

The Legend of Zelda: Link's Awakening Jump

v1.01

Welcome traveller to Koholint Island! Koholint “exists” (in a loose sense of the word) in the same world as Hyrule, though Hyrule itself is a far-off land. The island, all of the people and animals living on it, are all part of the dream of a being known as the Wind Fish. However, all is not well here, as the Nightmares have infested the dream, keeping the Wind Fish asleep in order to rule the dreamworld. The villages and the people within them are relatively safe, for the time being, but who knows how long that will last?

It's dangerous to go alone, take these!

+1000cp

Origin

Keep your sex, or change it freely. Actual background history mostly optional, it's unclear how long the Wind Fish has been asleep.

Drop-in

A newcomer? You awake, washed up on a beach, none the worse for wear. You don't really remember how you got here. Perhaps you were shipwrecked like another lad. (can choose Toronbo Shores as a starting location for free)

Villager

You've lived on the Island all your life. You have a modest house where you live with your family (if any), and you enjoy a life of relative peace and safety. The people in the village a friendly, good-natured sort. (Can choose either village as a starting location for free)

Nightmare

You are among the Nightmares inside the dream. You know full well that you exist in a dream world, and look to keep it that way. But some kid in green, guided by a mysterious owl, seeks to awaken the Wind Fish and return to his home. If Link Wakes the Wind Fish, you'll have to flee into another dream.. (can choose the Wind Fish's egg as a starting location for free)

Starting Location

Roll 1d8 to decide, or pay 50cp to choose.

1. Toronbo Shores. A sandy shore on the southwestern corner of the island. There are a few monsters roving about, but nothing terribly dangerous. There's a fallen palm tree nearby that's nice to sit on, and a cliff overlooking the sea with a decent view.
2. Mabe Village. A small town of maybe a dozen or two people, not far from the beach. There's a "dog" that looks suspiciously like a chain chomp outside of a house. Besides that, there's a shop, a claw game, a mysterious bed in a cave, the local library, a fishing hole and a weathercock in the town square. A young girl named Marin likes to sing in the square.
3. Animal Village. A village on the western side of Koholint, filled with friendly, talking animals. Villagers who start here can be a mundane land animal of their choosing.
4. Hen House. Some weirdo lives here with a bunch of ~~chickens~~ Cuccoos. The house itself is situated near the peak of the Tal Tal Mountains. You should be able to climb down, but there might be some monsters on the path to the villages.
5. Mysterious Woods. A thick forest north of Mabe village. The canopy of trees makes the inside of the forest dark, even during the day. Several monsters make their home here, including Moblins and Zols.
6. Richard's Villa. A prince's private getaway/hiding place. Prince Richard is currently hiding here after being ousted from Kanalet Castle. He might have a job for you...
7. Free Choice!
8. Wind Fish's egg. Sitting atop Mount Tamaranch, the Wind Fish slumbers inside. Nightmare's may start inside (and freely leave), but the egg is sealed to all others unless the Instruments of the Sirens are obtained.

Perks

Here, you might want this.

Lost at Sea [Free] If Link succeeds in waking the Wind Fish, Koholint disappears, leaving only the memory. Ordinarily, that'd include you too, but I'm sure an exception can be made. Should the island disappear due to the Wind Fish's awakening, you'll also wake clinging to a piece of driftwood in open water. You'll see some gulls, giving you at least an idea of where land is. Get paddlin'.

Besides that, each origin receives a discount on their associated perks. [100] perks are free if discounted.

Drop-in

Tall Grass Goodies [100] There sure seems to be a lot of dropped valuables in the grass. Mowing the lawn could turn a tidy profit from all the stuff you might find. Bits of money, seashells, trinkets and... hearts? You'll find little hearts in cut grass, that you can touch to heal some of your injuries. That's a little weird.

Owl counsel [200] An Owl will follow you around, pointing you in the general direction of the next step toward your current objective after you complete the last thing he told you to do. His advice is somewhat cryptic, but it can be useful if you don't know what to do next. You can tell him a long-term goal, and he'll suggest some shorter-term actions that you can take to move forward.

Can I ask a favor? [400] You build up a reputation of helping people, and often, they'll ask for favors. Helping them will endear you to them, and they'll always remember how you helped them in your times of need.

Relics [600] All too often, the hero of legend has to go on some great quest to acquire some object of power. A sword, a magic wand, some magic instruments or what else. Rest assured, if you go looking for these legendary items, as long as they exist, you'll be able to find them. Doesn't help you actually get them, as they might be in the possession of powerful and dangerous foes, but knowing is half the battle.

Villager

Singing voice [100] You've got a talent like Marin's: a lovely, crystal-clear singing voice. Not overly useful on it's own, but it could be worse. Most of the people in town would like the sound of your voice.

Seashell collector [200] There's not much else to do on the island. You have a penchant for finding small keepsakes. They're generally not worth a lot, but they are pretty to look at. There will be an occasional exception, some rare and valuable piece that you collect a lot of that the right person might trade something of great worth for.

I'll trade you! [400] Everything and everyone has a price. You'll be able to get almost anyone to trade you almost anything, although the price might be steep. More likely, it'll be some rare and obscure good. Fortunately for you, you're a bit better at finding these goods, though they might be in the hands of another, who also seeks something... These sort of chains will rarely extend past three or four trades before arriving at something you have, unless the end-game item is something particularly rare or valuable.

Shopkeeper's Wrath [600] "I wasn't kidding when I said pay! Now you'll pay the ultimate price!" -You, probably. Thief's will have a harder time stealing from you, and when they succeed, you'll always know the relevant details about the theft, albeit usually around an hour after the fact. If you encounter the thief again, you'll be able to strike them down with powerful magic. Most likely enough to kill normal people easily.

Nightmare

Dream monsters [100] Befitting a Nightmare, you have the ability to locate dreamers and infest their dreamland's. Your control of the dream is relative to how much more powerful you are than the dreamer. Most people aren't aware that they're dreaming, and are consequently weaker as a result, as dreams often reveal our deepest fears. Lucid dreamers or gods of dreams might give you some trouble, though.

Fear Scent [200] Nightmare's are the stuff of our greatest fears. By invading a dream, you're able, with a bit of digging, determine what the dreamer fears the most, and how best you can use that against them.

Nightmare physiology [400] You possess the ability to shapeshift into terrifying monsters, though these new forms confer little but brute strength and a different shape. The other caveat is that the forms you take with this are generally just masses of shadow, devoid of color or details, aside from a pair of eyes lurking ominously in the dark.

Eternal Slumber [600] The way the Nightmare's cast the Wind Fish into a deep sleep is now in your hands. You're able to curse sleeping foes into eternal slumber, allowing you to relentlessly invade their dreams and rule their world's. Additionally, this lessens the control a lucid dreamer has over their dreams, allowing you further, uncontested control.

Items

Some equipment for your journey. Items are discounted to their associated origin. [100] items are free to the associated origin instead. You may import items you already own into items you purchase here if they're of similar type. Lost, stolen or destroyed items are replaced the next day.

Drop-in

Sword and board [100] Just a regular old sword and shield, worthy of a warrior, but not much else. They both have your name engraved on them, and are quite durable. The sword is capable of deflecting magic projectiles, interestingly enough.

Flippers [200] Magic flippers that only appear on your feet when you need them to. They allow you to swim better than you normally good and let you fight the current pretty well. You can also hold your breath a lot longer than you normally could.

L-2 Sword [400] If you don't want the hassle of searching for the secret seashells, you could just buy this instead. Your sword has been upgraded, in addition to the blade being much sharper, allowing you to cleave foes with greatly reduced effort, it has another boon. If you're in top condition, not suffering from any injuries, swing the sword will allow it to fire a beam that'll strike with all the force and potency of the blade proper.

Blue Tunic [600] An impressive set of clothes, much like the green of the hero of legend, but blue instead! Well, they do have another great quality: your defenses are greatly enhanced while wearing the blue tunic; despite appearing to be ordinary clothes they're actually an impressive set of armor. If you buy the Red Tunic, you may combine their effects.

Red Tunic [600] Much like the blue tunic above, these appear to be an ordinary set of hero's garb, save for the coloration. However, these do not bolster your defense. Instead, as you don the tunic, you feel limbs surge with might. Your strength is vastly enhanced, allowing you to send foes flying backwards with a simple swing of your sword.

Villager

A fishing rod [100] A nice rod with a fancy hook. Whenever you cast it into a body of water, it'll be baited automatically for you. The fish you catch with this rod will also be a fair bit bigger than they'd otherwise be.

Bow-wow [200] Not exactly an item, but it's a dog. Well, cut the crap, it's a Chain Chomp. A loyal guard dog who'll eat anything edible you give it, will guard your house or whatever else you order to, or can follow you around and attack enemies. Respawns if killed the next day.

Tracy's medicine and recipe [400] Somehow you've acquired Crazy Tracy's medicine. When applied, it heals most injuries immediately, but additionally, when you would be dealt an otherwise fatal blow, you're immediately cured of all injuries. Comes with one dose and the know-how to make more. Don't let Tracy know you have this.

TRENDY GAME! [600] A building you own in town. Inside, there are conveyor belts looping around in a circle, with a small island within. The game functions like a giant claw machine/skill-crane. You can stock items inside the game as prizes, and the machine conveniently accepts most currency. If the prizes are something that you could place an order and restock, the machine can do so automatically. Which it'll do when nobody's looking. In future worlds, this game will make a lot more money, as it's currently located in a town with about a dozen people.

Mysterious Library [600] An old building with hundreds of books. If you step into the library with a specific topic in mind, you'll find that the first section you search will have books with relevant information, maybe even some that'll directly address specific questions you might have. You'll find that studying in this library is significantly more productive than it would be outside. Just something about the library itself makes you absorb the information better. Lastly, once per jump, you'll stumble into a book that contains a major secret of the setting, or a critical piece of information to solving a great puzzle, or some other such information.

Nightmare

Dungeon Map [100] A piece of enchanted parchment. It'll show you the complete floor plan of any property you own. You can change which property is shown with a bit of focus. Includes an enhanced compass upgrade to the map, which ,while it doesn't show

you north, does show you if any allied, unique individuals are on the property and where they are. It also keeps track of treasure inside the dungeon.

Bag full of baddies [200] A small coin purse made of worn leather. Reaching inside, you can pull out a number of minions. Wizzrobes, Stalfos, Zols, Bubbles and any number of other minor foes. Not necessarily threatening to would-be heroes, but can be replaced quickly at the cost of your stamina. Also comes with a few Goombas, Boos, Bloopers and Shyguys for some reason.

Grim's flute [400] A simple wind instrument, appearing to be a duplicate of Grim Creeper's. Playing a few notes on the flute calls flying monsters to attack your enemies. Additionally, you may play the flute to call a giant eagle to fight at your command. It's large enough to ride on, as well as it's wings capable of creating gusts of wind, strong enough to blow away puny humans. If slain, you may call the eagle again the next day.

Dungeon [600] A whole labyrinthian dungeon all to yourself. You can either visualize a floor plan, or simply allow the dungeon to form itself according to your general desires. Besides that, simple monsters, such as moblins, zols, stalfos and what else will defend your dungeon from any invaders. They're not really all that smart, and are relatively easy to defeat, but any that are slain will rise again the following night. Lastly, at the end of the dungeon, you may hide a treasure room. The room immediately preceding the treasure room will be guarded by a shade of an alt-form of your choosing, or a minion you personally create.

Genie's bottle [600] A clay jug with a sort of eye pattern on it. The genie inside recognizes you as his master. Though he's unable to grant wishes or perform other sorts of magic, he can still throw fireballs. Besides that, he can't be killed as long as the bottle is intact, but he can't move very far from it either. You may choose to evict him from the bottle if you'd rather have it instead, gaining the above abilities and restrictions. You (or the genie) can sort of hop about while inside the bottle to move it. If you try picking it up, it's pretty heavy. A normal person couldn't lift it.

Other Items

Pick a discount on any item from each tier.

Rupee's [50] (No discounts) 500 Rupees to be spend as you choose. Worst case scenario, they convert to other money in the next jump.

Magic Powder [100] Made from a toadstool, this stuff will ignite foes, remove transformation effects, light braziers, summon demons (if tossed into certain wells) and do all sorts of crazy stuff. Refills after about half an hour.

Ocarina [100] A simple, handheld wind instrument. You'll pick it up pretty quickly, and can imitate other songs you've heard in the past.

Photo Album [100] An album that never seems to get full, no matter how many photos are stored in it. More importantly, it'll capture photos of any moments you'd like to remember, particularly one's that look great in the album or are iconic to the jump you're in.

Yoshi Doll [100] A stuffed toy, resembling a cute, green dinosaur. Abnormally cuddly.

Deluxe Shovel [100] It's a shovel, but it does excavate faster than similar shovels. You'll find that treasure hunting with this is more successful than normal.

Bombs [100] Staple item. Hurts enemies, destroys fake walls and can be thrown to great effect.

Bow [200] Simple bow and arrow. Well, the bow, anyway. You can just pull some arrows out of nowhere when you draw it, so that's handy. You can attach bombs to the arrows as well, for an explosive shot.

Pegasus Boots [200] Gotta go fast. Lets you charge at high speed and hit like a truck. Interestingly, you're protected from impact, despite ramming stuff head on. Does not, regrettably, allow you to fly.

Power Bracers [200] Bracelets, when worn, increase your natural strength significantly. Enough that it lets a person lift a pot bigger than they are overhead and throw it a few meters. Can purchase them a second time to gain the L-2 bracers, that allow you to lift statues, boulders and iron spheres with ease, throwing them with tremendous force.

Roc's Feather [200] A feather of a giant bird. Lets you jump really high, and do a flip while you're at it.

Ulrira's telephone [200] A landline phone that you can use to contact the one other person who has a telephone on the island. He'll often spout some potentially useful information or gossip. Also strangely useful if you forgot what you were doing. In the

future, you'll have Ulrira's number, and he'll give information of roughly the same value as here.

Hookshot [400] A handy grappling hook and weapon. You can use it to stun foes, drag you towards them (or towards you, if you can pull them.) and maneuver around by latching onto rocks or other objects.

Magnifying Lens [400] Besides the obvious, this handy little lens will reveal the invisible, and pierce through illusions. Also works for reading extremely small text and starting fires with the sun. Won't break, conveniently.

Manbo's Mambo and Frog's Song of Soul [400] A twofer! Gives you a pair of music boxes. The first place Manbo's Mambo, which will return you to the entrance of the dungeon you're in, or to Manbo's pond. In later jumps, dungeon expands to any structure you're in, and Manbo's pond is replaced with a body of water you're familiar with. The Frog's Song of Soul is a different story. It can wake stone giants from their slumber, as well as raise a flying rooster from the dead. It might have other uses as well, but you'll need to figure them out.

Mirror Shield [400] Significantly better than the proverbial board. It's actually an unusually light tower shield. The front bears your crest, if any, or others if you prefer. In any case, it's polished to a mirror finish, and thanks to the magic protecting the shield, won't smudge or fade. The real purpose of the shield (beyond normal shield stuff) is that it can block magic attacks. Spells that hit the shield won't carry their effect onto you. Also surprisingly good at blocking fire.

Nightmare bed [400] The name is a bit of a misnomer, the nightmares don't have much to do with the bed. You can sleep in the bed, and enter a dream world. It'll be the size of a small house, but inside you can store physical objects, keeping them safe in the dream world, inaccessible to those without the ability to invade your dreams.

Skeleton Key [400] Do you hate locks? I do. This'll defeat pretty much any regular lock you're likely to encounter, here or elsewhere. Won't work cipher or key card locks, regrettably, but at least you won't lock yourself out of anywhere important.

Boomerang [600] A boomerang wouldn't ordinarily be that special, and certainly not worth this price tag. But this one hits extremely hard, enough to kill certain bosses in a single hit, and you can also do interesting trick shots with it, hitting switches from a distance and rest assured that it will always return to you.

Magic Wand [600] The big gun. Shoots magical bolts that engulf enemies in fire. Strong enough to defeat most of the Nightmare's minions in one hit. Also handy for lighting torches on the other side of the room.

Dreamland [600] Your own dream island. It can be Koholint, or of your rough design if you prefer it that way. You can also grant access to others if you'd like. Creatures that inhabit dreams, or who lack physical bodies, can live here full time if you so choose.

Companions

It is dangerous to go alone...

Import [50-200] Bring along (or create) a companion for [50] each, or all eight for [200] Each gets an origin and 600cp, and can discount any one item they don't already receive a discount on.

Island Resident [50] Mostly normal folk around here. Pick anyone who lives on the Island.

Flying Rooster [100] The one, the only! The flying rooster is a loyal fowl, and will carry you aloft by lifting him over your head. Is a normal rooster otherwise.

Drawbacks

A Different Dream [+0, Only available to Drop-Ins.] The idea is that Koholint is sort of a joint dream between the Wind Fish and Link, and Marin is based on Zelda. Well, he was never here. Maybe he died in the shipwreck, or perhaps the storm that brought him to the island in the first place simply never happened. In any case, Koholint is based on you now, instead of Link's dream. It won't be any less dangerous, but it'll be different, at least.

Just another Link in the chain [+0, Only available to Drop-Ins] You do remember getting shipwrecked, and you wash up on the beach wearing green clothes. You're carried back to a house, where you sleep for a couple of hours. Surprise! You're Link now. Whether you simply pal around on the island with the locals for a decade or go and fight the nightmares is up to you. At the end, you may take Marin as a free companion, I hear she wants to go to far-off places.

Timeline words [+0] Maybe you were in the world previously? Perhaps even the hero of legend before now? Maybe some bizarro timeline where Wind Waker is canon to this timeline? You tell me boss. Whatever it is, it still happened and the world reflects that.

Glitchy [+100/300] Occasionally, you'll teleport forward in whatever direction you're currently moving. Sometimes you'll get partially stuck in walls or trees, which you can free yourself with a bit of effort, but normally nothing serious will happen. For [+300], this protection is removed. You can get stuck entirely within walls, teleport into lava, off cliffs or into other hazards. At the very least, you won't get tele-fragged.

Shitty redesign [+100] The way the world looked before was actually charming. Now everything looks fake and plastic. The world isn't any less dangerous, but stuff just looks worse and it'll probably offend your aesthetic sensibilities.

THIEF! [+100/200] Everyone on the island will call you THIEF instead of your name for the duration of your stay, although nobody will actually treat you any differently. Except maybe the shopkeeper. If you'd like an extra [+100] he thinks you stole something from him, and will kill you upon entering his shop.

Broken Underworld [+200] Instead of starting in your regular location, you're going to spawn inside of a dungeon. But unlike the actual dungeon's, this one is full of glitched enemies, broken, empty chests that just have conversations in them (You open the chest and you hear half a conversation? The hell?) invisible walls and bottomless pits. You'll have to navigate out to a staircase or a dungeon exit (any dungeon exit, they're all linked down here.) before you can begin the jump proper.

Fetch Quest [+200] Every single major item in the game and everything that could conceivably be important to you will be gated behind a fetch quest. Expect to have to trek all over the island to make any kind of progress. Will also include backtracking to previous locations. Hope you can kill two birds with one stone.

Mortal Mode [+300] Standard "stripped to your body-mod and whatever you've bought here."

Debug Mode [+0, requires Just Another Link in the chain and Mortal Mode] Well jumper, you've got a special opportunity here. You start on Koholint like you would, but you've already got yourself the Magic Wand, L-2 Sword and Pegasus boots. What's the catch? You've got about a month before Koholint fades away, and the only way to avoid dying in the process is to wake the Wind Fish before that time.

Nightmare Mode [+300] (Only available to Nightmares) Link's arrived on Koholint, and that blasted owl will set him on course to wake the Wind Fish. Obviously, you can't allow this, because if he wakes the Wind Fish, you'll fade away with the rest of the dream, vanishing forever! (This counts as a loss condition)

Three Heart Challenge [+500] You won't be able to take nearly as much punishment as you could before. Bypasses regeneration perks, but the Blue Tunic and Tracy's medicine will still work just fine. You'll have to rely on what you can find in the world for recovery.

Conclusion

Well, it's the end. Whatever happened, time to make one more choice.

Stay here? Koholint isn't so bad, or maybe the waking world isn't, depending on what happened.

Go home? Maybe Jumping was the real dream. You wake up in your bed at home, remembering the most vivid dream ever. A dream so real it gave you superpowers or something.

Keep going? The usual answer. There's also...

Onward to Oracle! Continue straight to Oracle of Seasons/Ages jump, cutting the remaining time here short and skipping the boring shit.

Notes

You can rig Trendy Game, you monster.

Nightmare Physiology can let you use anything the final boss does. It was worded the way it was to avoid giving people a ton of extra powers from shapeshifting.

You can lend the flippers out by taking them off, but obviously you won't have them then, until you take them back.

Debug mode lets you keep the L-2 Sword and Magic Rod as if you bought them. It is based on a bit of hearsay in a glitch faq that I couldn't verify, but I liked the concept enough to include it anyway. I don't think it's amazingly overpowered the way it is.

Update later if/when the remake adds/changes anything important.

A thank-you to the thread for the suggestions and critiques. A special thanks to BLADE for challenging me to race our Zelda jumps to completion, forcing me to get off my ass and work on my other jump that'd been stalled for nearly a year.

By Pathfinder Anon

Changelog

1.0

Initial release

1.01

Somehow forgot the 200cp item for drop-in. Made the item flippers on the suggestion of an anon.

Added mirror shield as a 400cp general item. It was too strong to really be a 200cp item for drop-in and the other slots were taken. It was also notably the one major item that was missing.