



The Legend of Zelda - Four Swords Adventures
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The Story Thus Far

Power. Throughout history, men and women have chased after power of any sort they could find, from political power to economic power to personal power to the power of magic, and for some, even the power of the divine. But among the ranks of these would-be rulers and petty brutes stand out two men in particular: the Wind Sorcerer Vaati, and the King of Thieves Ganondorf. Vaati, once a member of the noble Picori, sought first the power of dark magic, then the magical cap created by his mentor Ezlo, before finally setting his sights on the mystical Light Force that existed within Princess Zelda. His quest for power transformed him into a terrible demon, and upon being sealed away within the Four Sword, he lost his mind, becoming nothing but a lustful beast ever seeking beautiful women to be his brides.

Ganondorf was once a member of the Gerudo tribe, the only male among the populace. His bitterness at the state of his people and the splendor of Hyrule, as well as the curse of Demise drove him to try to conquer those he envied, and obtain the mythical power of the Triforce. In another timeline, he might have succeeded, but here, he was caught early, and sentenced to execution. But before he could be struck down, the Triforce of Power came to him for unknown reasons, empowering him, and saving his life. Trapped within the twilight, he corrupted the Twili Zant, and nearly conquered Hyrule, only to be slain by the Hero's blade. But even death could not stop him, and he was born once again as Ganondorf Dragmire. Though the Gerudo may have changed, Ganondorf has not, and once more he seeks power, this time, in the form of a legendary Trident. Exiled by his people, Ganondorf set out to claim the Trident, and fulfill his destiny...

In a few days, a terrible storm will fill Princess Zelda and the shrine maidens with fear over Vaati's seal weakening. Summoning Link to protect them, they open a portal to the Four Sword Shrine, before a dark figure emerges... To help you survive and thrive during the events to come, here is **1000cp!** What will your legend be like, I wonder?

Locations

Well, a journey has to start somewhere, right? The land of Hyrule is a grand, beautiful place, though lately a strange darkness seems to be creeping across it...in any case, to determine your starting location, you may roll a 1d8, or pay 50cp to choose it freely!

1. Hyrule Castle:

Where our story begins! This is the capital of the kingdom of Hyrule, home to Princess Zelda herself. In a few days, she will summon Link to protect her and the Shrine Maidens while they reinforce Vaati's seal, only for Shadow Link to kidnap them. From there, Link will enter the portal and retrieve the Four Sword, determined to rescue them, only to free Vaati and split himself into four as a result! After this, the Blue Maiden, the woman in charge of Eastern Hyrule, will be imprisoned here within her gem, watched over by Phantom Ganon, a deadly spectre. Later, the White Maiden, Lady of the Forest of Light, will be trapped here by Big Poe. Boy, they need to fix the security here...

2. Eastern Hyrule:

This land is normally the place the Blue Maiden dwells within, a place where she is popular enough to have a village named after her! Recently, however, a number of children have mysteriously disappeared, leading to the rise of a group known as the Seeker's Guild, determined to find them. Also present is the Coast of Hyrule, as well as the Eastern Temple, which has become a domain of evil, ruled by the rock demon Stone Argus. Here, the Yellow Maiden, who protects Death Mountain, will be imprisoned.

3. Death Mountain:

You know, you'd think a tall, volcanic mountain called Death Mountain would be a place where evil dwells, but surprisingly, no. It's actually the home of the Gorons, a race of benevolent rock people! Unfortunately, the home of the Yellow Maiden will soon fall under attack by the Helmaroc King, while the Green Maiden, she who watches over the Swamp and Fields of Hyrule, will be imprisoned by a group of Dodongos. Can you take the heat, Jumper?

4. The Dark World:

Remember how I mentioned the creeping darkness spreading across Hyrule, Jumper? Well, this is it. Though Ganondorf's plan failed, the Sacred Realm still fell to ruin it seems, and now thanks to Ganon's magic it is slowly infecting Hyrule. Already, the Forest of Light and Kakariko Village have fallen, and the children of the Village of the Blue Maiden taken here. What's worse, they are not the only ones to be taken here: the four Knights of Hyrule were taken to this terrible place, transformed into monsters while the elements they guard became portals to the Dark World. Here, in the Temple of Darkness, the Red Shrine Maiden that oversees the Desert of Doubt will be imprisoned, guarded by another Phantom Ganon. The Shadow Mirror, once the Twilight Mirror, is stored here at the moment as well.

5. Desert of Doubt:

Centuries ago, the desert nomads known as the Gerudo invaded Hyrule, envious of the prosperity experienced by the Hylians and led by Ganondorf. But you know how that went. The Gerudo were cast out following this, but over time, however, peace has returned, and relations have improved. Enough that the Gerudo exiled the reborn Ganondorf instead of following him again! But now, this harsh desert, once guarded by the Red Maiden, is haunted by monsters anew. And in a certain pyramid, where the Purple Maiden of southern Hyrule is trapped and guarded by Big Moldorm, the trident of a demon king has gone missing...

6. Frozen Hyrule:

From desert to winter wasteland, quite a contrast, eh Jumper? The power of darkness has caused winter to linger on in this place, and there is no one to break its hold. It is in this place that Princess Zelda herself is imprisoned, high atop the Tower of Winds, where she is guarded by the icy monster Frostare. The Tower can only be accessed when all Four Royal Jewels, the elements guarded by the Knights of Hyrule, are gathered. The Tower is important for another reason: it is the only way to access the Realm of the Heavens, once the home of the Wind Tribe and now the domain of the wicked Vaati...and his puppet master, Ganon. Be wary when you scale this particular tower, Jumper.

7. The Realm of the Heavens:

A realm as beautiful as it is treacherous, this place is the bastion of the forces of darkness. The first section seems almost innocent, but don't be fooled! It may look like a place filled only with fluffy clouds, but pitfalls and other insidious traps await you, along with hordes of monsters. Beyond this, a more obviously dangerous cloud of darkness awaits, soon to be the domain of Shadow Link and the mirror hat created him, a mirror that will sustain him until it is sealed away. And past even this is the Palace of Winds, where Vaati and Ganon await. Unless you are a servant of darkness yourself, you may wish to make yourself scarce.

8. Free Choice:

Well, aren't you lucky! You can choose any of the previous locations to start at freely. Rather handy, don't you think?

Origin

In a world of heroes, princesses, demon kings, and more, who will you be, Jumper? Take a look at the following backgrounds, and choose your destiny! Oh, before I forget, you may keep your gender from your last jump, and may determine your age via 14 plus 1d8. You can also choose both for 100cp. You get to choose one Origin and One Race for free.

Drop-In:

Well now, you're very different indeed, aren't you? You're not even from this world! You will have no enemies starting out the gate, but no allies or friends either, and no history in this world to support or hinder you. Beware, however, for the coming conflict between good and evil will soon engulf all of Hyrule, and Ganon cares not for the concept of neutrality. If I were you, I'd avoid the areas where he holds power...unless you want to enter the ring after all?

Knight:

Ah, one of the proud defenders of Hyrule! You are one of those sworn to Princess Zelda and the Maidens, much like young Link and the Knights charged with protecting the Royal Jewels. Strange events have been happening as of late, and the forces of darkness have risen again. It will be up to you and the other forces of light to defend the land from this invasion, and to restore peace to Hyrule. Whether you fight alongside the Four Sword Heroes or take on the monstrous hordes, you'll have your work cut out for you!

Maiden:

My apologies, I did not recognize you at first! You are one of the more mystically inclined denizens of the land, either an aide to one of the seven Maidens or a Maiden yourself. You spend your days helping to keep the kingdom running when it's not being invaded by evil, and that's just as important as protecting it! Your light will most certainly be needed in the days to come when the darkness surges forth to engulf all you know and love. Do watch out for that shadowy knight, however, he's nothing but trouble!

Shadow:

Wicked creature, you are an agent of evil, a servant of the darkness even now ravaging Hyrule! Perhaps you are a creation of Ganon, or maybe an older evil seeing a chance to wreak havoc like you did in the good old days. Whatever you are, you will not receive a warm welcome from the Knights of Hyrule, the Maidens, or the Four Sword Heroes. But Ganon has a plan, a plan to engulf all the land in shadow and create a new, Dark World. And the King of Darkness is generous with those that please him...

Race

(choose one for free)

Hyliaans - The humans of Hyrule, tending to have pointed ears as Hylia's chosen people. But there are other races such as the Faeries, Goron, or Gerudo. Perhaps even a monster that is usually found in the forces of darkness? Consider a wizzrobe, Stalfo, or River Zora. Not many other monsters have powerful abilities but if you wish you might choose any type of 'non-boss' enemy to be with a coordinated set of abilities as you see them possess in this time period. But not all monsters have to be unfriendly. Just ask the River Zora who gravitate towards being kind at times. You gain that form for this jump, yet may keep it as an Alt-Form for later jumps. Certain races, both those of the light and the dark, have been listed out and given a small bonus to help you on your way. You are not limited to these races, though I'm afraid you will find no additional blessing if you should choose something not on that list.

Perks

In the days to come, you'll need all the help you can get to fulfill your destiny, whatever destiny that turns out to be. As always, perks are discounted for their respective origin, and 100cp perks are free with said discount.

General Perks

Seeker's Guild Member (100cp):

The Seeker's Guild is an organization located in the Village of the Blue Maiden, whose inhabitants are its main clients. The Seeker's Guild concerns itself with finding missing people and solving oddities and other problems occurring in town. You are now a card carrying Seeker of this Guild, with the basic investigation skills allowing you to know how to track someone through the wilderness or in the city. How to shadow someone in a crowd. It doesn't mean an attentive quarry won't be able to spot you- it just means that you have the professional investigation skills and know how to search for what you can... they say there's a lot of missing children about.

Tingle's Certified Aeronaut Training Course (100cp):

An Aeronaut is the pilot of a balloon or airship. For you, this means you have acquired Ballooning skills equal to Tingle's. Capable of sensing and seeing the winds to stay afloat as you call a magical balloon into place to keep you from the reaches of most monsters. However, this balloon you summon may be popped by particularly agile, or sharp shooting adversaries. You will be able to summon another one in a minute, you just will have to contend with whatever shot you down. You... wouldn't be planning on using this to get away from anyone after filching their hard earned Force Gems would you? That... doesn't tend to end well with certain people.

Specialties (200cp Each):

Whether it be a profession, or a skill a race possesses, you have a decent selection of options to choose from. You receive your first pick here for free, and all others are the listed price of 200cp. Races with more than one may pick between them, but will only receive a single freebie.

An Elder's Gabbings: (Hylian)

Sometimes people won't listen to anybody when there's a bit of information that is helpful to them. They'll deny it just for the source of where the help is coming from. But not when you're the source. Old men and women of Hyrule may have a penchant for being lonely and jealous of those that have friends (even if this isn't your situation) but those passers-by and youngsters who need your words will seek to glean a spark of wisdom from your words if it will be useful. Be it a clue to solving a riddle in a quest, or a song that marks a riddle that has some relevance, if you have a piece of information that you know someone needs to help them in whatever task they'll face in the future... they'll listen and remember that part, even if they won't quite remember talking about any aches and pains old age has accrued. They'll even come back and be respectful enough to listen to your other words the more and more you give them worthwhile clues.

Thief's Aura: (Gerudo, Hylian)

Once per day, when intending to commit theft against someone's person, you may bump into them. If your spiritual power is more than theirs is, they will automatically drop small items of small worth. Things like bombs, identification cards, and rupees(or other money) which you can quickly snatch up. This aura will not work against an adversary's weapons, or armor or things of significant power. But you can steal their Force Gems.

Nomad's Desert Life: (Gerudo)

Surviving in the Desert Lands is a struggle. You gain an ability to conserve water, ride camels, and a plethora of common desert survival knowledge with a small boost to being able to go longer without water in hot climates. But the best thing is... you've learned how to create a cultural Taboo like what was once around the Desert Pyramid. Small children and their dares would be far too scared to ever cross your word, the common grave robber or thief would hesitate to tread within the boundaries of land the taboo is set on, but hardened souls with a purpose won't falter so easily. In other words it will keep the laymen off a property you own, but not the settings villains, big bads, or cronies sent by a villain to burn your house down. The rest? They'll think wherever you've set this is cursed. Surely keeping hapless common folk away from a set plot of land of yours where they could hurt themselves (or annoy you) is worth something right?

Excavator's Endurance: (Goron)

Let's be honest here, getting brought to the surface by a bomb, or a bomb flower strong enough to shake you to your core when digging underground should most likely shatter your bones, disorient you, and leave you a bloody mess. Not so with you, once a day while you are digging underground explosions and concussive waves will have far less effect than they should have, reduced by about ninety percent. Of course, this perk only reduces the first source of damage. But beware... subsequent concussions might not be as easily tanked like the Goron do.

Goron Digging Team: (Goron)

Sometimes it's hard to move something in your path... you may just need that fourth person to get that obstacle out of the way enough that a hero could get past, or maybe you just don't always like doing a hard task all by yourself. Once a day, you can summon four Goron to help assist you in any Goron themed task, be it digging a hole, finding a nice set of rocks to chew on... or even gaining their assistance to carve and mold rock in the Gorons' special style of architecture. Whatever the case, your four Goron friends will assist you for an hour before they disappear. They're not much for fighting though they certainly wouldn't mind doing a task in dangerous situations if you were protecting them.

River Zora's Swimming Heart: (River Zora)

A River Zora is a subspecies of the normal Zora- seemingly wilder and a throwback to their original warlike and cranky disposition. They have the ability to shoot tiny balls of electricity at others, as well as to be a bit handy with a spear. They can travel on land for short times, but mainly the people consider them a nuisance... but not when it comes to you. Unlike other species that are considered a threat on sight by normal people you have the ability to convey that(if you are not having violent aims towards a person) that you are a friendly person. The person you want to talk to will recognize this on an instinctual level, and may even stop to help you out in some task... like catching ten fish for food. (but they might expect repayment in some way). This applies to any other alt-forms that can relatively be defined as 'monster' as long as you truly have no ill will or intentions towards the person. This ability will end if you end up attacking them somehow, or being verbally or emotionally abusive to them. You also become a good strong swimmer, knowing the best places to hide when in the water and can launch others out of the water higher than a dolphin can jump to allow them to access distant areas.

Relations Bias Begone: (River Zora)

Okay... so apparently a rare few River Zora can do more than make people look past their normal monstrous-like exterior. They also can derive a way of allowing their more sedate and genteel cousins not to war with them even if they are a throwback of the species. Now, if you have an oddity or subspecies of whatever race you are at the moment or in the future that would normally have you scorned by others of your kind you will find that you will be more tolerated. Sure you might be a three eyed monster in a set of ten eyed monsters that said anyone with less eyes was a slave... but not you. They'd consider you a special case to be made a full citizen. Sure some more bigoted ones might heckle you for a bit - but they wouldn't treat you any differently where it counts when more egregious transgressions are the norm. It won't help you with other species of Whatever you are at the moment..

Bonethrower Stabs: (Stalfos)

Stalfos are usually found in the Dark World or in dungeons. There are standard-sized Stalfos as well as slightly larger ones. Some merely walk around the room, while others throw bones at Link and leap away when he attacks them. Other Stalfos wield swords, performing a lunging strike, before and after which they are vulnerable to attack. Furthermore, there are four big Stalfos who were once Knights of Hyrule, and identical giant Stalfos in the Dark World during the battle with Ganon. You gain an alt form of a skeletal Stalfos that will grow in time to rival the transformed Knights of Hyrule that were corrupted by the Dark Spear of Ganon and any skeletal altform you possess with bones you will gain the ability to throw said bones at your enemies and regenerate them swiftly.

Wizzrobe Wyrdrness: (Wizzrobe)

Like a wizard in classic attire, with heavy robes and wide-brimmed hats. You have the ability to hide your features when in a robe with magic, making it seem like your face is just pitch blackness with white eyes and summoning of a white beard to complete the ensemble. The Wizzrobes have three magical disciplines by this time, Fire, Ice, and pure magic attacks. But their greatest ability is the ability to suck out force gems from their opponents to recharge their magic reserves- albeit at a very low rate. After this jump, this becomes being able to suck out any magic-based energy source from an enemy to replenish your own magical reserves. They also have a peculiar ability to summon Stalfos, by firing a homing sphere of white light that breaks into three empowered Stalfos when it hits an enemy. When these stalfos are defeated they live on as floating skulls for a minute more as they gain temporary immunity to physical and magical attacks. All of these abilities are held in a Spellbook that you will learn these abilities by the end of this jump. You may not reach the heights of the Sages, Vaati, or the Maidens alone with this- but you'd have a good chance of mastering the minimum capabilities required for becoming one of their apprentices. You get a free set of wizzrobes as well..

Just your Basic Fortune Teller:

You have been educated in the basic magical arts, but not necessarily combative ones. Instead you have gained the ability to tell small fortunes . One that in some skewed way might come true to a paying customer (For some reason this only works if you receive payment for it). But you also have learned a variety of charlatan's tricks to keep them occupied and shelling out more money. But the real trick is knowing the tricks and demeanor to let people tend to see you as not harmful enough to consider an enemy, even if you verbally support an enemy of theirs. Like the hero if you are in the villains main stronghold, or even the Villain if you were out among the laypeople. You will not be subjected to negative things for voicing your opinion quietly to those that ask directly. However, this does not protect you if you do something large enough then voice a disagreeable opinion, like if you become a threat like spouting off a prophecy a Chosen Hero or Villain is coming. It's a small bit of plot armor. Not much of it .

Drop-In Perks

Force Gem Finder (100cp):

No rupees to be found this time around, I'm afraid! Unlike most adventures in Hyrule, the crystal currency is absent, and instead there's a new item to collect: the mystical Force Gems! Force gems all contain magic within, allowing them to be used to empower mystical artifacts or repair broken spiritual items. You'd need quite a lot of them, though, like two-thousand to re-empower the Four Sword to break just one of Vaati's barriers. Now, you can find these gems in future jumps as well! Aside from those scattered around, you can earn more through combos in battle. The bigger the combo, the more force gems you get!

Wait, That's Dumb (200cp):

Zelda and the Maidens were lured into a trap. Link, tricked into freeing Vaati in order to defend himself from Shadow Link. The Gerudo, simply assuming Ganondorf would fail and thus leaving him free to take the Trident of Power. The forces of light have been made fools of, but you are not so easily deceived! You have both a talent for seeing through deception and a sixth sense warning you when you are about to do something that might aid your enemies instead of you, through action or inaction. Sadly, sometimes, you will have no choice but to go through with an action that will help the enemy to save yourself. All this is is a warning.

I Hate Clones! (400cp):

You know what's annoying? Having your enemies make copies of you with your powers and skills. That's something Link and his many incarnations are all too familiar with. You, however, will have less of a problem with it. Clones and copycats will find their duplicated powers and skills faltering, as if rejecting them for the false wielders that they are. Your own blows will strike true more, your body enduring the copied techniques far easier, reinforcing a singular truth: you are the real you, and they are but pale reflections.

You Have No Power Over Me (600cp):

You are you. You are not a shadow, and you are certainly not a monster, not one of Ganon's at least. The King of Darkness has been abducting the defenders and subjects of Hyrule, twisting them into horrible creatures against their will. Even the noble Knights of Hyrule cannot resist, freed only by death. You will not be the same. You cannot be twisted or transformed against your will, you cannot be controlled or driven mad even by the power of Ganon. The darkness has no sway over your soul. You cannot be corrupted unless you allow yourself to be corrupted. And those trying to possess you will fail miserably. You are you, and nothing can change that.

Knight Perks

Red Heart (100cp):

There's something about you, Jumper, and how you interact with others. There's an earnestness to you, a feeling of genuine compassion and care. You connect with people, beyond just rescuing them or protecting them from evil. They open up to you, sharing their problems and fears, their worries and concerns. This not only helps you to bond with others, but you'd be surprised at the things you might learn from those who trust you with their sorrows. A mother weeping over her lost child may lead you to discover a dark plan to steal Hyrule's citizens and turn them to monsters, and giving comfort to a noble knight as he dies may help you discover the identity of his killer...

Blue Spirit (200cp):

Dark days are coming, Jumper. Ganon's secret invasion of Hyrule combined with Vaati's resurrection and rampage has Hyrule on the brink, and monsters rage across the land. Any normal person would be left helpless with fear...but you're not any normal person, are you? Your courage and strength of will would earn you the praise of even the noblest knight, standing tall against evil in all its forms. You could stand before Ganon himself, and not only not flinch, but raise your sword in challenge. This alone will not let you defeat him...but if a moment's hesitation is enough to cost one's life, perhaps a moment without it is enough to save it?

Purple Mind (400cp):

Well, aren't you clever? Your mind is something to be respected, capable of coming up with all sorts of plans and schemes. In battle, you could pick out the weak spots in your enemies, and come up with a trick to exploit them. Outside of it, you could concoct a plan to seemingly join your enemies, 'killing' one of your allies to prove your new evil nature...and then leave them stunned and disbelieving when you and your still very alive ally bring it all crashing down on them. Of course, this isn't infallible, and communication may still be important, but with a mind like yours, you'll be a terror to the forces of darkness!

Green Leader (600cp):

The Four Swords Heroes wouldn't be nearly as effective if they were all constantly getting in each others' ways. At their best, they are a well-oiled machine, all of them moving in sync as if they were a hive mind instead of individuals. And now, you too can forge a team like this! Whenever you are leading a small group, you and your allies move in perfect sync, every move executed flawlessly together. Not only do you not get in each other's way, each move you make compliments one another perfectly. Even if you split up, your teamwork is still breathtaking...literally, in your enemies' case. You all have to be an actual team for this to work, and this doesn't grant you complete control over your allies, but with teamwork like this and proper allies, even Ganon will have something to worry over.

Maiden Perks

Pretty Princess (100cp):

It's a good thing you were not around centuries ago, or Vaati might have sought to capture you too! You possess a beauty and grace to rival that of Princess Zelda herself, a beauty that astonishes man and demon alike. It's also a beauty that very few are willing to see tarnished, and so more often than not you will be captured when you might have been killed instead, allowing you a chance to be rescued. Also like Zelda! This will not always work, however, and pure evil hearts like Ganon will shrug it off completely. If you happen to be a guy, you can instead choose to be incredibly handsome.

Fairy Wings (200cp):

As peculiar and at times even irritating as fairies can be, it is through their aid that Hyrule's hero in green has prevailed over the forces of darkness so many times. It's fitting, then, that the Maidens who protect Hyrule may take on the form of fairies themselves, an ability that you now possess as well. With a bright flash, you take on a form that many see as a ball of light with wings, hiding your body. In this form, you're capable of flight, speeding along through the air as if you were a bird, your tiny form granting you great agility, not to mention fitting through tight spaces. Do note, however, that this form isn't exactly strong. You won't be fighting monsters anytime soon, unless you have powerful magic to aid you. You may transform back and forth from this form at any time, each transformation releasing a similar flash.

An Outstretched Hand (400cp):

It is not simply her beauty that makes Princess Zelda so beloved by her subjects, no, it is her compassion as well. A kindness that can turn even a heart of shadow to the light. You possess the same gift, the same ability to connect with people. And the power of your connection will only grow with time and effort. A simple smile and a few kind words would have your subjects adoring you as their beloved monarch. Acts of friendship and a steadfast belief in them could make a knight willing to face great evil to save you. And even a servant of evil might walk a different path when given genuine compassion and reassurances that they can be better by you, an outstretched hand offering friendship to someone who has always been alone. There are some, sadly, who are beyond even your reach. But there are so many more who would flock to you, if only you reached out to them.

To Seal The Darkness (600cp):

What great fortune this is, that the forces of light may count another among their ranks with this power! Like Zelda and the Maidens, you possess the magic of sealing, one capable of banishing evil from the world. This magic takes the form of a ball of light, surrounded by circles of energy and bursts of color. This magic will paralyze the target, and seal them away, though depending on the target you may need an item to seal them away inside. On that note, the stronger the target, the more power you will need to seal them away. Compare a defeated Vaati, who was sealed away by Zelda alone many years ago, to Ganon, who required the combined power of Zelda and the Maidens to imprison, after being left winded by the Four Sword Heroes and struck with an Arrow of Light. This magic can also be used to reinforce existing seals, which is handy given all the ancient evils here.

Shadow

Shadow of Heroes (100cp):

Well now, it looks like Shadow Link isn't the only copycat running around Hyrule. Much like Link's dark clone, you may take on a form resembling a shadowy copy of one of your foes, one with glowing red eyes and clothes made of darkness. Want to be another Shadow Link? You got it! Want to be the first Shadow Zelda? Sure, why not? With something like this, you might be able to trick more gullible foes into thinking you're the person you happen to be copying, and it would be rather eerie for your foes to face a dark copy of themselves, wouldn't it? Do note, however, you only copy their appearance, not their power. One special ability a Shadow has is that if a universe like this one has a "light" world that is connected to a 'shadow' or Dark themed one, then you as a Shadow gain the unique ability to freely travel between the Light and Dark Worlds as you please. This does have some limitations as you aren't opening portals and can't bring more than yourself and what you are carrying through. Nor can you create a 'Dark World' of your own by being a Shadow alone..

If Only We'd Known! (200cp):

You know, it's funny how much wrong intel or lack of information can hamper you. Just look at the heroes of this world, who were lured into a trap by Shadow Link because they mistook Ganon's rise to power for Vaati escaping, or how the Gerudo just assuming Ganondorf would fail and die allowed him to obtain the Trident of Power and become Ganon. Now, you benefit from similar problems plaguing your enemies. Wrong assumptions, lack of communication, simple mistakes about who the culprit is hampering their attempts to battle you. Don't rely on just this, as they will eventually get on the right track, but if you play your cards right, it might be too late by then.

Vaati's Old News! (400cp):

I can't emphasize enough how obsessed with power the forces of darkness are. Vaati, despite being a centuries-old demon lord, had his throne stolen by Ganon, a relative upstart, simply because of the latter's power. His forces bent the knee, and so did he. With this perk, you'll have a similar ability to obtain loyalty with power, convincing the legions of mooks and minions to swear allegiance to you with a show of might. Greater evils like Vaati might need to be bested in battle first before they join you, but once you do they'll loyally serve. Do note, this loyalty is based on power, and should you lack it, you might find yourself suffering Vaati's fate: a mere has-been. In addition to this, against particularly strong enemies you best in single combat you may Curse them, much like how the Knights who once served Hyrule were turned into exceptionally large Stalfos. This does depend on how much energy you put into a fallen foe, little energy will create a weak form after all.

Consumed By Darkness (600cp):

...is your lust for power and conquest truly so great? Would you truly damn this world to life under your heel forever? Very well. Like Ganon, you possess the power to infect and envelop a world with a dimension or realm of your own, slowly consuming it and merging it with the world already under your control. The greater your power, the less time this process takes. If you had strength comparable to Ganon, you could overrun a region of Hyrule within days of your invasion beginning, consuming more and more as time goes on. This can be resisted or even stopped by beings whose power approaches or rivals your own, but it can only be reversed when you are truly defeated, whether that is through being sealed away or killed. And should you triumph, that world will be yours...forever.

Items

But power alone isn't everything. Link has bested many monsters through the clever use of tools, and Ganon's new power comes from the trident he wields. Why should you be deprived of your own treasures? All items are discounted for their respective origin, and 100cp items are free.

General

Four Swords Adventure Soundtrack (50cp):

The Legend of Zelda games are well known for their beautiful music, and Four Swords Adventure is no slouch in this department either. With this item, you can enjoy the soundtrack whenever you please, though others cannot hear it unless you will it so. You even get your own theme in the style of the game's music, and future jumps will get their own themes in the same style.

Figurines (50cp):

Now what's this? It seems you have a collection of toys based on the cast of Four Swords Adventure, from the Four Sword Heroes to Zelda and the Maiden to the Knights of Hyrule, as well as Ganon, Vaati, Shadow Link, and their monstrous armies. Isn't that neat? Also included are toy sets for Hyrule Castle and the Palace of Winds.

Four Swords Adventure: Jumper Edition (50cp):

Now what is this doing here? It appears you have in your possession a copy of Four Swords Adventure, but with a new addition: you! Aside from the standard game, there's now a mode where you can play as yourself, or more specifically, your in-jump self. It doesn't serve much purpose besides being fun to play, but hey, it might be fun to show some of the locals that there's a game starring them, right?

Blue Bracelet(100 CP):

Well, this little contraption takes the form of a bracelet made by the sealwork mastery of the Maidens. Usually squirrelled away in odd places with a limited power supply it projects a magic barrier that helps soften the blows of enemies against its bearer for a short time. While this would normally only last for an hour before it's protection is lost, you've actually gotten a prototype that can recharge itself every twenty four hours and lasts for half an hour. It's not as strong as the one shot models but even it's half hour capacity can be useful. It can deflect arrow fire, soften hits from fireballs, or even turn a perfectly aimed killshot into merely a debilitating blow. It activates the first time you are hit by something and won't turn itself off until the thirty minutes are over... so it's still better to dodge. Right?

Hylvian Masterwork (200cp):

While Hyrule may end up leaving it's own fate in the hands of the Hero in Green more often than not, that's not to diminish what it's more ordinary knights can accomplish. This armor is meant to be that of a fully fledged Knight of the realm, and it's suitably imposing. It's defensive properties leave most simple weapons straight up bouncing off, and simply wearing it will call a handful of soldiers out of the woodwork to aid you in battle. Even the weapons it comes with are impressive, if ordinary, such as massive greatswords or the iron ball and chain. Of course, if you aren't a knight or don't wish to step onto the field of battle yourself, the armor is also remarkably receptive to magics such as possession. Simply find some schmuck to wear it and fill the both of them with dark magics and boom, instant miniboss. It would be stronger for someone competent, but those sort tend to be harder to control.

Drop-In Items

Hyrule Map (100cp):

Hyrule's not exactly a small country, you know. It can be a bit hard to find where you're supposed to go, especially with all the monsters wreaking havoc and Ganon's magic altering the environment. Good thing you have this, then! As you might guess, this is a map of Hyrule, giving you a lay of the land and helping you find your way. Not only that, but it also updates to reflect changes that have occurred, like showing you a region being consumed by the Dark World or trapped in eternal winter. No more getting confused or lost thanks to magic trickery! Post-Jump, it updates to match the country/land you're currently in.

Moving House (200cp):

Somewhere out in the foothills of Death Mountain lies an extremely interesting structure. A house, made entirely from an unusually lightweight yet fireproof wood, with a set of flamethrowers attached to the roof. The house is so lightweight in fact, that even an old man can give it a good shove and the whole thing will just slide around. Something to do with the gas in the flamethrowers provides just a tad bit of lift, which when combined with the house's lightweight construction, makes it float ever so slightly. Sadly, while it can carry you, there's no room for furniture. On the other hand, if you've no need for the flamethrowers to be used as weapons, they could be repositioned to provide the lift needed for a bed and maybe a few other small pieces of furniture.

Moon Gates (400cp):

Though only the Forest of Light and Kakariko Village have been consumed by the Dark World, all of Hyrule has a shadowy counterpart, a place where things are subtly...wrong. Accessed by Moon Gates, in this dark mirror world people act differently, buildings and objects are in different positions, and the general atmosphere is eerie and oppressive. Yet this might prove to be a boon to you, as it was to Link, allowing you to navigate normally insurmountable obstacles. While normally the Dark World and the Moon Gates to enter it could only be found in this world, you will now find counterparts to them in future jumps(or if said jump already has an alternate dimension the ability to link a gate up to it). You may have to find them before you can use them, but once you do you will be able to access them at will, without the need for Moon Pearls as in this world, and with no risk of the Dark World spilling over.

Royal Jewels (600cp):

Ah, what treasures you have gained, Jumper! In your hands are the Royal Jewels of Hyrule, powerful magical artifacts passed down for centuries, guarded faithfully by the Knights of Hyrule. In the modern time, these gems possess the power to open the way to the Realm of the Heavens, where Vaati and Ganon await, normally beyond the reach of mere mortals. In a similar way, these jewels may form portals or gates to places that might otherwise be beyond your reach, though doing so will expend their magic. This also allows you to bypass barriers that block off locations as well, in case your enemy has blocked the way. But that is not all they can do. For once upon a time, these jewels were known as the Elements, physical embodiments of earth, wind, fire, and water. With these, the broken Picori Blade was transformed into the legendary Four Sword, a magic blade that could rival the divine Master Sword. You may do the same now, uplifting a blade with only a minor enchantment into something demon kings would fear. No matter what you use it for, the magic within them will recharge upon your next jump, or in ten years time if you're in a longer lasting jump.

Knight Items

Tunic of the Hero (100cp):

Really, were you expecting anything less? Much like Hyrule's Hero, you now have a knightly tunic to wear into battle, though unlike him this may be any color you'd like. Green, red, blue, purple, or maybe you're feeling edgy and want to wear black? Hey, I won't judge. Whatever the color, this tunic works great when it comes to protecting yourself from the environment, keeping you from freezing or burning up so long as you don't actively throw yourself into the danger. Not much better than normal clothes against enemy attacks, though. Still, in places where the environment can be truly dangerous, like volcanoes or frozen tundras, protection from the elements is key!

Dungeon Supply (200cp):

Huh. Well, that's oddly convenient. Much like the Four Swords Heroes, you seem to have exceptional luck finding helpful items in places where they don't belong. What kind of items, you ask? Well, in this world, expect to find things like bombs, boomerangs, Roc feathers, and more, though they may take different forms in future worlds. These items are hidden from plain sight, but if you look for them they might prove useful to whatever dilemma you're currently facing, like blowing up an obstacle or hitting an airborne enemy. These items are found in locations that could be called 'dungeons' by this world's definition. So while you might not find them in Hyrule Castle while it's under Zelda's rule, you might stumble across them when Ganon takes over. These items will never be anything truly unique, or an instant win option, but they will always be helpful in some way.

Force Fairy (400cp):

Now I'm not entirely sure what separates a Force Fairy from an ordinary Fairy, but this particular one seems to have taken up residence inside a glass bottle and demanded you take her with you. In exchange for feeding her Force Gems by the hundreds if not thousands, she's agreed to provide whatever assistance she can, mostly in the form of the famous healing talent that almost all Fairies are known for. Use her as much as you like, but be careful not to run out of Force Gems. You rather need those for something else. As a signing bonus of sorts, you're also allowed a single healing for free which she will be giving to you in the form of a complete resurrection should you ever die, once per ten years. It's not a great rate, but it might just save your life, quite literally.

Four Sword (600cp):

Once upon a time this blade was known as the Picori Blade, but here and now it's become known as the Four Sword on account of it's unusual trait of splitting the wielder in four when drawn. Each clone of you bears only minor differences from the 'original' or 'real' you, a different color of clothing, a slightly higher or deeper voice, perhaps a slight tendency towards a certain emotion, arguably to help you define yourselves as just different enough to not have an existential crisis. In more combat related news, while the Four Sword lacks the raw power of the Master Sword, it does have the ability to amplify its own power until it possesses the same power to repel evil though the act of absorbing Force Gems. It probably has something to do with them being manifestations of goodwill and gratitude, those things tend to be anathema to the darkness.

Maiden Items

Book of Legends (100cp):

In the land of Hyrule, history and mythology are not always so different. Unbelievable things have happened in this country, from rampaging demon lords and interdimensional invasions to galant heroes facing impossible odds and beautiful princesses sealing away terrible evils. As such, it might help to know some of the so-called myths of this land. It may help you to learn of possible future threats, like Vaati and the Trident of Power. Well, that, and these stories actually are pretty interesting. In future jumps, this book will update to include the local myths and legends, with stories that have some truth to them being highlighted to keep you forewarned and forearmed. Who knows, perhaps the Legend of Jumper will be added to these pages someday?

Royal/Knight's Marks (200cp):

The great seals designed by Hylia and enacted by Zelda almost always have a rather simple point of failure, Zelda herself. Sometimes more than her, such as the other six Shrine Maidens in this era, but seven girls is barely any better than one. Well, ignoring the magical potential of those girls. However, these marks were designed to latch onto a Knight rather than a Maiden, amplifying the effects of the seal and making it harder to break. A failsafe of four knights, should anything happen to the seven maidens. These will come with a set of four Hylian Knights - roughly equal to Link, though admittedly lacking in any magical assistance - to guard them, though you may replace them with stronger fighters if you wish. Once connected to a knight, adding the Marks into an existing seal is trivially easy. They're also capable of operating independently, sealing away a lesser evil, though they aren't meant to do so.

Four Sword Shrine (400cp):

The shrine of the Four Swords is a place made by the sealing arts of the ancient Hylian lines of the maidens, and the equal of the magical sages depending upon what era of history you are in. It has the strength to be used for imprisoning evil beings such as archdemons, and ancient evils. Along with a small cavern for storing holy artifacts with magic that will keep items from rusting and being reduced by the ravages of time. Now, you own such a place that comes in the form of a small stone disk with a sword planted within in the form of an ancient talisman the size of your fist. Place it on the ground at a location of your choice and in twenty four hours a new shrine will grow in that location. You will receive a new talisman at the start of every jump, but their numbers will never exceed four.

Pillar of the Community (600cp):

Each Maiden was given a demesne to watch over, and a Shrine to help ward and protect an item of great power that supported the great seal of Vaati's prison. And it seems you also have one. You actually have an interesting choice here, a small village in which to live comfortably... and miles and miles of the surrounding countryside, or a more prosperous but smaller area, such as Hyrule Town and Hyrule Castle. Speaking of the castle, you are in fact in charge of said location, though if that means crown princess to Hyrule or merely not having to work a day in your life because the village exists to aid you in your maiden duties... Well, I'll leave that up to yoult's aesthetics do have to make some sense to the setting, but are otherwise up to you.

Shadow Items

Cloak of Shadows (100cp):

It may seem somewhat silly, but any good villain needs a cloak to disguise themselves with. So that's what this cloak is. It's got style, pizzaz, and more importantly... the ability to mask your features as an illusionary shadowy figure fitting the profile of someone else, with one weakness- if the person you are impersonating hits you this shadowy camouflage will dissipate instantly. You also get a unique set of clothes for what you're wearing underneath the cloak for propriety's sake. These duds' normal appearance are a swanky form and color of your choice (though canonically purple like Shadow Link had in the manga. Or could take some villainesque form like Ganon wears.) This cloak, and clothing set will mend and clean itself to rid you of all those pesky blood stains your villaining tends to accrue!

A Weapon of Shadow (200cp):

Similar to the Trident that Ganon pilfered from the great pyramid, this weapon will be capable of channeling any magic that you can cast through it with one additional benefit. It can also store magical unused energy of yours that would normally go to waste, acting as a battery of sorts. If lost it can be summoned back to your hand, and it would take quite a bit to break... such as a strike from some mystical (or other serious) weapon or ability. Normal weapons would not even be able to scratch it's surface, making it quite handy as a villain's main weapon of choice. It's form may take the shape of a Spear, but if you prefer it to be a different weapon you may choose it's form and function. Such a form can only be reset at the start of each successive jump.

400 CP- Dark Mirror

Long ago, the Dark Mirror was used to seal away a dark tribe that invaded Hyrule. The mirror was then hidden in the Temple of Darkness to sever its connection to the world once stolen by Ganon. It works by exposing the evil or doubts that lie within a person, bringing them to life in a shadow's guise. This one is a copy of the one Ganon used to create up to four Shadow Links to plague the Four Links on their quest. Please note that the strength of the shadow is actually inversely proportional to the light that cast it - a peskily pure hero would create a powerful but fragile shadow, while a true villain would be abysmally hard to be rid of. Sadly, the shadow cannot eclipse the light that cast it, and so outside of dumping ever more magical energy into it, the copies will only ever be a match for their original. Still, even that has its uses. As somewhat of a drawback, the mirror only generates enough darkness for a single use each jump. Anything past that you'll have to power yourself.

Fiefdom of Shadows (600cp):

You gain a small demesne located in a sub dimension, connected to another you own if you have such a thing, or independently if not. Alternately, you may treat it as a warehouse attachment, or simply drop this little bastion of darkness on top of lands you already control. It will always start small, around the area of a small medieval village like a motte and bailey, but as you spread darkness amongst the lands, this fiefdom will slowly spread outwards and expand. Your very own fragment of the Dark World, a creeping malevolent presence that will expand to the equivalent size of the country of Hyrule in five years, and maybe a small continent in ten. Any more would require a level of skill and power outside of simply possessing this item... Luckily for you, there is a perk that would grant that to you.

Companions

Link Cable (Free, Incompatible with Eighth Adventurers):

Might it be that you have drawn the mythical four sword? Or was your mother merely extraordinarily unlucky in that she gave birth to four nigh identical children at the same time? Either way, with this option you'll find yourself with three siblings of a sort. Each one shares your origin and race and has a further 400 cp to build their own repertoire of perks and items. As a small bonus, if you should import them into future jumps you can automatically have them become your siblings, the same as they are (probably) here.

Eighth Adventurers (50cp - 300cp, Incompatible with Link Cable):

Or, if the above option is not to your tastes, you can have a more normal set of allies. For a mere 50cp you can call a companion of yours into the world with an origin, a race, and 600 cp to buy perks and items with. This cost of 50cp per companion extends up to six for 300cp, at which point you may bring in a full eight for no extra charge.

Warriors of Light and Dark (100cp - 200cp - 300cp):

Of course, the possibility always exists that you'd be more interested in acquiring new companions than gathering up old ones - or even that you have no old ones? Well, look no further. For a mere 100 cp, you can companion any 'ordinary' individual, the citizens of the land of Hyrule or any one of the many monsters that currently threaten Hyrule- though straight up boss monsters will belong to the next price bracket. For 200 cp, those touched by destiny become an option. Link and Princess Zelda, one of the Shrine Maidens, or the previously mentioned boss monsters should you desire them. For 300 cp, we have those touched by darkness - Vaati the Wind Sorcerer, Shadow Link, the Dark Reflection, and Ganon, the King of Thieves.

Drawbacks

Be Wise as you balance Courage and Power

A Hero In Green (+0cp):

Hyrule has a long and storied history, and it's entirely possible that you've been here before. Some of these places and faces may seem familiar to you - if not nigh on identical to at least one other era. Now, whether you had a hand in the shaping of that history.... maybe you did, maybe you didn't. If you take this, then whatever actions you took in the past will be remembered and reflected upon modern Hyrule, however light or heavy those actions may have been.

And Blue, And Red, And Purple (+0cp, Requires Knight or Maiden, requires Hylian):

It's rather odd, truth be told. This is one of two eras in which 'The hero in green' does not feature heavily, and that's because he's being assisted by blue, red, and purple. Except that they both are and are not the hero in green. How unusual. But still, if you wish to step into the shoes of our legendary hero, then by all means. As a small side benefit, I shall also allow you to fill the role of one of the seven shrine maidens if you so desire. Yes, this includes Princess Zelda.

Could You Be... Ravigo? (+0cp):

No, that's Shadow Link. No I don't know why he doesn't look like a human shaped ball of darkness anymore, now he just looks like another Link with dark purple hair and black clothes. As for why that is? Well, you're in the manga timeline now. Not too much difference between the manga and the games, the Links a great deal less coordinated and Shadow Link himself is less powerful overall. Heck, Zelda even manages to pull on Shadow Link's heartstrings just enough to prove that as dark as he may have been, he was still a Link.

Get Your Act Together, Jumpers! (+100cp):

Jeez Jumper, must you act so childish? You do understand the value of teamwork and cooperation, right? Well, if so then you might just be the only one. Anybody and everybody you could be expected to work with seems to have lost all sense of cohesion that they would normally have. Maybe the band of guards that weren't brainwashed are arguing about who should be in charge with the captain missing, or maybe the Shrine Maidens are bickering about who suffered at Vaati's hands the worst and who gave Link the best reward. Heck, maybe the clones you made to give you some back up suddenly decided they couldn't stand you. Hope you don't mind doing things by yourself. And I hope you have a plan to force them to work with you, because most of the puzzles here can't be solved alone.

Tingle, Tingle! Kooloo-Limpah! (+100cp):

Ah, Tingle. The man who wished to become a fairy, and so seeks to gather a truly astounding amount of Force Gems in search of that goal. Unfortunately for you, he must have somehow acquired Sheikah training, because he's stealing those same gems from you left right and center - take your eyes off them for even a second and you'll find your wallet much lighter than it was before. The good news is that while he might be a thief, he's also a fair loser. If you manage to win them back from him in a fair competition, he'd 'let' you keep them. And by fair competition, I mean you need to participate in the scam that he's running known as 'Tingle's Tower', home to the much dreaded minigames of his own design. Have fun.

Oh, It's Just Jumper (+100cp):

Let me guess, you used to be someone big and important, and then everybody forgot about you in favor of this season's new hip and hot hero? Or maybe your evil organization got hijacked by Ganon? Well, no matter how it happened I hate to break it to you, you're old news. Last season's villain, the second best hero, a side character in the story that used to be about you. Now, not that you're any less powerful that you were before, but... You're just less impressive. No matter what you do or where you go, there's someone more interesting for the locals to chat about. Yes, even if you're flat out conquering the land. That other nation has a much worse conqueror, ours is practically washed up in comparison. You get the picture, right?

Fragments Of A Greater Whole (+200cp):

Congratulations Jumper, you have a twin sibling now! Or two, or three, or a dozen. Well, no, not a dozen. Anyways, your powers have all been split up amongst a small handful of copies of you - you can choose the exact number, but the fewer there are the less powerful you are in the meantime. The good news is, you can recombine. It's not even too difficult to do - well, the actual combining. The real trick is convincing them to do so, because none of them want to for some reason. Maybe you should go on an adventure where teamwork is absolutely critical to drive the point in home that you're better together?

Invasion From The Great Sea! (+200cp):

Now this is a strange one. You see, Hyrule has been invaded by pirates. Six of them are out and about causing mischief, some causing trouble with the locals, others taking the fight to the monsters. Each one of them will make a somewhat ridiculous demand of you, probably involving their secret hobby of collecting stamps, before packing up to go back to wherever it is they came from. Of course, if you don't feel like undergoing a nationwide scavenger hunt and them lying to you once or twice, you can simply trounce them in combat and force them to leave. ...At which point the captain and first mate will have a bone to pick with you, and they're almost as strong as Vaati is. Either way, you need to send the eight of them packing before your time here ends or you lose.

Missing Kids/ Terrible Troubles (+200cp):

Wherever you go it seems that there is always someone in a pickle or a jam of sorts. Naturally, it's up to you to fix whatever ails them. If you don't, then the longer these small things are left unattended, the more they'll snowball into something that will actually disadvantage you. It's one thing to be rewarded a new item for finding someones lost child, it's entirely another to find out that the boss you're about to fight is ten times as powerful as they ought to be because they've gorged themselves on the souls of small children. This doesn't mean the common tasks like helping milk a cow are always going to wind up in a catastrophe like cursed milk spoiling into cheese draws a flock of ravens that bar you from entering the door you just have to get to ... but if someone genuinely needs help and asks you and you ignore it, you'll end up having a karmic return.

A Battle of Shadows And Fakes (+300cp):

Congratulations Jumper, you have impersonators! Apparently you're so famous and powerful that people felt the need to spend some of your reputation on your behalf. Now, this actually comes in two irritating flavors, just for you. First off, you have a handful of lesser copycats, Lunk and Stink and Blink and so on and so forth. Idiots who's finest moment was being mistaken for you. They'll be getting you into no end of small trouble, opening tabs that you'll have to pay or making promises about sidequests that, again, you'll have to do. Failing to fulfill 'your' end of the bargain... Well, you didn't need those shops and inns, did you? And on the other end of the spectrum, you have your very own Shadow Jumper. They're stronger than you by quite a bit, but thankfully they're mostly interested in screwing with you in a series of mildly lethal pranks and practical jokes. And encouraging the impersonators out, because why not. The good news is that if you manage to catch up with one of them before they make another dumb promise, you can call them out and shut them down. The bad news, there's dozens and Shadow Jumper will make more each year until you beat him.

The Great Unsealing War (+300cp, Incompatible with Hijacked By Ganon):

Once upon a time in ages past, Link fell short and the entirety of Hyrule went to war in a vain attempt to prevent Ganon from obtaining the Triforce and taking over the land. They failed, but managed to hold ground long enough to set a trap. Of course, that history is one where Link failed, and in this timeline, he did no such thing. But history is such a fragile thing, subject to... revisions, of sorts. For one reason or another, such a war happened. For one reason or another, it's going to come back to haunt you. Vaati the Wind Sorcerer, Ganon the King of Thieves, Shadow Link the Dark Reflection. Zant, the Usurper of Twilight, Ghirahim, the Demon Blade, and Majora, the Malicious Mask. All of these foes will find their way into the world in short order, if they aren't free already. And unlike all other Eras, you will find them working together as they bring about a new age of darkness. Though, that may have something to do with the fact that Ganon has the full triforce under his control. Regardless of your origin, you'll find yourself at odds with their forces. As a Knight or Maiden, you'll need to seal them away once more. As a Drop In or a Shadow, only their death will do. Good luck, you'll need it.

This Drawback Was Hijacked By Ganon (+300cp, Incompatible with Unsealing War):

Are you truly so arrogant as to believe that you can handle all this land has to offer, without your powers? Well, if you believe that and need the points, then by all mea - wait, hold up. Uh... Oops? Sorry Jumper, it seems that instead of simply taking your powers away from you, they've been given to Ganon for the duration of the jump. You'll get them back later, but in the meantime... Try not to die? Oh, and you can also reclaim some of them bit by bit as you defeat Ganon's various minions. Luckily for you, there are others who have had this treatment applied to them and don't like it any more than you do. The good news is, you needn't fight alone. Link and Zelda would have an obvious interest in making Ganon weaker, though they might be a tad underpowered for the task. Given half a reason, Vaati and Shadow Link would also aid you. Additionally, if you have the means to reach them, you'd find what seems to be another Shadow Link and what seems to be a Gerudo painter willing to offer their aid, alongside an extremely arrogant and childish implike creature seemingly made of shadows. Ganon has slighted more than one 'ancient evil' in his time, and they'd all be willing to lend a hand. If you can find them. You'll get your powers back at the end of the jump no matter what happens, but failing to reclaim the majority of them by that point will leave you stuck in Hyrule. May Hylia have mercy on your soul, for Demise will have none.

The End

Go Home - Return to Earth and your prior life with all you've earned.

Move On - The Chain doesn't end just yet, so get a move on.

Stay Here - Perhaps you'd like to settle down here in Hyrule?

Into The Wild - Head directly to Breath of the Wild next.

Notes

Credit to FSAnon for basically all of the origin perks and the first half of the origin items.

Thanks to AntarNoth for the General and Racial perks, and most of the second half of origin items.

If for some reason we get a confirmed sequel to FSA that takes place prior to BotW, go there instead.

If you take It's Just Jumper and Shadows and Fakes, your reputation will drop rapidly on account of the fakes, and they'll spend any goodwill you earn before you can.

The Blue Bracelet doesn't have it's ingame effect of straight up halving damage, it just skims a heart or two off the top. I'll help immensely with mooks and minions, but Ganon himself won't be bothered by it very much. In short - handguns, sure. Nukes... Not so much.

I Hate Clones doesn't nerf clones made by you, only your enemies.

Yes you can do imports.

Theoretically speaking, if you bought Pillar of the Community seven times, you would have the whole of Hyrule.