

The Legend of Zelda - Phantom Hourglass
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With help from FSAnon and AntarNoth

The Story Thus Far

This is but one of the legends of which the people speak...

Many years ago, when the citizens of Hyrule called to the gods for help, the gods could only cry tears at their lack of options, and so the world flooded and Hyrule and its lands were washed away in a vain attempt to prevent the evil king Ganondorf from taking over. But underneath the ocean of tears that the gods cried was a shield, erected by mortal sages and powered by the Master Sword, keeping Hyrule Castle safe for the day it could resurface.

That day never came. The ghost of its king wished upon the Triforce for its destruction so that the children of the Great Sea could move forwards into the future and not rely on fragments of the past. Now, Hyrule is well and truly gone and its last drop of royal blood, Tetra, is but a common pirate, though she still possesses the kind nature of her forebears. The new hero, Link, stands at her side as always, but long gone are any oaths of duty or royal decree. Instead, he simply sails with her to satisfy his wanderlust.

Their next adventure is the hunt for the Ghost Ship and all the treasures that it likely holds. I assume that you are here to help them or perhaps hinder them. It makes little difference in the end. But before you get on with it, take these.

+1000 cp

Origins

Drop In
The World of the Ocean King. Despite being naught but a dream, it has a history to it, a legacy. That legacy shines through in the form of the Cobble, a subvariant of Hylians to whom the art of stone and metalworking comes naturally. It is unknown if the Ocean King is their guardian deity or simply someone they made a deal with, but you are now one of them.

Pirate
You might be a pirate in name only or one in truth. Someone who robs and steals as easy as they can breathe, or someone who simply sails under the black flag because they refuse to bow to any authority, their life following the freedom of going wherever the wind takes them. Regardless, you have more than enough skill to sail any simple ship and you possess a decent amount of talent in battle under your belt.

Spirit
You're not Human, nor even Hylian. Instead, you're a spirit of some kind, from the little fairies that dot the land and traditionally help the Hero, to something more fundamental, one of the guardians of the world that Hylia created in aeons past. ...Well, probably not, but I suppose it is possible. Or maybe you're a ghost of some kind instead?

Beast
Evil is banished. There are no great villains left in the world, no conquering kings or thieves who conspire to steal entire nations. There are only the monsters of the deep, what beasts hunger for flesh and blood not out of any spite or malice, but because it is their nature. You are one of these creatures that lurk beneath the waves.

Age / Gender
Your age is 2d8 + 15, and your gender is the same as the last jump. You can change both for 50 cp.

Discount Rules
100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.

Perks

Drop In

100 cp - Cobbled Together

The Cobble Kingdom was created on the concept of creating, so it should come as no surprise that those same ideals come naturally to you, one of the descendants of that kingdom. You have at least a basic level of skill in just about any kind of crafting discipline that could feasibly be involved in the creation of a boat, from metalworking and the forging of swords or canons, to stonecarving and mapmaking. On top of that, you have an easy time picking up new talents, barely needing to dedicate an afternoon's work to picking up a new discipline, assuming you have a half decent teacher and some reference materials. Maybe a day or two without that when learning a skill by rote, observation, and practice. Do be aware that this barely breaks even with the skill any beginner apprentice ought to have, and that you should probably leave the making of boats to your masters until you can learn the rest at a natural pace.

100 cp - A Masterpiece In The Making

Talent is an amazing thing, but it can only take you so far. After years and years of hard work, you may now declare yourself the master of a single skill. Perhaps you are a blacksmith, or a weaver. I'll leave that up to you. But, of course, being a Cobble, it's not enough that you are merely a master. Should you have chosen to become a smith, then not only do you have the skill and talent to forge a sword that a Hero should be proud to bear, but you could in fact rebuild your forge from the ground up should you need to move islands, or otherwise find yourself without one. You'd even have a decent amount of knowledge about the quality of ores and how to mine them. You may be a master of your craft, but an ordinary master would still need to rely on the supply chain - you aren't quite so limited.

200 cp - The Shipbuilder's Art

This is something of a divergence to the natural order as you might understand it - you see, the Cobble pride themselves on their craftsmanship, and so being outdone is not something they take lightly. You are now a master craftsman of several arts, all of which lead up to being able to single handedly construct a reasonably sized and sturdy boat in the span of a few days. However, that is not where this ends. In addition to being able to construct this ship, you have also learned how to take your creations back apart, piece by piece and nail by nail so as to completely remake it from the ground up. If that sounds like a slightly more advanced version of the SS Linebeck's signature ability, that is because you laid eyes upon it and realized you did not know how to build such a ship. And now you do.

200 cp - Legacy of Lifetimes

The Cobble Kingdom died long ago, though it's last children still dot the landscape of the World of the Ocean King. But, were you to step foot upon its grounds, you would find that the vast majority of its structures, its architectural wonders, are almost wholly intact. In fact, the tomb of its last great king, Mutoh, is a work of art and a deathtrap that works perfectly. Thanks to your Cobble lineage, you know at least part of the secret that gave birth to the longevity of their creations. The things that you create with your own two hands now last far longer than they would have any right to. A sword taken into battle will chip and shatter as fast as any other, but it could be left to rot for centuries and be no worse for wear.

400 cp - Spiritually Connected
For all their focus on the arts and crafts and the earth, the Cobble Kingdom lived upon an ocean, and was favored by a deity. So it should come as no surprise that they were just as spiritual as they were physical. For one reason or another, this is evident in you. You have a small level of ability to directly view such things as fate and destiny, as well as a latent psychic power that allows you to glean information from the minds of those nearby. Combined, these methods allow you to make use of simplistic tricks, such as the dealing of cards, the rolling of bone dice, or gazing into a crystal ball and being able to accurately predict the future with them.

600 cp - The Ghost Of Another King
The epitome of the Cobble Kingdom's spiritual might, the proof of their contract with the Ocean King, can be found in the form of King Mutoh, their last great king. You may ask - did he not die hundreds of years ago? The answer is yes, but that's not stopping him. Upon your death, you may instead choose to linger in the world as a ghost. You will still fail your chain should you lack a means of returning to life, but while you are in this ghostly state you will find your physical abilities practically nonexistent and your spiritual ones greatly magnified. Should you have been a fortune teller, you would become able to craft accurate and actually understandable prophecies effectively on a whim. Despite being a ghost, you will still be able to send letters to people. Don't ask me how you wrote it or who delivered it, but if you wish to send a message, it will be sent. Additionally, having learned your people's greatest skill, you are also afforded a level of insight into the greatest of the Cobble's creations, the great golem Eox. Replicating him by yourself would be a trial for even a master but a number of lesser creations could be made by the dozens if you had the materials.

Pirate

100 cp - Allies Are Everywhere

Having lost your way, your crew, and most of your things, is it any wonder that you should be in a bit of a pinch? Luckily for you, there's something in your smile or perhaps the spring in your step that makes others want to help you get back on your feet. It's no exaggeration to say that even the most money grubbing of men would give you a few rides around the ocean entirely for free - assuming you did him a small favor. Or perhaps you might quite literally stumble across a fairy willing to aid you in your quest to find your lost friends. It's almost like the world abhors the concept of you being alone for too long. Given half a chance, and you'll be striking up a friendship with just about anyone. Most of them even like to have something useful to use in exchange for some small proof of friendship on your part.

100 cp - A Path In Your Minds Eye

What an interesting skill you've developed, certainly the result of long hours of practice and many tough battles with monsters. What am I talking about? Well, your skill with your chosen weapon, of course! I've never seen someone throw a boomerang quite the way you do. Thanks to the introduction of the touchscreen, you may now designate one of your weapons to gain a quite frankly absurd level of talent with. Throwing a boomerang through a maze you can't see half of, guiding a Bombchu down a hallway you aren't looking at, even shooting an arrow and having it suddenly take a sharp right to hit your target, these are all potentially things you can pull off with this. Just keep in mind you only get a single weapon like this.

200 cp - You Forgot This So I Sent A Letter

When you're in a rush to save the princess, you don't always have time to search through every nook and cranny for useful items. Sometimes you barely have enough time and supplies to get in, get out, and get gone. Luckily for you, the World of the Ocean King is exceptionally forgiving to a hero such as yourself. So from here on out you don't have to search every corner or delve into every nook and cranny of every cave system because as it turns out, the locals apparently do so every now and again. When they do, assuming you left a good impression on them then they'd be more than willing to send anything they find to you in a letter. Now, don't go relying on this too much, your average citizen isn't nearly as good at the whole adventuring thing as you are. Still, if you pass through in a hurry, you can expect one or two letters offering useful things to arrive a few days later.

200 cp - Big Player In A Big Game

The Big Plays are a series of challenges thought up by one of the residents of the World of the Ocean King who had the momunmentally stupid idea of making a game out of running through the Temple of the Ocean King. Given the danger inherent to the idea, it makes perfect sense that you would be so attracted to this challenge. To that end, you now become rewarded for unnecessarily limiting yourself both by competing under the game's rules and in future worlds when following a similar, but different, set of rules. Choosing to leave everything but your sword and shield behind, effortlessly outsmarting the Phantoms, taking the prize in record time, all of these things and more are what impress the spectators the most. Suitably, when you accomplish a number of these things or perhaps accomplish a number of them at the same time, you will be sent a small reward for your participation in the Big Play challenge. The current prize is half off a top-of-the-line ship made of solid gold for completing all 16 of the challenges, and I'm sure future prizes will be equally worthwhile.

400 cp - Offerings And A Prayer
Ever since the world began, the Hero chosen by the goddess has received some small measure of aid from an innumerable number of spirits, and in just about any manner you care to mention. Unfortunately, in this current day and age, the spirits that walk by his side are of dubious use, too weak to truly matter. Unless, of course, the Hero were to make an offering to those spirits. It is traditional to test him to determine his worthiness of receiving aid, after all. With this, whenever you enter into a contract with a spirit, be it a guardian deity or a simple fairy, you may make offerings to enhance the aid they will be granting you. Because of this, you also have a natural talent for determining if a spirit would appreciate a particular thing or not and locating something they should like if you have nothing prepared already. You may never have heard of Wisdom Gems before. Still, if a spirit should express a want for them, then you'll practically find yourself tripping over one or two of them in short order - and with enough, the boon they intended to grant you could be doubled in potency, perhaps even quadrupled.

600 cp - Even With Nothing In Hand
A Hero is still a Hero and is suitably destined for greatness. With that in mind, once you've earned some privilege, taken a test to be rewarded with an item, or earned the approval of some spirit to gain access to a fragment of its magical power, it becomes ludicrously difficult for you to lose access to those things. Losing your sword and shield in a shipwreck as an accomplished swordsman would see you gaining new ones by the end of the day, and the rest of your adventuring gear wouldn't be far behind. Similarly, even your physique is affected by this, with you barely needing to put any effort into gaining or maintaining the muscle mass required to lift weapons several times your size. Even after months of starvation, a single good meal could get you back to fighting form, and three would see you back at the height of your power. Not even magical blessings are immune to this, so long as the spirit who grants them does not explicitly revoke them, with them being reapplied or replaced with a new one in days should you somehow have lost it. Your bag may have spilled open, but a hero such as yourself will never have trouble filling it.

Spirit

100 cp - In A World Without A Hero

Sooner or later, one will arise. It may seem cliche to assume that some will simply come strolling into your life when you need the help, but amusingly enough, that seems to be the case. Whenever something horrifically nasty happens to you, you will find some capable, and if you're lucky, willing, to do something about the situation just sort of stumbling upon you. Or maybe you'll stumble upon them washed up on a beach and you'll be able to leverage your aid in their recovery to gain their good graces. Of course, there's no guarantee that this person can or will be able to help you later, but at the very least, you'll have someone to commiserate with.

100 cp - Word Had Carried Over The Waves

Be you a guardian spirit or a simple ghost, a significant portion of the duty of any spirit that has a duty is to know all there is to know about their domain. A simple fairy may only control a cave or two, but a mighty guardian could hear every whisper spoken throughout an entire mountain range and hear rumors from anywhere that could be seen from the highest peak of their mountain. You are much the same, able to listen in on conversations and tap into the pulse of gossip from anywhere that could be said to be your domain or property. Perhaps you were given this power to point the hero in the direction of the sword he will need to save the world?

200 cp - Helpless Old Man Needs Aid

In ages past, the Goddess Hylia created a number of powerful spirits, and called upon a host of lesser deities to lend her aid in guarding the world. In order to acquire the assistance of these spirits, an enterprising mortal would have to undergo a test of some sort. Your own preferred test is seemingly to present yourself as no great spirit, but simply an old and feeble individual. Regardless of your actual age of species, you may cloak yourself in the form of the elderly and almost entirely without exception, any mortal or mortal means would fail to detect you as anything but the individual you appear to be. Even another spirit might fail to recognize you, though a stronger one would likely notice something amiss.

200 cp - A Place Evil Can't Get To

The duty of a guardian is often a tough one - the downside to serving as the first line of defense against evil is that you are the first line of defense. Luckily, you have a few tricks up your sleeve to defend both yourself and your charges from those with black hearts. By infusing a great deal of energy into a location, you may create a safe zone. These areas actively resist the dark magics, and serve both to weaken and confuse the senses of anyone who would invade your domain. They also have an interesting tendency to collect useful materials. Someone who benefitted from your safe zone might find themselves forgetting a few apples or a handful of arrows. Whatever the materials were, they would vanish without a trace until someone in desperate need stumbled into the safe zone. Do keep in mind that a powerful enough evil could break and shatter these zones - though, a few scattered spots may be just as good as an entire island in the right circumstances.

400 cp - Spirits That Serve
The lesser deities of the world are often tied down somehow, be it to a specific place or even a race to whom they serve as the guardian of. Due to this they lack much in the way of an ability to interact with the world outside their assigned location or locals. You, however, have created an interesting technique to bypass this limitation. With a bit of effort and energy, you may take specific talents or powers of yours and incarnate them into the world in the form of a Fairy. Or at the very least, something that resembles a Fairy. These servant spirits have little in the way of ability to grow, but should they specifically be given offerings by mortals, they can increase their power by a small amount. Returning them to you takes no effort at all, but you receive them back in the same state you made them.

600 cp - A Fish That Dreams Of The Wind
Well. You may not be a guardian, but by no means are you weak either. You are an older being, a whale-like creature that flies through the sky as easily as you would through the waves. Your gift is not a domain as Hylia would have granted but is instead a small pocket dimension held within your dreams. Citizens and even entire islands may be dreamt up as you please, but as this is all a part of you there is very little benefit to doing so. However, you may also allow individuals inside your realm, even drag whole islands inside of yourself with a chunk of power and a good amount of focus. Perhaps your task was that of an emergency service, removing settlements from the path of armies and relocating them to the safety of your dreams?

Beast

100 cp - What Lurks Below

The ocean can be a wonderful place. On the other hand, the ocean can be a terrifying place. And you are a denizen of this place, be it in form and habitat or simply through an extreme affinity for water. You may take the form of a simple monster, or perhaps create a new one based on a boss, though ideally you should be at least partially aquatic in nature. As a result of both your form and your affinity, you shall find yourself with a number of minor benefits when submerged. Holding your breath for longer, your body adapting to the crushing depths faster, able to swim faster than others of your kind, perhaps even a weak magical talent that allows you to control the waves themselves. This option is fairly open-ended, simply because of how many different ways the waves can aid you. Just keep in mind that these talents are minor at best - against an equal, they'd give you an edge. Against a true boss monster? Obey or run.

100 cp - Murky Waters

Do you want to know the best thing about being a creature of the sea? When things go badly for you and you need to run, up and down are viable options, and Humans and Hylians cannot follow you beneath the waves. You're hard to follow in the first place, a cross between being naturally stealthy and being so at home in the waves that you don't leave any signs of your passage. More often than not you will pass with nary a whisper, be it upon the beach or far below the ocean's surface. And on the occasion when that's not enough, you can expend a slight amount of magical energy to call up a great fog that will further obscure your tracks, even going so far as to interfere with magical methods of tracking.

200 cp - Endless And All Consuming

You might wonder, how can one spend magical energy when you may or may not have any to begin with? Well, it probably has something to do with your natural ability to drain energy. Like some sort of mystical vampire, once you get something or someone inside your grasp, you can slowly begin to drain it of power, adding its own might into yours. That said, you may find that simply having energy is no good, and would therefore demand something to do with it. Beyond simply powering your own body, you can spend these consumed energies to create minions of a sort in a mockery of how the goddesses created the world. Monsters born of fire would burn your foes, monsters born of time would be blatantly unfair, and monsters born of pure life are simply stronger than their peers. Though it does take quite a bit to make even a simple monster - infecting an already existing creature is much cheaper. Thankfully, beyond that, they need to maintain their existence, the energy they take can be transferred to you.

200 cp - A Force For Darkness

Bellum, powerful though he may be, is no dark lord or demon king. If anything, he has more in common with a hurricane, a natural disaster that cares not for whom disaster strikes, only that someone is struck. Despite this, however, some would defend him. A coven of dark witches, a few exceptional beasts that have taken advantage of the chaos he causes … Much like him, some faint magnetism remains from previous bearers of the Curse of Hatred. Should you lack - or want - minions to aid you in your destruction, then you need not hold auditions or send out a call. All you need to do is destroy a town and watch as villains large and small come to worship your carnage and aid you in causing more. It's no basis for rulership, but it's a start.

400 cp - Take Your Heart
You have learned a technique most vile, a means of defending yourself from any simple foe or hero foolish enough to try to slay you. You have learned to possess your foes, to take their body, their arms, and armors, their very life, and turn it to your side. While inside of them, they benefit from a small portion of your powers and abilities, gaining natural armor and claws should you have had any, a trace of magical powers in mirrors to your own. You, of course, gain a body that their friends and allies will loath to strike for fear of cutting down their own friend. I suppose that you could always hide away inside a person and not let yourself leak out, but those would be the actions of a coward, not an apex predator such as yourself.

600 cp - The Great Hunger
Hungry. Hungry. Hungry. That is the life of a mindless beast, always searching for its next meal and always on the prowl for potential prey. You are no mindless beast, but that same hunger once drove you to extremes, and you were rewarded for it. You have learned to rip the life force directly out of an individual, consuming their magical energy, their very health, until all that is left is a shadow of what once was. However, that is not the end. You may also consume powers and abilities when you feast upon a person, gaining a small measure of magical talent from consuming a witch of might or even an iota of divinity from having taken a bite out of a god. So far as your hunger goes, the best part of all is that there is no penalty for overeating. Perhaps a being of darkness should not have sought out a source of such pure light, but in your case, that light will simply trickle into you over time instead of going from your gullet to an explosion. So do not fear eating that which may consume you, for your hunger is endless and puts any such concept of overdoing it to shame.

General

50 cp - A Pirate's Pastime with Paints

It gets awfully boring out on the ocean, in between the battle with sea monsters and other pirates. The days are long and the journey between the islands longer, and there's never enough to fill them. Because of that, you've cultivated a simple talent, barely worth mentioning. Art. Wood carving, painting, maybe decorative knitting? Or maybe you'd rather tell a tall tale about your past adventures? Words can be a canvas all their own after all. Whatever your choice may be, you have enough talent in the art to create something beautiful, if not outright stunning. Let your art's muse flow.

100 cp - Man of Smiles

While pirates may have a poor - and well deserved - reputation, they are by no means the only people in the world who make a living through the suffering of others. You are a liar. Or a con man, if you prefer, and a greatly charismatic one at that. Your gift of persuasion allows you to trick others into making... Any number of questionable decisions, really, such as buying a suit of clothes which only the pure of heart can see. The worst part is, those clothes do exist - you just don't have them. Just be careful not to use this too often, and to judge your mark carefully, lest you bite off far more than even your greedy self can chew on.

200 cp - Heart of Gold

When it stood proud above the waves, Hyrule was a remarkably peaceful and kind place. Part of that was the faint traces of divinity that flowed through their veins, blood from their goddess of good. The Great Sea diluted that blood even further, but in you it still remains. To you, doing good deeds to aid those around you genuinely feels good. Thanks to your heightened connection, the people around you also feel this. It's not much, not for someone without that connection, but it's enough that a hardened criminal or a consummate liar would turn their skills to the betterment of others. And the more they do so, the more they want to do so. Hyrule is returning, and so are its people. You are just the first.

300 cp - The New Continent

Throughout the ages, Hyrule has had it's doors kicked in over and over again. It's been invaded by demons more than once, and recently it was quite literally washed off the map in an attempt to kill Ganondorf once and for all. The success of this action is debatable, but despite the great floods, Hyrule still exists. Or will exist. Time is always a bit funky in Hyrule. Regardless, your leadership and its legacy has taken on an interesting quality to it, one that lets you instill a level of permanence in your great works that echo beyond just your contributions. The ripples will be far more potent on the world(s) you leave behind. Even something like the great floods, something that completely erased Hyrule, would not be enough to have your legacy be forgotten. When the land heals and people band together once more, the kingdom they build will be the same as the one you built. Maybe the descendants of your own royal guard would become the guardians of the land. Your legacy aside, this also has a simpler use - were you to build a castle or a temple, it would take erasing it from the map to finally destroy the thing. Your works are extraordinarily resilient to the wear and tear of centuries, even without any maintenance. With even basic care, a statue of you could survive tens of thousands of years, becoming the centerpoint of more than one temple.

Items

Drop In

100 cp - A Stocked Workshop

A craftsman of any caliber requires tools to work their magic with, and so that is what I shall provide you with. You now possess a small workshop, filled with a small supply of materials to work with and the tools to work those materials. Should you have purchased 'A Masterpiece In The Making', then this workshop will naturally reflect your chosen mastery, but if you lack that for some reason then you may choose to assign this place's nature to any such skill you already possess. The place is designed as a place of work though a small area is set aside to serve as a sales area should you choose to sell your creations and turn this place into a shop.

200 cp - Fortune Teller's Things

Within your possession now lies a collection of means to view the future. A small supply of tea, to read the leaves. A telescope, to observe the movement of the stars. Bone dice and ancient maps, a deck of tarot cards, and of course, the highlight of your collection, a crystal ball made of a strange blue stone. Most, if not all of these things are trivial at best, not guaranteed to work in the least. However, the crystal ball is different, as the material it is made from is supposedly in tune with the flow of time, so it amplifies attempts to look into the future. But, of course, to make any real use of it you would need to already possess a certain level of talent in the art of divination. Do you have that?

400 cp - Cobblestone Ruins

I would say that you very likely repaired this place and made it your own, but being a creation of the Cobble Kingdom it likely didn't need repairing at all. Regardless, you now possess a temple complex of some kind - it may be a hilariously overengineered tomb to one day hold your corpse, or a prison to hold a rampaging golem that you have lost control of. Beyond that, this place is a monument to the once-great kingdom of your ancestors. Walking through it, inspecting the mechanisms, breathing in the faint traces of the past, merely being here is enough to advance your understanding of the arts you have dedicated your life to. No matter how masterful you have become, no matter how high above your peers you stand, this place provides a spark needed to continue bettering yourself.

600 cp - The Purest Of Metals

Crimsonine. Azurine. Aquanine. The three pure metals, made by the Ocean King himself from distilled Power, Wisdom, and Courage. You possess three things. First, you possess one of these three magical metals. Second, you possess the notes and instructions on how to work all three of them, specifically into the shape of a Phantom Blade. Thirdly, you in fact, possess a finished Phantom Blade, though it lacks a hilt. This item will change its shape in future worlds, becoming a single sample of a rare and potentially unique material, the methods to work that same material, and a finished artifact that utilizes it. Whether you use these to gather power, aid the world's heroes, or simply advance your own understanding of the world is something I leave up to you. All three of those paths follow the aspects of the Triforce after all.

Pirate

100 cp - Magical Map

A simple but decidedly useful artifact that you picked up somewhere along the way, this map is not of any one specific place, but rather will automatically map out your nearby surroundings. It will even make a note of anything interesting, such as trees, people, and treasure chests, and will update itself if any of those things should move. In real time, no less - you can use it to track nearby people if you want. Best of all, you can write notes on the map, pointing out specific parts of the map where you suspect a treasure chest that it missed to be hidden, or writing down the answer to a riddle on top of the gatekeeper's place on the map. Oh, and you can scroll between locations, though it will only update your immediate surroundings. It's a nifty little thing, isn't it?

200 cp - SS Jumperbeck

What's a Pirate without some kind of ship to sail upon? A mountain bandit, presumably. Regardless, you now have a ship made just for you that was at least partially designed by Linebeck himself, and as a result the ship is remarkably modular. It's entirely possible to rip it apart to its bare bones and rebuild it out of solid iron or pure gold by the end of the day. Of course, that requires you to have the iron or gold to do just that. By default, your ship is functionally identical to the Linebeck, but for an extra 50 cp you may begin with your ship modified to fit any theme you like, such as being a mobile tropical beach to relax on, or made in the image of demons. You also gain a small warehouse attachment to park this boat when not in use, and to hold any parts you create that are not a part of the ship at the moment.

400 cp - Gear Collection

Link's collection of toys is pretty impressive, but what's more so is the fact that he managed to lose most of it practically overnight. And this is apparently where it ended up, in my hands to offer to you. In this set you'll find simple things, such as the Sword and Shield, alongside more complicated items such as the Bombs, Bow and Arrow, Grappling Hook, Boomerang, and Hammer. There are one or two more things that Link will end up with, such as Bombchu's, a Fishing Rod, and Shovel, but sadly I can only offer you what Link has lost. You will have to find those last few items on your own.

600 cp - Phantom Hourglass

A relic of the Ocean King, meant to contain the Sands of Hours that flow from his temple. However, it is also a means to use those same Sands that it contains. On its own, mere possession of the Phantom Hourglass is enough to nullify all but the most extreme forms of time manipulation as well as ward off a number of lesser curses, though the power of the Hourglass will only hold for twenty five minutes as that is the amount of Sands currently held inside. Additionally, when the hourglass is inverted it allows the user to travel forwards or backwards twenty five minutes in time. This may seem like a fairly small number, but oddly enough the Hourglass will automatically refill itself when exposed to direct sunlight so long as it's not in active use. The only way to really lessen the amount of time in here is to physically take them out. Optionally, you may have the Hourglass worked into the hilt of a blade that you possess if you desire, creating a Phantom Blade to go along with the Hourglass - the blade will then gain the ability to strike down Phantoms, an otherwise timeless being.

Spirit

100 cp - Seashell Staff

It should come as no surprise that the Ocean King's world is in fact, mostly ocean. Given the state of the real world, it may be that even such a mighty being cannot imagine the concept of dry land after so long without it. Still, people have adapted and this staff shows that even the spirits have done so. The staff itself is no great treasure, but the insides of the shell are something that a Fairy or Fairy-like creature would find remarkably comfortable, were it small enough to fit inside. It may also act as a sort of focus for scrying magics, easing the strain of reaching beyond the boundaries of your lands - doubly so if your target lies upon the waves.

200 cp - Magical Signposts

A most unusual thing to have in this day and age, but these signposts are one of the few things left to the world that is in fact, blatantly magical. When you write something upon them, a set of instructions, a question, a riddle, you may also tie a simple magical effect into the sign. Perhaps a nearby door will open automatically upon the answer being provided, or a bridge will automatically unfurl? Or maybe a simple 'do not enter without permission' would trigger upon a password being inscribed? They aren't exactly a test for the pure of heart, but they are better than nothing.

400 cp - Mystical Gems

Every spirit, big or small, enjoys having something offered to them. This small set of gems is one such thing that was given to you in the past. Inscribed with the symbols of the three Golden Goddesses, they resonate faintly with the aspects and traits those goddesses championed. In your hands, they act as a magical reagent of sorts, one that allows you to skip many of the steps involved in a ritual, or pay a pittance of power to cast a spell, should that ritual and spell be in line with the aspect of the gems, with them having more and more effect the more in tune with their nature your use of them is. A green gem might be useful in a forest, doubly so when used to help one of the races watched over by a spirit created by Farore, and triply so when at the request of a courageous individual. You possess nine such gems that restock yearly, with the exact composition of their aspects being up to you.

600 cp - Temple Of The Ocean King

The Temple of the Ocean King. A temple to you, perhaps? Maybe, maybe not. I suppose who it belongs to now will matter little when you take it with you when you leave. What matters is that this place is one big monument to your power, a single utterly massive safe zone that even a god of evil would fail to notice unless he was standing right in front of it. At the bottom of this temple complex is a miniscule crack in the dream that is the World of the Ocean King, one from which the Sands of Hours flows. On its own, this material has little use, though simply holding onto some of it can blunt the effects of any time magic aimed your way. It is when worked into a weapon or other item that the Sands prove their value, providing a number of otherwise impossible effects, as depending on the needs of the smith who created the weapon, or perhaps the man for whom it is meant. The only downside is of course how slowly these Sands flow, barely enough for a single sword every ten years.

Beast

100 cp - Desecrated Shrine

Bellum has done a horrible amount of damage to the World of the Ocean King since it's sudden appearance. What it did to the Temple of the Ocean King is but a small fragment of the destruction that it has wrought. This place, your new home, was very likely a Fairy Fountain of some kind, before Bellum trashed the place and left it empty. As damaged as it is, it's currently at least partially underwater, it's pure water mixing with the salt, and creating a cave with a hidden exit to the sea. You could perhaps force an entrance to the surface, but why bother? However, as damaged as it is, this place still emits a thin trickle of pure and unrefined energy, such that even the lowliest of monsters could sup upon it and be satisfied for a day or so. Just be wary of the possibility that Link might blow the wall down while looking for Fairies to aid him.

200 cp - School of Minions

Tell me, which came first? The Cucco or the Egg? Did you create this school of fish in your image, or were you one that grew far beyond your siblings? Does it even really matter? Well, I suppose not, for the end result is the same no matter how you slice it. This group of monsters - which, despite the name, need not be acquaitic if you aren't either - look like smaller versions of yourself, and even possess the bare minimum of powers to emulate your own as well. Or, if you prefer, you can have a wider variety than simple mini-me's, and gather up a group of Octorocks, Gyorgs, and Octomines, or some other kind of monster. They'll be a tad bit stronger, but… less inclined to obey, unless you're significantly stronger than they are.

400 cp - Ghost Ship

Actions have consequences. The consequence of laying the Ocean King low is the destabilization of the world he created, something that Bellum both caused and took further advantage of. This ship is a fragment not of the Ocean King's dream, but of yours after having taken a bite out of him. Capable of sailing between worlds by utilizing its own brand of dream logic, the ship is faintly alive and will sail to match your desires. More often than not, it simply tempts travelers, merchants, pirates, and anyone brave enough to come aboard, before trapping them in another world, ready for Bellum to consume. It also has a natural talent for picking out the juiciest meals, and can faintly curse anyone who steps onto it's damned planks. More often than not, this simply takes the form of a subtle weakening of its prey, but it can also turn someone into stone if it really doesn't want them to get away.

600 cp - Font Of Hatred

In ages past, a flame of undying hate burned in Ganondorf's heart. But as Hyrule drowned, as the Gerudo Valley became the Gerudo Trench, Ganondorf cast that flame aside as he sought to master himself. Instead of going out as it was supposed to, Bellum was born. Or perhaps it found you instead? In some secluded cave that you stumbled across, there exists a most unusual substance seemingly made of black ooze that glows red and pink and occasionally grows an orange eye or two. This material is Malice, the physical manifestation of Demise's Curse of Hatred. You may allow it to infect you as much or as little as you like, and it will grant you raw power, dark magics, abilities not seen for thousands of years, and many more things besides. The catch is of course, that this power must be used for evil - even a single good deed will begin to burn it out of you, requiring another visit to this place to reconnect to its power. On the flip side, the more evil you do, the more power this place can give you. Additionally, this power abhors being thwarted, and so the more of your plans fail because some plucky hero interferes, the more spiteful and thus more powerful this Malice shall become.

General

Free - A Simple Ship

In all respects, an utterly ordinary sailboat. Meant for one, though it could carry two in a pinch. It's finely crafted, make no mistake, but it's as simple a vessel as could possibly be. One might consider it the bare minimum of necessity given that all travel here must be conducted by boat. It is after all, a simple fact of life that the world is mostly water.

50 cp - Skippyjacks and Toonas

...What? You're currently in the middle of an ocean, did you really think that you could get away without eating any fish? Regardless, somewhere in your house, on your boat, maybe even in your warehouse there is now a small barrel which contains a handful of these two kinds of fish, and it will refill itself whenever you close it's lid. If you have any skill at cooking, they make for decent eating, and them still being alive means that whatever you make is almost always going to be fresh. They may not be Hyrulian fish but they're delicious nonetheless.

50 cp - Prize Postcards

Go down to the store and buy a potion. You'll be pleasantly surprised to know that just about any store you frequent will now hand out these Prize Postcards, complimentary with any purchase of sufficient size, and possibly multiple for large orders. Sadly, the rewards for winning are often worth what you paid for these, which is not all that much in the grand scheme of things. On the other hand, perhaps you're one of those folk who like to collect one or two of just about everything? And it's always exciting, seeing the mailbox shake and dance as you await the news of your prize! What's that? The mailboxes don't dance? What a boring world you must have come from.

100 cp - Regal Necklace

Once a royal jewel of the Cobble Kingdom, now a treasure lost to time. This simple necklace contains a blueish green gem set into a silver frame, and hung upon an ordinary leather cord. It generates a faint sliver of magical energy, and serves to defend the wearer from the weather. Rain curves away from you, snow falls elsewhere, even the sun is not so hot with this around your neck. It's hard to be regal when you're sweating like a pig, I suppose. Should you have the energy to spare, then the necklace can be taken from simply defending you to slowly nulling out nearby storms and otherwise attempting to ensure a perfectly sunny - but not too sunny - day. I'm sure you can find a use for that power, given that this world is mostly water.

100 cp - Dee Ess Island

Somewhere in the World of the Ocean King there is a special island. It isn't on any map, and it's shape is something that may haunt your dreams. It's shape is that of a Nintendo DS. There are a few treasures buried on its shores, but that's not why you're here. No, the reason you're here is to play DS games on one of the biggest screens around. Because, yes, this entire island is now a functioning Nintendo DS. ...Pressing the buttons, or reacting to the game with any level of speed may require a team of helpers specifically trained to push it's overly large buttons, but thankfully there's a small slot near the edge where you can plug a more reasonably sized controller in. It also comes with Phantom Hourglass already installed, so enjoy!

200 cp - Cyclone Slate
A gift from the lesser deity of the frogs, Golden Chief Cyclos, this magical slate possesses a limited amount of power to control storms. More specifically, through the use of magical runes that have been granted to you by the other Golden Frogs, you may form a miniature hypercane. This massive yet tiny storm will pick up and then throw your ship to the location that corresponds to the rune you have chosen to engrave upon this slate. For the World of the Ocean King, there are six such runes and six locations. In other worlds, there will likely be more, though you will have to retrieve those manually. Oh, and don't worry about the landing cracking your boat in half or anything like that, the same magical blessing that lets the slate work in the first place keeps you nice and safe upon landing.

200 cp - Battle Arena
What an interesting place you've found. Made in the image of the Temple of the Ocean King, this place is not some horrid place taken over by Bellum, but rather a construct made with Cobble techniques in the Temple's image, and the home of the game to which the Big Plays belong. Six levels, eight kinds of magical artifacts, and a trio of mildly friendly Phantoms. A test of wits and skill, pitting you against the worst that Bellum has to offer - in a completely safe environment of course. However, due to your nature as someone who doesn't quite belong to this world, you'll find that your opponents are not simply the locals, but individuals from other worlds and times, perhaps even alternate versions of you. Sadly, there is no reward for playing. Well, there are a few Ship Parts for completing the Big Plays, but none for the game in and of itself.

300 cp - Phantom Armor
This suit of armor is a combination of the Phantoms that Bellum created and Cobble techniques, and while it's technically alive, it's also remarkably loyal to you. Wearing the armor will allow you to ignore essentially any mundane weapon that lacks a spiritual or magical enhancement to it. A sword or arrow made of ordinary materials would fail, but even a prayer for good aim would be enough to put a few scratches into it. If you so wish, you may substitute actual wounds from any blow you land while wearing the armor with the draining of your foes life force instead, something that can be used to heal you and repair the armor. Additionally, suppose you donate a small amount of your magical energy to it. In that case, the armor will turn into a proper - if rather unintelligent - Phantom, at which point it will follow simple orders as best it can.

300 cp - Mercay Island
The largest island in the World of the Ocean King, and the center of civilization in that same world. It's nearest competitor is the lost Cobble Kingdom, which does not count for obvious reasons. It possesses a shop that sells basic adventuring supplies, a tavern where one can acquire gossip and rumours, and a shipyard that will repair any damage to your ship for an appropriate price. Having purchased the island somehow, you are now it's mayor or somesuch, and could live comfortably here for the duration of the jum if you so desired. There is also the Temple of the Ocean King, and while the island itself is now yours, the Temple is sadly not. It shall be replaced with a much smaller temple to the Ocean King, though if you had any aptitude for spiritual matters you could still use it to reach out to him to beg a favor.

Companions

50 cp / 300 cp - Companion Import
Most of the ships that sail the World of the Ocean King are small things, only meant for a handful of people at best and in most cases meant to be used by just one person. You are not limited in how many people may sail with you, at least not for so simple a reason. For 50 cp each, you may import a companion into the jump, up to 300 cp for eight of them. They all receive an origin as well as 600 cp to purchase perks and items with, though they may not buy companions of their own or take drawbacks.

50 cp - Companion Export
During your time here, did you sail alongside someone and become close friends with them? Do you have a sweetheart back on your home island? Well, if you desire not to be parted with them, you could always offer them the chance to come with you. For the low price of 50 cp you may extend an invitation to a resident of the World of the Ocean King - and I do mean of the World of the Ocean King, Link and Tetra are sadly not options, nor is the king himself - and should they accept your offer then they shall become a companion.

200 cp - Servant Spirits
Somewhere along the road you stumbled into these three fairies, siblings all. The yellow spirit of Courage, Ciela. The blue spirit of Wisdom, Neri. And the red spirit of Power, Leaf. Unlike Hyrulean Fairies, these three spirits do not possess the power to heal you. In fact, they possess very little power at all, since most of theirs was stolen by Bellum. However, with some tender loving care, and magical artifacts associated with their aspect, they could be re-empowered. Ciela's power would grant you sword beams, Neri would increase the power of your shield, and Leaf would make your sword strike harder. Use their helping hands wisely, and do keep an eye out for what you'll need to strengthen their ability to help you.

Drawbacks

+0 cp - The Many Adventures Of That Kid In Green
Have you sailed these seas before, Jumper? Or perhaps one that was merely similar to it, perhaps even hauntingly so? I speak of course, of the Great Sea, the ocean that hangs above Hyrule, and recently came crashing down onto it. If you have a history in this world, then it is one that is remembered. If you walked the land before the flood, then you are likely myth and legend - but still, they remember you. This may or may not be to your advantage, but that is a calculation I leave up to you.

+100 cp - Fantomu Sunadokei
The World of the Ocean King is not the Great Sea, though it has many things in common with it. Neither is it Hyrule, though it's spirits seem to follow the teachings of the Golden Goddesses. Perhaps they once interacted regularly, but time passed and the cultures drifted. As a result of that, you have language issues. People talking with accents that make them damn near impossible to understand, randomly dropping phrases from other languages into their speech, using more metaphors and euphemisms than they do straight sentences, some islands may even speak another language entirely.

+100 cp - That Game Mechanic Doesn't Exist
For one reason or another, you cannot swim. Maybe you once knew how only to lock the memories away due to trauma, or perhaps you never learned in the first place. It's a bit hard to believe that given that you live on an island in a world that's mostly ocean and the main form of transportation is boats, but it is theoretically possible. Regardless, you cannot swim. At all. In fact, you have the standard set of super drowning skills, and if your head goes below the water you will not be coming back up. Even knee high is risky, but someone could save you from yourself if it's only that deep.

+100 cp - In It For The Money
If I were to ask you what was best in life, you would say it to steal your enemies money, drive them into debt, and to hear the lamentation of their wallet, right? Right. You are more than a little obsessed with money, but worse than that is that you're something of a coward. You can brag and boast about the size of your bank account and the totally legitimate skills that earned it, but the truth is that very little of your gains are legitimate, and that you are more than fond of tricking others into doing the vast majority of the dirty work for you while also paying them an utter pitance. Perhaps one day you will change and become even a little heroic, but that day is not today.

+200 cp - You Shouldn't Know That Yet
Depending on how many jumps you've been to prior to this, you may have tools aplenty, such that you would not need to go out and find much of anything. Or maybe this world is so beloved to you that you practically have it memorized? Well, those things are useless now. If there is a boss requiring a boomerang to defeat, then the boomerang you acquired on the Great Sea will be useless to you. You must go out and find the boomerang hidden in this particular dungeon in order to fight the boss. Or perhaps you have the solution to a maze memorized? You could walk that path perfectly, and still hit a dead end if you've not completed the side quest chain that has the old man tell you the solution. Only by finding the solution to your problems in the wider world will you be able to move forward.

+200 cp - Romantic Woes
We all make mistakes, Jumper, but this one takes the cake. This particular individual is quite certain that for one reason or another, you owe them. And they will not be stopping until they are paid in full. Maybe you attempted to woo them in the past as part of a distraction while you stole from them, saved their life and then stole from them, or just stole from them, they really really want to see justice done. Should you allow them to catch you, they can and will loot you to the ground as a proper adventurer would, with a bucket of water and a crowbar. Multiple times. Running isn't much better, as they will simply attempt to blast you into submission with their canons. If you fight them off then they'll simply scream about how they'll be back. Should you be captured and then rescued from them it would simply reignite their hatred of you. A very clever person could eventually even the scales, but expect to do a lot of fighting and running until then.

+200 cp - Washed Up And Washed Away
How unfortunate, it seems that you had a small issue with your entrance to the jump and as a result ended up washing ashore rather than simply waking up where you ought to have. Not a terrible fate in and of itself, but as a side effect of your having gone overboard you have lost access to your items. Both the warehouse that contains all items you had in the past, and even any items you may have purchased in this jump. Your new stuff will still be around, unlike your old stuff which is flat out missing, but it won't become fiat backed until the jump ends, and you will have to go around collecting it manually.

+300 cp - A Nightmare Made Real
Does this world, the World of the Ocean King, seem familiar to you at all? A giant whale, washing up on an island, a shadowy creature lurking at the bottom… No. I'm sure it's just your imagination. And yet, as you live out your time here, you will begin to notice things. You will stumble across people and places from your past, ones that have no business being in the here and now. Old friends will stop by to greet you and old enemies will air their grievances. In the end, six figures, the shadows of your greatest foes, will come forth to do battle with you and to plunge the entirety of the World of the Ocean King into a neverending nightmare. The Shadow of Koholint has returned - or perhaps, been borne - and plans to feed upon your own nightmares. Should you fail to fend the six faced shadow off, the World of the Ocean King, and everyone in it, will abruptly cease to exist. Including you.

+300 cp - Stoned And Stolen (Required at least one imported Companion)
Oh. Oh dear, this is bad, this is very bad! Your companions have been taken by Bellum, turned to stone and held captive by the beast for him to slowly drain their life force away, much like Tetra. You can even now hear their cries, projected by telepathy into your head even if such a thing would normally be beyond them: "Help me, Jumper…" Beware, for their time is running short. Bellum is taking his time with his new meal, but he will eventually consume them completely, and should that happen then your companions will be well and truly gone. If you are to rescue them and stop this from happening, you must storm the Ghost Ship Bellum controls and rescue your companion. This is complicated immensely by the power that Bellum is currently draining away from your companions, raising him to heights that not even Demise ever managed to reach. Nonetheless, you must slay this monster.

+300 cp - To The New World!
Ganondorf made his peace with the world and then died, and everyone hoped that that was the end of the Curse of Hatred - and then, mere weeks later, Bellum made himself known. The curse will not end so easily. Regardless of whether or not Bellum is slain and the princess saved in the days to come, you have another issue. Bellum will abruptly die, his powers fading away. At the same time, from far across the waves you will hear whispers of a King of Evil, and a sweeping army of demons. Riding at its head is a mechanical monstrosity that floats atop the water - it is no foe of yours however, merely the prefered method of transportation of a young woman named Anjean who has come to beg for your help in slaying this demon king. Another war awaits you across the ocean, and it is no mindless beast that reigns over it. Worst of all, that king is coming directly for you, having somehow been convinced by the Curse of Hatred that you in particular need to die right now.

The End

Stay Here
Go Home
Move On

Notes

Q -
A - No.