one of the nameless dead that roam this place, may the Goddess rest their soul.

Perks

Perks are discounted for their corresponding background, with 100 CP Perks being free.

General

Song of Time (Special)

Look, saving all of Termina in three days is a tall order, even for a practiced hero, so I'm gonna do you a solid and give you this vitally important freebie; The Song of Time, empowered by the Goddess of Time herself. When played, you will rewind to the moment of your arrival, resetting the three days of time you have to stop the moon from crashing into Clock Town.

Naturally, such a powerful tool comes with a few caveats. Save for the most vital of items, anything gained over the course of those three days will be lost, and what you have done will be undone. You will retain your memories of the previous loop, but that's pretty much it. Also, you'll need a proper instrument to play it- more on that later.

You also don't get to keep it- unless you fork over a full **600 CP**, and not a dime less. Even then, outside of this jump, the Goddess of Time's blessing is weaker, and as a result, the song will only allow you to rewind to the beginning of the day. In exchange, however, I grant you the Song of Inverted Time, which will slow down the world around you, giving you fifteen minutes of slow-mo surroundings while you move about normally. If you wish to cancel the effect early, simply play the song again. There's a bit of a cooldown period between plays, but it's fairly short; around five or ten minutes.

Hero of Wisdom (100 CP)

Eh? What's that? You don't know how to play an instrument?! Well, neither can I, honestly, but this perk fortunately fixes that. Whenever you come into possession of something unfamiliar, like an instrument, a magic item, or some boingy chain thing, you instinctively know how to use it, as if an instruction manual was directly inserted into your brain. This doesn't mean you'll have mastery over your new toy, just that you won't accidentally make a fool out of yourself the first time you try to use it. You'll still need practice and experience to realize the full potential of whatever you hold in your hands.

Survivor in Strange Skin (100 CP)

Chances are, during your time here, you'll end up in a body very much unlike your own. This will make that time much less unpleasant. When your physical form is changed, be it willingly or otherwise, you'll at least know how your new body works and how to control it. That way, you won't accidentally hurt yourself trying to get used to it. You'll also become aware of any new abilities you've gained as a result of the change, as well as what powers you've lost.

Way of the Bomber (100 CP)

This perk has nothing to do with explosives, believe it or not. Rather, it makes you excellent at catching rumors and picking up on the troubles of others! Whenever you're in town, all sorts of information will drift your way. It'll be on the vague side, but it'll set you on the right track of whatever there is to do with the subject. In addition, when talking to someone, you'll be able to tell when someone's got something on their mind. They might be tight lipped about it, but with the right prodding you might be able to get them to open up- if they're able to speak about it, of course. If that's the case, though, it never hurts to ask around.

Dropped-In

Unassuming (100 CP)

You don't look like a hero. You just... look like you. Maybe you've got a babyface, or everyone thinks you're just a child, but those around you tend to underestimate you- especially your enemies. Remember, the King of Evil, Ganondorf, for all he knew, was outsmarted by a snot-nosed Hylian brat. Whatever the case may be, those who look down upon you tend to only be capable of imagining a figment of what you're really capable of- quite helpful when you're trying to get close enough to stick your sword in their gut.

THAT'S MY WALLET! (200 CP)

I DON'T KNOW YOU! You now have an innate ability to detect thievery. Whenever someone tries to burgle your stuff, you'll feel a unmistakeable tingle run up and down your spine, alerting you to the incoming five-finger discount. Now, this doesn't prevent someone from taking your treasure if you're unable to stop them, but warning comes early enough that you'll have plenty of time to prevent the would-be banditry. As a handy little bonus, you also do 50% more damage to anyone you've caught in the act- mentally or physically.

Magic of the Goddesses (400 CP)

What's this? You've picked up a little something-something from the Three Goddesses; Din, Nayru and Farore. It's not a blessing from one of them, per se, but rather them combining their powers to give you new strength- you now have the power to imbue your weaponry with flame and frost, just not at the same time. By focusing magical energy into whatever blade or bow or what-have-you you're holding, you can coat them in either a gout of magic flame or a thick coat of mystical frost. If you imbue a projectile, it'll explode into a wide blast of whatever element it's covered in.

Light of Courage (600 CP)

Oho. This is a blessing directly from one of the Three Goddesses of Hyrule- Farore. You now possess an unquenchable internal light that wards you against corrupting physical effects, like forced transformations, that you deem undesirable. This internal light also protects against alteration of the mind, as well; especially against fear. While you can still feel it, as fear is a natural response, it can no longer influence you, allowing you to make impartial decisions under pressure while still being able to detect danger.

Lastly, you may harness that inner light as a weapon. By concentrating, you may shape a portion of that light into a glowing arrow that, upon impact, will detonate in a dazzling corona of scathing holy energy. Evil beware.

Swamplander

Intrepid Merchant (100 CP)

You are the postman of salesmen- neither rain nor sleet nor snow nor falling moons will stop you. Your ability to travel is no longer affected by inclement weather or crummy terrain. Wading through waist-high water or trekking through the mud won't even slow you down, and you can run through the snow or rain without worry of getting the chills. I'll even throw in a bonus; any belongings you might be transporting won't get ruined by the weather or any other difficulties you encounter during your roving.

Witch's Brew (200 CP)

You're a doctor! As close as you can get to one in Termina, anyhow- you've picked up the trick to mixing potions. You can identify the medicinal properties of local flora, making it a cinch to compound them into medicine, and can also determine what ailments are eased by what treatment. You can even tell when something is poisonous, including how dangerous the poison is, what its effects are, and how to neutralize it if someone ends up consuming it.

Nutcracker (400 CP)

You wouldn't guess it, but the people of the southern swamp are a set of surprisingly skilled purveyors of projectiles- there's a reason why the local shooting galleries are so profitable. Deku nuts, arrows, magic spells, even bubbles of water- There's a dab hand for every one of them living here, and they all know just where to aim; now you've joined their ranks! You're a deft shot at nailing weak points with any projectile you try your hand at, and you'll find it easier to gauge factors like wind and projectile drop on long distance shooting. As a side note, this also makes you really, really good at fishing.

Hell Hath No Fury (600 CP)

Hoo... I'm just gonna take a step back real quick, 'kay? You have... a bit of a temper. It's not like you're constantly blowing your stack at the smallest things, oh no. Rather, it's the opposite; when something sets you off, you go *nuclear*. Even kings will feel their knees buckle in the face of your fury if they push you to the breaking point, and anyone in the blast radius of whoever you've focused your ire on will suddenly remember they have errands to run. Even when calm, once people know of your godlike wrath, they'll take steps to make sure they don't become the next victim of it. Do try to be discriminatory with who you unload on, okay?

In addition, your physical abilities will drastically increase while you're angry. If your archenemy decides to engage in puppy-kicking in front of you, the very next thing on his mind is likely to be the flavor of dirt you're currently grinding his face into.

Mountain Folk

Demolition Specialist (100 CP)

You know how to cultivate bomb flowers, as well as manufacture regular bombs... Hang on, isn't this a bit dangerous just for a 100 CP perk? Well, anyways, you know how to mix the ingredients to make explosive powder and to craft the shells that the powder is packed in.

However, there's a bit more to this. Should you seek out Medigoron and pass his test, this perk will be upgraded to allow the use and manufacture of the mighty Powder Keg. Ridiculously volatile, impractically heavy and rather expensive, the Powder Keg nevertheless is an explosive device that shakes the very earth and destroys almost anything unfortunate enough to be caught in the blast- including you. Be careful!

Roar of the Earth (200 CP)

Dear lord, you can scream. When you put your lungs behind it, **EVERYONE** will know that something has happened, and it isn't good. The sound you can make is so piercing that not even ear protection will save someone from it- only outright deafness; It can even be heard through solid stone! Your cries of distress are so incredibly potent you can even send monsters running for the hills! That said, as this is sound, the friendly fire potential for it is through the roof, so for the sake of all that is holy please don't be a fussbudget.

Ruby Heart (400 CP)

Darmani the Third was famed amongst the Gorons of Snowhead for many reasons, one of which was the flaming punch he was capable of performing. Much like him, your body has become attuned to the essence of flame. You suffer no discomfort in heat, and receive no injury when exposed to fire. With a little bit of extra protection, you can even take a dip in lava- though you'll be very sweaty. You can also harness this power offensively, much like Darmani did. With a little concentration, you can summon an intense flame about your body that will scorch your enemies.

Unbreakable (600 CP)

Not even death can stop Goron Heroes, and now you share that same will. Your body has been tempered like fine steel, giving you durability on par with the toughest Gorons, and physical prowess grand enough for your blows to leave prints in steel.

In addition, If you are killed during a jump, you won't stay that way for long. As long as you are fondly remembered, you'll rise from the grave in perfect shape, borne aloft by the hopes of those who believe in you. You only get one such second chance per jump,

but you'll hear the voices of all who have entrusted their dreams to you, and each one will lend you more strength, so that you may succeed where you once fell.

Sea Dweller

Fleet of Fin (100 CP)

You can swim! Might not sound like much, but for those who live alongside the sea, it's damn near required. You might not be a fish (or maybe you are, what do I know?) but you sure swim like one. This also increases your lung capacity a fair amount, allowing you to hold your breath underwater for up to five minutes at a time.

Siren's Call (200 CP)

The Gerudo Pirates who have made their home in the Great Bay have quite the reputation as a nuisance for the locals. And yet, if you mention them, humans and Zora alike will waste just as much breath drooling over them as they do complaining about them. Now they'll spend equally as much time drooling over you! You now have the much beloved form of a Gerudo, regardless of your gender- fine skin, luscious hair, thick thighs and toned, svelte, glistening abs... And a tendency to walk around with a bare midriff. Others will find your beauty rather distracting... even in the midst of a fight. Oh, and no need to worry about upkeep for your new beauty- dirt and grime will just slide right off of you.

Boom Like Thunder (400 CP)

The Zora are a lithe lot, their piscine bodies displaying only a hint of muscle. And yet anyone who has tangled with one is painfully aware of how they can hit just as hard as the burliest Goron. The secret is in how they move- for the blows of Zora heroes strike not with power, but speed, and now you possess this same technique. You are an expert in how to put momentum behind your strikes without sacrificing their power, allowing you to strike with great force. This same technique will also allow you to fight underwater uninhibited, making your strikes flow like water itself, without losing force due to the water's drag.

Strike Like Lightning (600 CP)

Oho, it seems like you've got some very distinguished ancestry! You possess the blood of ancient Zora heroes in your veins. Now, don't ask me how that works if you're a human, but what it means is that you can channel lightning through your body, discharge it, and manipulate it however you wish. If you're in the water, this ability gets even stronger- you can even bind it into a barrier that will fry the daylights out of whatever gets too close. Keep in mind that channeling electricity for too long will tire you out, but it should only take a quick breather to get yourself back into fighting shape.

Canyon Survivor

Tales of The Dead (100 CP)

Hah? The dead don't talk? Anyone who's even set foot in Ikana Canyon knows that's a load of rubbish- they're actually rather chatty. With this, you can hear the voices of the dead, and they have quite a bit to talk about. Any corpse that has at least a skull left can be conversed with, and they'll reveal quite a bit of information- who they were, what killed them, what they know about the surrounding area; so on and so forth. Do note, however, that the corpse will keep its personality from when it was alive- they can still lie to you if they feel like it. Not every body you find belongs to a righteous sort.

Yoink (200 CP)

You now have the ability to literally beat the goodies out of people. Whenever you wallop someone hard enough to set them on their rear, valuables will come spilling out of their pockets- and yes, this enables random drops from monsters. You can also use this to force them to drop whatever they're holding- so if they're, say, carting around a sack of explosives, you can smack them one to (safely) make them drop it on the ground. Despite its obvious applications, it's quite effective at neutralizing would-be thieves, too.

Clarity of Glass (400 CP)

Behold, this ancient ninja technique! You now have the power to turn invisible, as the Garo spies who roam Ikana Valley do. You leave no shimmer or telltale glow- only the clues that your existence would normally give, like the sound of your breathing or leaving footprints in mud or sand. In addition, while invisible, your senses are jacked to eleven, and by focusing on stimuli, you can make it as clear as if it was right next to you. Spying on someone becomes a cinch with this level of clarity.

Be warned, however. Such a state of sensitivity also leaves you vulnerable. While invisible, and for a short while afterwards, your body will be as fragile as glass; a single blow might be enough to send you into unconsciousness in this state.

Soul of a Giant (600 CP)

Long ago, the people of Ikana had control of an ancient magic that allowed them to grow tremendously- enough to strike down even colossal monsters with their bare hands. You now possess this same power- the majesty of a giant. When activated, you might move slowly, but you tower over all but the biggest of monsters, and your strikes could be mistaken for the wrath of the land itself.

Do note that it is extremely exhausting to maintain this state, and only your clothes will change size to match the transformation- but that doesn't mean much when the handful of minutes you have is more than enough to lay waste to an army on your own.

Items

Items, much like perks, are discounted for their corresponding backgrounds, with 100 CP items being free.

General

Some Swordsman's Swag (100 CP)

A longsword, a study shield, a travelbag, and traveling clothes. Nothing fancy, but they're all fine pieces of kit meant to get the job done. Sometimes the gear you need isn't the one with the most bells and whistles crammed into it, but rather the stuff that'll last the long haul. The travelbag does seem awfully roomy for its size, though...

An Instrument (100 CP)

If you're going to be playing magic music, you need an instrument to go with it, no? This is an instrument of your choosing- an ocarina, a set of deku pipes, a set of drums, a fishbone guitar, whatever you want that you can actually feasibly play and can be recognized as an instrument (so no spoons and/or PVC pipe, sorry).

Said instrument carries a faint enchantment on it, allowing it to actualize the magic in any songs you play that contain it. They'll also never require cleaning, tuning or calibrating, but you still may want to wipe the sweat and/or drool off of them before letting someone else use it.

A Mask of Sorrow (100 CP Each)

This is... Mm, I don't like this. Each of these three masks is a rather sordid object, to be blunt. Each one contains a soul; I have no clue whether they were bound to the mask voluntarily or otherwise, and to be frank, that makes them even creepier. I can't even tell you whether these masks are blessed or cursed, in all honesty. But I can tell you what they do.

When worn, each mask will change your body. I will warn you here and now- it will not be a pleasant experience, as you will experience whatever tragic fate that soul endured, all at once. You can remove the mask to revert to your previous state, which will only be slightly less uncomfortable. Each mask comes with its own advantages and limitations, so keep that in mind, and each mask individually costs 100CP. You cannot buy more than one of the same mask, but you can buy all three of them.

A quick side note- these abilities and weaknesses are more or less identical to what you'd get if you took a non-human species through your background.

- Deku Mask

A mask fashioned from the soul of a young Deku Scrub. When worn, your body will become quite literally wooden- your skin will have a smooth, barklike texture to it, and your flesh will be something akin to oak. As for your hair, it'll be replaced by your choice of trellis vines, lengths of flowers, or thorny creepers. You'll remain as flexible as you normally are- with one exception; more on that later.

As for what you can do- for starters, you're extremely buoyant now! You can easily walk on the surface of water, thanks to the wood-like properties of your body- which also confer upon you a massive resistance to piercing attacks like arrows. Heck, you're almost more plant than animal now; you no longer require oxygen to breathe in this state, and sustaining yourself is doable with only fresh water. Lastly, you're dangerously good at spitting seeds; you can fire them hard enough to injure people.

Unfortunately, being made of wood doesn't make you invincible- you are now very, very vulnerable to fire. Watch yourself in hot locales or places where fire abounds, lest you turn into a pile of charcoal. A less life-threatening (but still somewhat annoying) condition is that you can no longer move your mouth, which is stuck in a pouty O shape. If you're going to emote, you'll have to do it with your eyes.

- Goron Mask

A mask fashioned from the soul of a Goron Hero. Upon donning it, your skin will become as hard as stone, and your back will grow a thick, heavy mineral deposit that will easily deflect bladed weaponry. If you have hair, be it on your head or your face, it'll look akin to strands of volcanic ash, either white or gray in color.

Gorons are well renowned for their physical abilities, but you still might be surprised by what they're capable of. For starters, Gorons are amazingly flexible; you can curl into a ball without any issue and extend the rocks on your back over your whole body to form a spiky, stony shell. You're also seriously buff- Any Goron worth their salt can crush rock with their bare hands, though you may need to resort to tools for more delicate work. Lastly, extreme heat no longer bothers you, though you can still get hurt by flame and lava. You can even eat rocks to sustain yourself!

That said... You are as heavy as a boulder. You also sink like one, so any body of water over your head is now a drowning hazard. That same weight also means that, unless you're rolling, you're about half as fast as the average human. Walking is not advised.

- Zora Mask

A mask fashioned from the soul of an ill-fated Zora. Placing it on your face will give you slick, smooth skin and long fins adapted for swimming. The Zora don't have hair, but your head fins will mimic whatever style you'd like.

As for what you can do... You're basically a fish. You can breathe underwater (you still need air) and can move through water as if it were air, due to how your body is adapted to sea life. You'll also find you're a fair bit more dextrous, too- anything that requires a steady hand will prove pretty easy for you; though you can be rough when you need to. All that swimming means the Zora are full of lean muscle, and while you might not be dismantling walls with your bare hands, you can move like the wind while still striking like a storm.

That said, the Zora are a bit on the fragile side. You're no more hardy than you would normally be in this form, and if I'm going to be honest with you, the Zora people do not handle the cold well, although whether this is a natural weakness of their bodies or their tendency to eschew clothing is up for debate. Either way, you might want to stay out of the snow, unless you want to end up a hypothermic fish-sicle.

A Wallet (100 CP)

... Stuffed full of Rupees! Five hundred Rupees, to be exact, which is quite a bit of money. With this, you shouldn't have to worry overly much about buying anything over the course of your stay here in Termina. Should you have to reset time back to day one, it'll refill back to the full five hundred Rupees, so don't worry about running out.

After the jump, The rupees contained in this wallet will transform into small but flawless gemstones; sapphires, rubies, emeralds, topaz, amethyst, diamonds, you name it. They can be sold for a sizable chunk of change each, and the wallet will refill at the end of each year.

A Pony (100 CP)

A friendly pony! She's a bit on the small side, given she's still got a bit of growing to do, but she's fast and strong already, and is only going to be more so once she grows up. She can be a bit stubborn, given that she's not a terribly big fan of open water, nor does she like the prospect of fire or lava, but outside of that she's a good listener. She likes carrots and sugar cubes, and will let you know when she's mad at you by attempting to eat either your hat or your hair. You're free to name her whatever you wish- though she will make it known if she doesn't like the name you gave her.

Fierce Deity's Mask (600 CP)

What in the goddamn... Where did you find this? *Where did you find this?!*

I'll warn you right now- that... *thing* was not crafted by human hands. I have no clue who, or even what, was responsible for its creation. Discard any notions you might have about it, regardless of any similarity it might have to the Masks of Sorrow. This mask is possessed of a will of its own, not unlike Majora's Mask- it may even be a living creature in its own right. If you are still interested in it, then I will tell you what little I know.

This is the Fierce Deity's Mask- a mask owned by a god of warriors. It is a capricious thing, only wearable by those it chooses; the mask is as much wearing you as you are wearing it. Given that it's shaped like your face, I suppose it's given you its approval. It awaits a great challenge, and will only reveal its power in the face of a worthy opponent.

Should you put it on, and the mask accepts, you will transform into an avatar of the Fierce Deity itself. While wearing the mask, It will rob you of your physical sight, and bind itself to your person; you may not remove the mask once you have placed it on your face- it will only remove itself when it is satisfied. You and the will within the mask become one and the same while wearing it, and the will's personality, that of a fierce and bloodthirsty warrior, yet in equal measure an honorable and just defender of life, will meld with yours. Your thoughts are also its thoughts, and its voice is also your voice.

However, its strength is also now your strength. Upon donning the mask, your spiritual senses will awaken, allowing you to experience the world around you in new ways, capable of seeing the invisible and tracking the ephemeral; you could even say that relying on your physical sight is merely holding you back.

You will also be blessed with the body of a demigod; your endurance rivals the earth, and your might can shape continents. Your skin is as durable as the finest armor, offering resistance against even the mightiest of spells, and your strength is enough to make the scales of a dragon part like water. Yours is the body of a warrior, honed like the edge of a blade. In addition, wearing the mask allows you to conjure the Fierce Deity's Sword- a massive, unbreakable two handed sword that will feel as light as a feather in your hands, and can be charged with magical energy to enhance it further.

When the mask's business is done, it will remove itself from your face, returning you to normal and bringing back your sight. Utilize its power with care. One more thing- the mask seems to have an odd preoccupation with fishing. Should you find yourself at the waterside with a pole in hand, the mask will allow you to wear it.

Dropped In

Bomb Bag (100 CP)

A mildly enchanted bag for holding explosives. It's bigger on the inside, and contains thirty metal spheres about the size of your fist that are filled with blasting powder, sealed with a cork stopper, and equipped with a medium sized fuse. As long as you keep them inside the bag, you don't need to worry about any accidental detonations. Great if you foresee having to deal with lots of cracked walls or boulders. Refills each week.

Epona's Song and Song of Healing (200 CP)

Alright, some magic music! I'll explain each of these one at a time, so you'll know just what you're getting. You'll need an instrument to play them, of course, but outside of that you'll never forget how to play them.

Admittedly, the first one isn't really magic; this is Epona's Song, written by one of the proprietors of Lon Lon Ranch back in Hyrule and named after their finest horse. For whatever reason, animals really dig this tune; it'll soothe upset beasts and bring farm animals thoughts of pleasant pastures. It won't tame them, but even aggressive animals will chill out somewhat after listening to this tune. In addition, if you have a horse, playing this song will let them know exactly where you are, and bring them running if able. It'll also make cows instantly start producing delicious, healthy milk!

The second is the Song of Healing, a magical melody devised by the Traveling Happy Mask Salesman, presumably in an attempt to restrain the malice found within Majora's Mask. When played, this song eases the regrets of the departed, healing their guilt and woes by reminding them of happier times of their life, and seals their suffering into the form of a mask, allowing them to peacefully pass on to the next world. Depending on the degree of their unfulfilled wishes, this will range from a simple, mundane mask to one akin to the Masks of Sorrow that will allow you to take on the form and abilities of whoever it was modeled after.

Chateau Romani (400 CP)

A very special bottle of vintage cow's milk produced at Romani Ranch that has been fermented, resulting in a slight alcohol content. While safe for children and possessed of a mild, sweet flavor, its potent effects mean this is usually reserved for adults, nevermind the restrictive cost. That said, it's way more effective than most readily available medicines; it'll completely refresh you both physically and mentally, allowing you to heal from injuries much faster and granting you boundless energy for the next 72

hours. You can even cast magic without limit! Once you've drank it, make sure you keep the bottle; it'll refill after a few months.

Fairy Companion (600 CP)

Your own fairy friend! They look like a ball of light attached to a set of butterfly wings. You can choose their coloration, gender and name, plus their general personality, though they tend not to be terribly chatty.

Now as for what they can actually *do*. Fairies are perceptive and intelligent beings, and their connection to the goddesses allows them a fair amount of insight into the world around them, allowing them to discern and explain the identity of beings in the world around them. If you're up against an unfamiliar creature, your fae friend should be able to shed some light on the matter.

By nature, fairies also tend to be drawn to anything that catches their attention. You may see your companion circling an unassuming mound of dirt, or hovering near an off-color wall- perhaps nothing terribly out of the ordinary, but notable nonetheless. They might even change their color when doing so. As their perception is fairly sharp, it's quite likely that they've spotted something you haven't; so if they stray from you to inspect something, you should probably follow suit and listen to what they have to say.

Speaking of perception, fairies are also quite keen on the workings of the heart, and can sense, to a limited degree, a person's true intentions and nature. Thus, they're quite good at telling whether someone is trustworthy or not. As such, if they don't trust someone, neither should you.

Last, but certainly not least, fairies possess powerful restorative magicks. Once per jump, should you meet an untimely end, your fairy will bring you back to life. You'll wake up in a location of safety, so no need to worry about being revived at the bottom of the ocean, or, Goddess Forbid, a pool of lava, but you'll also only be at about 40% of your maximum strength, and will need to rest for a bit. Still, that's far better than chain failure, and even if you're forced back into danger soon after your resurrection, you still have a fighting chance.

Do note that resurrecting you will also take quite a bit out of your little fairy friend, and they will lack much of the energy required to act as they usually do. Unlike you, however, they will require much more time to rest than you will- potentially even several months.

Swamplander

Deku Seeds (100 CP)

A pouch of sixty hard seeds that smell faintly earthy. Deku Seeds are the primary projectile used by Deku Scrubs- and they hurt. Even if you're not one of the Deku people, these seeds can be thrown on the ground and broken open to produce a blinding flash, stunning anyone nearby looking at it. People tend to forget just how useful a tool these can be. The pouch will refill itself back to full at the end of each week.

Sonata of Awakening and Song of Soaring (200 CP)

More magic music! The first of these is the Sonata of Awakening, a melody meant to rouse one from even the deepest slumber passed down amongst members of the Deku Royal Family. When played, it will gently wake anyone within earshot up from unconsciousness, regardless of whether their dozing is natural or magical. It can also be used to unseal "sleeping" locations, given that the song is also capable of dredging up the Woodfall Temple from the depths of the swamp.

The second is the Song of Soaring. This little ditty will transport you to any place of importance you've been to before when played. It won't take you to, say, that abandoned house you found out on the corner of the beach, but it will make getting to that hidden elf village far easier the second time around. Quite a useful tool, If I do say so myself!

Hero's Bow (400 CP)

What, you think this is an ordinary bow? You would be wrong. This plain-looking shortbow is, in reality, a painstakingly crafted compound bow made from a limb of a deku tree and strung with woven skulltula silk, giving it incredible durability and ensuring it will never snap or break its string when drawing it. In addition, because the string is actually many individual threads tightly bound together, any arrow you fire from it will strike like a thunderbolt, even over great distances. You can even fire it from horseback!

Mask of Truth (600 CP)

An odd looking mask decorated with the sigil of the Sheikah. When worn, this mask unveils the truth to you; it will automatically alert you when someone speaks a falsehood to you, as well as whether they are consciously lying to you or not, making it a fantastic tool for telling if someone is trustworthy or not. It also allows you to listen in to the voice of the Gossip Stones scattered throughout both Hyrule and Termina; these stones hear all, and when prodded, will dispense anything from pertinent rumors to hot-off-the-presses tips and tricks.

Mountain Folk

Rock Sirloin (100 CP)

The finest available! This is a Rock Sirloin, the delicacy of the Gorons. Despite being a hunk of rock in the shape of a piece of meat on a bone, it's quite edible, even to non-gorons. While Gorons usually prefer it tough, you can soften it up just like any other piece of meat, making it as tender as the finest cuts available. Tasting like a hearty chunk of prime rib seasoned with rock salt and pepper, a meal of Rock Sirloin will fill your belly and nourish your body, filling even an emancipated form with vim and vigor. It'll be replaced after a few weeks once eaten.

Goron Lullaby and Sun's Song (200 CP)

Two more songs! The first is the Sun's Song. Here in Termina, it's normally known as the Song of Doubled Time, but the Goddess of Time's blessing from it has sadly faded. However, being returned to its homeland has reinvigorated the melody's original power, imbued upon it by Sharp and Flat: the essence of the morning sun. Any undead creature within earshot of it will explode violently into flames when this song is played, making it quite a deadly tune for unholy creations.

The other is... mmn... Oh, sorry. This is the Goron Lullaby, a relaxing little tune that'll send any nearby listeners doze off comfortably. Great for curing insomnia or calming someone down, anyone put to sleep by this will have pleasant dreams.

Lens of Truth (400 CP)

Sure, this little doodad might look like a magnifying glass, but it's a powerful magical artifact. When supplied with magical power, the bearer is granted true sight- the ability to see through illusion and deception. I should note that this only pertains to sight; you can still be lied to. That said, any visible deception is utterly worthless against this while active; you can see perfectly in the dark, view the contents of a chest without opening it, discern the truth of illusions, cut through the curtain of invisibility, and so on. That said, it does require a steady flow of magic power to keep it active, and flicking it on and off will give you a headache very quickly.

Bunny Hood (600 CP)

A cute pair of bunny ears! While this might just seem like a cutesy accessory, it's actually quite the potent little piece- you move twice as fast while wearing it. Simply pop it on and away you go! It doesn't require any magical energy or anything to get going, making it quite convenient if you need to get somewhere quickly. One last thing- While wearing it, you gain an infallible sense of how fast time is passing, allowing you to reliably tell time even without any clues to help you.

Sea Dweller

Six Empty Bottles (100 CP)

Six bottles made of reinforced glass... that are hard enough to prove nigh-indestructible for some reason? They're perfect for storing stuff- potions, bugs, fish, water, fairies, unruly princesses; whatever you can fit inside of them. Anything you stuff inside them will follow you from jump to jump until they're emptied of their contents. Please be responsible when putting living things inside of them.

New Wave Bossa Nova and Ballad of the Wind Fish (200 CP)

Two more songs- are you seeing a pattern yet? First is the Indigo-go's hit single, the Ballad of the Wind Fish. It's notably more difficult to perform on your own, given that it's meant to be played by a full band, but it's been handed down through the band's many generations for a reason. In addition to being a smash hit, however, the song dispels nightmares for those who listen to it, making it a great way to unwind after a stressful day.

The other is a little number called the New Wave Bossa Nova, a song exchanged between parent and child in Zora culture. Meant to be performed by a musician and a singer as a duo, playing this for someone will help them find their voice- even if they were mute beforehand. Even those who have been magically silenced are able to sing along to this magical tune, and will retain the power of speech afterwards.

Hookshot (400 CP)

A spring-loaded, medieval-esque grappling hook pistol loaded with twenty meters of thin, durable chain attached to a sharp point. I haven't the foggiest how it works, to be honest, but it'll fling out the tip with enough force to snugly embed itself in wooden objects (or specialized targets) and then reel the person on the other end to it at great speed. It also hurts like the dickens to get hit by it if you're not wearing armor, so it makes a good weapon, too. You'll never have to worry about its mechanisms jamming or breaking, so go wild with it- it's a fun little toy, to be perfectly honest.

Stone Mask (600 CP)

A rather unremarkable mask that makes you as plain as stone when worn. While this doesn't sound like much, all but the sharpest senses will tune you out, as if you didn't exist, making it quite useful for going undetected. You're not invisible while wearing this, meaning you'll show up on cameras and be picked up by security lasers; as far as living things go, though, you might as well be, given how effectively the mask censors you out of the awareness of others. Being seen and being detected are two very different things, after all.

Canyon Survivor

Mystery Milk (100 CP)

Alright, this one needs some explaining. The Gorman Brothers “produce” a special milk that, while not as popular as the famous Chateau Romani, is impressive in its own right. Possessing potent medical effects, this beverage will cure physical ailments, heal nonfatal injuries, and even purge poison. Unfortunately, it also has a garbage shelf life if not refrigerated, and smells absolutely unholy once it spoils, meaning the Clock Town Milk Bar refuses to stock it. This particular bottle is mercifully enchanted so that it won’t go off, and will refill after two weeks once you’ve drank it.

Song of Storms and Elegy of Emptiness (200 CP)

Last two. First up is the Song of Storms, penned by the musician Sharp. When played, this melody summons a short-lived storm composed of holy winds and sacred water, allowing it to wash away curses. Its effects will even penetrate through walls to a small degree, so it’ll work even inside buildings, so long as it’s played above ground. Do note that for large scale curses, such as those that blanket entire countries, you’ll need to play this at the very source to banish it.

The other is the Elegy of Emptiness, a funeral song composed in the Kingdom of Ikana. When played, it will make you shed an empty shell of yourself, identical in height and weight, in the form of a statue. It’s good for pressing multiple switches by yourself, but given the inherently “empty” nature of these statues, you might be able to think of something else. You can make one statue per Alt-form you can assume, including transformations brought about by the Masks of Sorrow.

Mirror Shield (400 CP)

A shield of consecrated silver, polished like a mirror. Its holy nature makes it absolutely fantastic against magic, capable of bouncing back even the most sinister of spells without worry, and it’s equally as effective against more physical attacks as well. The reflection on the surface of the shield will never be ruined, regardless of how many blows you block with it, and it’ll never be clouded over by dirt or smudges. Oh, and you can use it to reflect light, too!

Skull Captain’s Mask (600 CP)

A rather ghastly-looking mask made of human bones that belonged to Captain Skull Keeta, the leader of Ikana’s military forces. While wearing this mask, you have the power to command the dead- the loyalty that Ikana’s soldiers held for this mask’s former owner persisted beyond the grave, and those feelings have seeped into it. You’ll have to earn their respect first, but any willing corpse will become a stalwart ally if you do.

Drawbacks

Shy (+100 CP)

You uh... You don't like showing your face. Simple as that. Perhaps you have a scar you'd like to hide, or some really bad acne, or maybe you're just cripplingly shy. Whatever it is, you don't want anyone to see it. You must keep a mask on your face at all times, or else suffer paralyzing internal malding. You don't have to wear one to bed (unless you want to) and a transforming mask like the Masks of Sorrow will also work.

Rupeeless (+100 CP)

You are POOR. Not only are you poor, you entered this jump without two cents to rub together- and no, you can't cheat this by buying a wallet from the doc. This also means that whenever you reset time back to the beginning of the three-day cycle, you'll lose all your cash. I hear there's a bank where you can store your rupees in Clock Town, but that won't help much, will it?

What You Did Last Night (+200 CP)

Much like Gorman, you went on a hell of a bender and got yourself supremely plastered on Termina's finest. Unlike Gorman, you did it the day before the cycle started- and now you're hungover as all get out. For the first twelve hours of each cycle you spend here in Termina, you'll be plagued by a monster of a headache and an aversion to bright lights. It'll make concentrating more difficult, but all you need to do is stick it out until evening- either that, or find a hangover cure (and yes, you'll have to find one in the jump. Nothing you bring with you will work- this is a *milk* hangover!). Just remember that it'll be back every time you reset back to the beginning...

Just a Kid (+200 CP)

You look like you're twelve years old, even if you're not. As a result... Everyone treats you like you're twelve years old. You won't lose any of your physical abilities in this form, but you're not going to have an easy time convincing the guards to let you out of town without a weapon, and most people won't take you as seriously as they would someone who's obviously an adult. Plus, I hear there's a thief roaming about who targets children and the elderly specifically...

Majora's Malice (+400 CP)

Odolwa, Goht, Gyorg and Twinmold. These four monsters are symbolic of the curse Majora's Mask has laid upon Termina, and as such, you'll need to cut them down in order to stop the moon from falling upon Clock Town. Unfortunately, the mask has realized what you're trying to do, and has taken precautions to prevent you from doing so.

Each boss now plays host to a disgusting, fleshy eyeball that constantly oozes... *something*. So long as this eye remains intact, they will regenerate from any wounds you might deal them, preventing you from putting them down and freeing each region from their influence. That said, each eye is also a giant, glaring weak point- and regenerating from damage is not the same as being immune to damage. You'll have to find a way to expose them to truly deal a finishing blow.

Wow, That's a Nice Chest! (+400 CP)

It'd be a shame if you didn't have to open it! You now have to manually find any items you bought from this doc. You need to be taught any songs from those that know them and retrieve any equipment from their usual locations if you want to make use of them during the jump. You'll still keep anything you've found when you reset the cycle, and for generosity's sake I'll exclude the Masks of Sorrow from this little treasure hunt- though I urge you to help out any restless souls you find out there all the same.

Super Bomber Sixty-Four (+600 CP)

I hope you like side quests! This is your very own Bomber Notebook, and you're not leaving until every single entry in it is filled. You must complete each and every side quest that can be registered in it over the course of your time in Termina- and I do mean every one of them. You don't need to complete all of them in a single loop (that would be impossible) but in order to make sure this is still challenging, you must complete both the Anju & Kafei Questline AND the Romani Ranch Questline on your final cycle in Termina, even if you completed them in a past cycle, before you go to face Majora's Mask. For more specifics, please refer to the section at the end of the doc labeled 'The Bomber's Notebook.'

Termina Est (+600 CP)

Oh, shit.

Things have gone *horribly* wrong. Somehow, some way, Majora's Mask has managed to interfere with the Goddess of Time's Blessing. The good news is that it still went through; the Song of Time is still capable of resetting time. The bad news is that the blessing is no longer strong enough to last through repeated uses- **You can only rewind back to the first day three times.** This means you only have a total of 288 hours in order to stop the moon from falling on Clock Town, so you'll need to make every minute count. Should you fail, you fail the jump- and lose everything you've obtained here. Good luck- you'll need it.

In The End... Did you Succeed?

If so, congratulations on completing the jump! Hopefully you left the place better than you found it.

As per standard, you have three options. You may **Stay Here, Go Home, or Continue Jumping.**

The Bomber's Notebook

In order to fulfill the terms of the 'Super Bomber 64' drawback (filling the Bomber's Notebook), you must complete any side quest that involves bettering the lives of those involved- or resolving the un-life of those involved, for that matter. As such, you are not required to win the lottery, nor are you required to complete the minigames found throughout Termina.

- The Ghost of the Inn (Find Paper for ???)
- A Dance With Meaning (Pass on Kamaro's Dance)
- The Bomb Business (Save the Bomb Shop Granny from Sakon)
- Music Moves the Heart (Cure Gorman's Depression)
- Fraternal Milk (Cure Gorman's Hangover)
- The Never-Ending Meeting (End the argument in the Mayor's Office)
- Anju's Anguish (Find out what happened to Kafei and reunite him with Anju)
- Cucco Shack's Cute Chicks (Fulfill Grog's last request)
- Protect Romani's Cows (Stop **Them** from ransacking Romani Ranch)
- Protect the Milk! (Make sure Cremia's cargo arrives in Clock Town Intact)
- A Race Near Milk Road (Show the Gorman Brothers who's boss)
- A Goron's Grief (Save the Starving Goron with the sweet hat)
- Reunite the Frog Choir (Welcome the return of spring in style)
- A Fish Wish (Free the Golden Seahorse)
- A Zora Swan Song (Spread Mikau's final ballad)
- Find the Stone-Faced Soldier (Rescue Shiro, the missing Clock Town Soldier)
- Free the Canyon Ghosts (Put the Poe Sisters' souls to rest)

Additionally, you must collect all stray fairies and return them to their respective springs to make the Great Fairies whole again, and Kotake must be rescued from the woods. Lastly, the sidequests 'Protect Romani's Cows,' 'Protect the Milk!,' and 'Anju's Anguish' must all be completed on the last loop before the jump ends. Hope that clears up what you need to do!

Version History

1.0- Made the doc. This thing has taken forever and I still have not kicked my habit of working on these in the middle of the night. It's almost 11:30PM...

1.1- Updated some descriptions, moved 'Fierce Deity Mask' Item to the general section (so no more discounts) and added 'Fairy Companion' in its place. Also added some elaboration for the 'Super Bomber 64' drawback, since I don't think anyone wants to write about shooting a target hanging six inches from some hag's posterior for god knows how long.