Legend of Zelda: Hyrule Warriors

Within a distant fortress lived a Sorceress by the name of Cia, charged with observing and maintaining balance between the three pieces of the Triforce. Through her magic and duty to observe, she was able to see throughout space and time.

Eventually, she would feel her heart stir with a powerful affection for the reincarnating Hero of Time. It would be those same feelings of affection that birthed an ugly jealousy for Princess Zelda, who was destined to be reborn with the Hero of Time forever, their destinies intertwined.

Ruminating in her love and jealousy, Cia was left vulnerable to the manipulation of a fragment of darkness, a piece of Ganondorf's soul. He, whose soul was fragmented and locked away across time and space, wished to use her for his rebirth.

And so the fragment filled her with darkness before finally expelling the light from her body, leaving her as his malicious pawn.

The Sorceress, consumed by her own darkness, uses her magic to amass an army of monsters with the Gate of Souls. This gate, leading to varying periods of time and place, was once used for observation alone, but no more. With her dark army, she marched on Princess Zelda's kingdom.

If she could collect the pieces of the Triforce which she has observed for so long, she could use their power to conquer Hyrule and defy destiny, claiming her love for her own. She would succeed, to a degree, despite the Hyrulean Army and reincarnated Hero's best efforts.

Collecting the pieces of the Triforce through trickery when the heroes came to confront her, she drew on its power. Still influenced by the one who made her this way, she used the Triforce and Gate of Souls to bring places from the distant past to the world of the present, imposing them on the landscape.

These places long since passed, brought into the world of today, all shared one thing in common. They were the places the fragmented darkness had once been sealed away. Now, three of the four pieces of his soul were free, and his body returned.

This is where you arrive, in a Hyrule submerged in warfare between the forces of good and evil, past and present, monsters and armies from across space and time. What now guides your actions? Light, darkness, ambition, hope, power, conquest? Whatever the case, it must be won with war.

You are given 1000CP to purchase whatever you deem necessary for the upcoming battles you will no doubt be involved in. Choose wisely, the fate of Hyrule depends on it.

Location

Your starting location, oh displaced wanderer, shall be decided with a dice roll, a D12. You will find yourself in the location corresponding to the result. However, if you wish to begin elsewhere, a small fee of 50CP allows you to go to a location of your choosing from the below lineup.

1. Hyrule Fields: “The spot of the first and potentially last battle between the forces of light and darkness. Hyrule Fields are the fields, hills, outposts and rocky outcroppings surrounding Hyrule Castle, the place where Princess Zelda trains and leads her army against threats to Hyrule.”

2. Eldin Caves: “Located east of Hyrule Fields, the sprawling Eldin Caves are found within the quite active Eldin Volcano. A dangerous place with active lava flows and numerous monsters.
This was once the home of the dragon Volga, and the resting place of the heavily guarded evil ring who would become Wizzro, both generals in the Sorceress Cia’s army.”

3. Faron Woods: “A massive forest filled with absurdly gigantic trees. Numerous great platforms, bridges and roads have been built within the canopy and on the branches that allow those coming from nearby cliffs to safely pass. In the middle of it all is the Great Deku Tree, an old and wise being.”

4. Skyloft: “A flying island that carries a town, summoned from ancient times into the present by Cia’s dark magic. The spirit of the Master Sword, a being called Fi, lays dormant beneath the Goddess Statue. The protector of the skies, Levias, a great spirit resembling a whale, flies nearby.”

5. Sealed Grounds: “A place with ancient ruins and a spiraling crater, summoned from ancient times by Cia’s magic. This is the location of one of the gates opened by Cia that binds this place and Skyloft to the present era. The demon Ghirahim consolidates his forces here, so be wary.”

6. Twilight Field: “A place from when Hyrule was covered in darkness, summoned by Cia’s Magic. Notable locations include the great Eldin Bridge, Kakariko Village and the Hidden Village. Primarily populated by monsters, the cursed princess of Twilight is angrily searching for Cia here.”

7. Palace of Twilight: “A palace submerged in the Twilight Realm, juxtaposed on the landscape of Hyrule. This is the home of the Usurper King of Twilight, Zant, who is as mad as he is evil. It is also the resting place of one of the gates summoned by Cia, binding this place and Twilight Field to the present era.”

8. Death Mountain: “A past version of Death Mountain imposed on the terrain by Cia’s magic. It is a currently dormant volcano heavily populated and fortified by Goron from this area, led by their chief Darunia who has been bewitched by dark magic and holds the Zora princess Ruto hostage.”

9. Lake Hylia: “A great lake holding a sprawling temple from a past time, imposed on the landscape by Cia’s magic. Floodgates must be operated to reveal the submerged entrance to the temple.
Heavily protected by dark forces, it also contains an artifact that banishes illusions. This temple holds one of the gates summoned by Cia’s magic imposing this place and Death Mountain on the present era.”

10. Temple of Souls: “A magic warped palace with twisted corridors and large rose gardens. This is the home of the corrupted Sorceress Cia, dangerous as it appears to be. Numerous depictions of Link and his past incarnations can be found here, with new statues and portraits everywhere you look.”

11. Gerudo Desert: “A massive, sweltering desert with a single oasis and several monster villages built within the ruins of a fallen civilization. Named after a race of warrior women who once called it home, it is now only populated by monsters. An ideal place for amassing an army of darkness, no?”

12. Free Pick: “Congratulations, if upon rolling you obtain a result of 12, you will get a Free Pick. This bestows the privilege of choosing anywhere you want from the above options to start your time in this Jump without paying for it.”



Origin

To begin, roll 2d8 and add 14 to determine your age for the Jump. Your gender is whatever it was last Jump. To freely determine either of these things is 50CP each.

Moving forward, you may select any of the three below origins. Doing so gives you a past and memories associated with this world to bring you up to speed on what's going on.

Selecting an origin also bestows discounts that can be used to more easily purchase different perks and items found in later sections, marked with the name of your chosen origin.

You may alternatively deny the memories and past associated with an origin and treat it as a "Drop In" option, taking the mechanical benefits with no influence on your personality or character.

-Warrior of Light: "With military training and a nature aligned with Light, you fight for the forces of good to banish the darkness and bring peace to the land. You started from humble beginnings and worked your way up to where you are now.

Your mettle has been tested several times over fighting against evil sorcerers or great monsters, but never so much as now. Fight alongside Princess Zelda's army against Cia, or the world will surely be conquered and taken by darkness."

-Sorcerer/Sorceress: "Born to similar parentage, trained in isolation away from society, you know much in the ways of magic and sorcery. Unfortunately, you're lacking in many ways when it comes to people.

You were brought up by a mother or father whose intention were simply to pass their knowledge from one generation to the next. As such your position in this war is. . .flexible.

Decide for yourself whether to side with Princess Zelda and fight for a better tomorrow for all, or to join with Cia or Ganondorf, helping to enforce their tyrannical rule."

-Force of Darkness: "A black hearted monster, or perhaps an individual swallowed by darkness. Whoever you are, you live with by the laws of power. The strong rule while the weak are crushed under foot.

With this war already under way, you likely fight under the banner of Cia, your kin empowered and under the influence of her dark magic. There is weakness in her though, you can smell it.

It might not be today, it might not be tomorrow, but your ambition demands seizing leadership for yourself. Let it guide you, but don't let it control you, or you may be cut down before your time."

Race

In addition to Age, Gender and Origin, you will also be able to influence your body and back here by selecting Race from one of the below options. Most are Free, while some actually give points.

While ordinarily you would be able to take on Alt:Forms collected in previous Jumps, if a Race is taken as a drawback then you will be unable to change your form for the duration of this Jump.

Taking certain races may alter your background, having it be that you have come from another era rather than the current one. If this is the case, you will not disappear when the Gate of Souls is closed, instead being left here to do as you wish.

-Hylian: "Descending from the people who lived alongside the goddess Hylia, Hylians are a form of human with long, pointed ears that differentiates them from less common round eared humans.

The most prolific and widespread race within Hylia, Hylians are a magical race that inherit the blood, ability and talent of their ancient ancestors, though most do not show as much as the royal bloodline.

Perhaps the most civilized of the races within and around Hylia, Hylians for the most part fall under the banner of Princess Zelda, with much of her army composed of Hylian soldiers."

-Sheikah: "The Sheikah are a mysterious, mystical tribe that descended from the Goddess Hylia's chosen guardians, persisting through the ages to protect her descendants, the Hylian Royal Family.

Also known as the Shadow Folk, Sheikah are a familiar species that greatly resemble Hylians, with mildly darker skin, white hair and red eyes. Appearances aren't just skin deep however.

Sheikah have the same capacity for magic as Hylians, with the warriors of their clan trained to make use of it alongside other mysterious techniques reminiscent of mythological ninja."

-Goron: "Goron are a race of rock people somewhat resembling yellow turtles that live in caves and mountain ranges. Among the most prolific races right there with Hylians, Goron are commonly aligned with the forces of light and are the second most numerous members of Zelda's army.

Goron body sizes vary, with some coming up only to the chest of a Hylian while others can be twice their size. Goron are incredibly tough, strong and heavy, with the ability to withstand extreme heat and toss stones as large as themselves. Goron can even eat rock and drink lava no problem.

Compared to Hylians however, Goron are very slow unless they curl up and roll, and that's less than precise. Their great weight also makes it hard for them to cross bridges, and makes it impossible to swim. As they don't need to breath, they cannot drown however.

-Zora: "Coming from the era of Ruto, you are a member of her race, the Zora. Zora are a blue, amphibious race of people with humanoid body types and numerous aquatic adaptations that allow them to live and thrive underwater.

Webbed digits, fins and gills allow them to breath underwater and swim at high speeds. Zora are equally at home on land or in the water, in rivers or in the ocean. This adaptability allows the less populous race to make due with most anywhere."

-Twili: “Pulled into the current era with Midna and Zant, you are a member of the Twili Race which is normally condemned to live forever in the Twilight Realm with newfound freedom. The Twili were a race descended from shadowy sorcerers who attempted to usurp the ancient golden goddesses of Hyrule, the lineage of those banished to the Twilight Realm.

They appear much thinner and taller compared to Hylians, which they have long since diverged from due to their environment. The race has random combinations of bluish white skin, black skin and glowing green markings. They also have red, yellow or orange colored, oval shaped eyes.

Although they do not naturally have many notable abilities, those who delve into magic will naturally have a powerful connection to the forces of Twilight due to their nature.

As a quick final note, you may alternatively take the form of a Twili Imp, like Midna after she was cursed by Zant. Aside from being smaller, there is little difference compared to normal Twili.”

-Gerudo (Female Only): “Pulled from a bygone era, you come from an Amazonian race almost entirely composed of women, save for one male every few hundred years. That male is not you.

Gerudo resemble Hylians, if they were all women, twice their height, had round ears and were muscular from head to toe. Gerudo are a warrior race, by culture and nature, and thus are normally proficient in the ways of war.

The race has dark skin, red hair, amber eyes and aquiline noses. They also have abnormally dominant genes, as coupling with other races will always produce more Gerudo, which is how their race is able to survive despite the lack of males.”

-Lizalfos/Dinalfos/Aeralfos (+100/Free): “Lizalfos, Dinalfos and Aeralfos are reptilian monsters with humanoid body types commonly aligned with the forces of darkness. The three commonly live together within primitive, barbaric villages, ruling over weaker monsters.

Lizalfos resemble tall, strong, anthropomorphic lizards with green scales and the capacity to breath balls of fire. Conversely, Dinalfos are their larger, more aggressive looking, stronger cousins that can breathe far more fire and prove to be far more dangerous.

Aeralfos appear as streamlined cousins of Lizalfos with horns and wings. They’re lighter and weaker than Dinalfos, but faster and have the ability to fly, their fire breathing being equal. Any can be taken freely, but Lizalfos can be taken as a drawback race giving +100CP due to being the weakest.”

-Darknut: “Darknut are a proud, yet ruthless warrior race of monsters normally aligned with the forces of darkness and appearing as intimidating black knights. Darknut are notable not just for their well-crafted equipment and great power though, but also for their great skill.

Darknut warriors are almost never seen without full body plate armor and heavy weapons that can smash or cleave through their opposition. Despite the weight of their equipment however, they also exhibit great skill uncommon amongst monsters of darkness, making them truly fierce enemies.

When their bodies are exposed, Darknut are revealed to be a race of anthropomorphic canines resembling Jackals or Doberman. They have canid heads, red eyes, and mostly black fur with spirals of beige around their limbs. Their entire body ripples with muscle.”

-Bokoblin/Moblin (+200/Free): “Bokoblin are red monsters, among the most numerous in the land and certainly the most numerous type of soldier in Cia’s army. Although they’re numerous, they’re also weak and easily dispatched by, well, most everything.

They have stubby limbs, red skin, egg shaped heads with floppy ears and tiny horns. The intimidation of their sharp teeth is lost by their bulbous noses and fat faces. Alternatively, you can be a Moblin.

Moblins are much larger, stronger and rotund by comparison. Unlike Bokoblins, Moblins are dangerous even while alone and use their significant strength and fat as weapons to crush their foes.

Bokoblin may be taken as a free race, or as a drawback race enforcing the form and its weakness upon you. If taken as a drawback race, you will receive +200CP. Moblins are simply free.”

-Bulblin/Bulblin Captain (+200/Free): “Pulled from another era, Bulblins are green skinned monsters resembling goblins. They have similar builds to Bokoblin, but have much longer arms and smaller, rounder heads. They also have larger horns that sprout from the sides of their head instead of on top.

Just as weak and easily dispatched as Bokoblins, their longer arms at least let them use bows with some proficiency. Alternatively, you may be a Bulblin Captain, a much larger, stronger and rotund than normal Bulblins. Both are usually garbed in basic leather armor and normally wield wooden clubs.

Bulblin Captains also have massive horns that can regrow over time if broken, a status symbol among their people. Bulblins and Bulblin Captains can be picked freely. Normal Bulblins can also be picked as a drawback race giving +200CP.”

-Miniblin (+200): “From another place and time, Miniblin are small, red monsters with features reminiscent of imps or devils. They have incredibly slender limbs and a thin body, but disproportionately large heads and buck teeth. Their crooked, curling horns are second in size to their large ears.

Miniblin are notably weaker than Bokoblins and Bulblins, but much faster and agile because of their lighter weight bodies.

As opposed to the crude weapons and armor of their fellow diminutive monsters, Miniblins are mostly naked and carry strange tridents. Available either for free or a drawback race.”

-Big Blin: “From another place and time, Big Blin are monsters commonly aligned with the forces of darkness, much like other monsters. Resembling anthropomorphic bulldogs with crooked teeth and wandering eyes, Big Blin possess stout bodies with massive arms and wide shoulders.

Their appearance isn’t just for show, as they’re among the physically strongest and hardiest monsters. Unfortunately, they’re also quite slow, both physically and mentally. The race comes with a free iron club covered in spikes.”

-Stalchild/Stalfos Captain (+200/Free): “Stalchildren are a type of small, skeletal undead of comparable size and strength compared to the various ‘Blin’ monsters. They’re most commonly raised by powerful, dark warriors or sorcerers to serve as foot soldiers.

Although their body appears humanoid, their head is deformed with a muzzle and gigantic teeth, as well as a missing lower jaw. They also have bizarrely large clawed hands. Stalfos Captains by comparison are the size of Hylians with more humanoid heads.

Stalfos are significantly more dangerous than Stalchildren, proving threatening in single combat compared to the smaller, more easily dealt with skeletons. Both can be taken freely, but Stalchildren can also be taken as a drawback race.”

-Gibdo: “A powerful form of undead of great height and slender form. They resemble a mummy due to their bandaged corpse and desiccated figure, with unnatural amounts of power and durability in their fragile looking forms. Thanks to this power, they all wield massive swords often dragged behind them.

Gibdo are animated by powerful dark magic that gives them special abilities relating to their ear piercing, banshee-like wale. Accompanied by distorted air, they can stun nearby enemies with the magic scream, either those directly around them or those in a lengthy line in front of them.

Unfortunately, despite their power and magic, they move quite slowly. They also have very stiff movements, perhaps due to rigor mortis, or their bandaged forms.”

Perks

In the below section you will find many Perks available for purchase. Perks consist of skills, abilities and powers that will help you fight, survive or do things within this setting.

Perks found beneath your chosen origin will be discounted by 50%, while the 100CP perks of your chosen origin are free, no strings attached. Take your time, see what catches your eye.

-----(General Perks)-----

-"Battlefield Communications" (100CP): Everyone tends to gloss over how they can have conversations from two or more sides of the battlefield. Perhaps it's just magic, but either way it's damn useful.

With this perk you can now establish short range communications across the area between yourself and allies. With this, you can talk to them as if they were right beside you and get constant status reports as they besiege a keep while you fight in the trenches.

In addition to basic conversation, you and others connected by this perk's communications will also be able to tell the basic status of the others connected, allowing you to march to their aid even if they don't speak up for themselves.

-"Everyday Warriors" (100CP): Throughout space and time the conflict between light and darkness has played out again and again. Never before and never again has it been active on quite this scale though.

This perk is quite bizarre. When active, both sides of a fight, no matter the size, has its ranks swell with troops that seemingly appear out of nowhere to clash weapons in the name of their captains.

These troops and what they appear as varies depending on who is fighting who, and where. Warriors of Light in this world may often get Hylian reinforcements, and Bokoblins may filter in to help the forces of Darkness.

When killed, which is easy, they simply fade away. Much the same happens when a battle ends. It's not terribly useful since the sides are usually similar and the troops aren't too helpful, but damn is it fun to crash through enemy hoards for the most frivolous reasons.

-"War Potential" (200CP): Despite thousands of troops participating in every battle from Hylian Fields to the Valley of the Seers, battles are often decided by a relative few captains and leaders.

It's not because of especially brilliant tactics, it's because those captains can usually put down several dozen, hundred or even thousand troops all by themselves.

This perk gives you a special ability that can be turned on and off as desire. When on, your attacks will be expanded several times over compared to what would reasonably be expected.

A single sword slash could hit five soldiers, a fireball could hit ten, and attacks of actual scale could strike dozens or even a hundred enemies in one go. The obvious tradeoff is that much larger attacks are also much harder to aim. Careful of friendly fire while trying to burn the enemy.

-“Goron Smithing” (200CP): Goron with their dexterous fingers, immense strength and high tolerance for heat are known far and wide for their craftsmanship with a hammer. Some of the finest tools and weapons in the land were made by Goron hands. You? You have learned from the best.

You might be a Goron, you might not, maybe you eat metal, maybe not, but you’re a damn wizard with it, literally so with a hammer. You can produce pieces of excellent quality with minimal resources, but it’s what you produce them out of that’s awesome. If you can touch it, heat it, pound it, you can smith it.

The farther away from metal you go, the less effective this perk is, but if metal is used as a base then your options expand. Just one example is pounding magical reagents into a blade.

This can allow you to produce items such as Impa’s giant curved sword aligned with water, or her naginata aligned with fire.

-“Item Spirit” (300CP): Wizzro, the evil sorcerer of Cia’s dark armies. Fi, the spirit of the Master Sword from ages past. Ghirahim, an ancient demon general. These are people, yes, but the form you see them speaking in, fighting in, acting in, that is not their true form.

On purchase, you may select a type of item of your choice, a sword, a ring, a harp, a bottle, nothing too complex. This object is in reality, your true form. You are the spirit of a magical object.

Depending on the origin you picked, this object is either heavily empowered by light, pure magic, or darkness, with this nature spreading to the form you use to interact with the world.

That other form resembles the race you selected, with an aesthetic influenced by the energy that empowers your true form. It is empowered as well, but less so. You are freely able to swap between these two forms, though not if your racial choice was taken as a drawback.

Your true form is more than just a magically empowered object though. It has an ability relating to its form, like a sword being extra great at cutting, or a bottle being exceptional at sucking up and containing things. You are also able to manipulate in this form, though it’s not as comfortable as your normal form.

-“Rare Drops” (400CP): Did Zelda just find another magic rapier? Where in Hyrule does Impa keep finding these giant, magic, curved swords when she’s the only one using them? That’s pretty weird, isn’t it? I’m positive that’s weird.

From now on, a mysterious something causes weapons like the ones you or your companions commonly wield to be periodically found on fallen enemies or in their supplies.

No matter how bizarre or strange your preferred weapon might be, you’ll still be able to recover variants of it while adventuring, though the odds of it being the same are. . .less likely.

Better or worse quality craftsmanship, more or less magical power, entirely different special abilities. The weapons will usually be in the same ballpark as what you or your companions have, but what exactly you recover or how useful it is can vary dramatically.

-----(Origin Perks)-----

-----(Warrior of Light)-----

-"Comfortable Advance" (100CP): Whether you side with Zelda or Cia, Ganondorf or yourself, your army and compatriots will be forced to move across these lands. Massive forests and volcanic caves, flying islands and sweltering deserts.

To avoid fighting battles not just with the enemy, but the environment, I suggest taking this. This perk allows your forces to more easily find natural conveniences.

This often comes in the form of an oasis in the desert, or safe passage in a river split land. The scale tends to be the same as your force, making the benefits minimal when traveling alone.

-"Deft Hand" (100CP): Should you join the war, you will more than likely find peers in the captains of whatever side you're on. Those who can tip the scales of a battle all by themselves, dispatching dozens or hundreds of troops each. To prevent such lethality from coming back on your army, there's this.

With this perk, you are now able to exert far more control over your attacks and who they hurt, such that you could rampage like an unchained monster through clashing armies and only hurt the enemy soldiers while leaving your own untouched.

-"Leading Light" (200CP): Although Hyrule's armies are vast, and their war potential great with warriors such as Impa and Link, it can be argued that the guiding light and warmth of their beloved leader is what allows the forces of light to push back the darkness again and again.

Like Zelda, you have the ability to effectively lead armies as well as inspiring them to action to begin with. You do right by your forces, your keep the image of a good and capable leader, and they'll follow you to the front door of darkness and help you kick it in.

-"Evil Slaying Blade" (200CP): Impa has the ability to wield a sword as big as she is with more skill than most men can wield a dagger. Zelda can dance through foes with her masterful fencing. Link was smacking down his mates in boot camp before he was ever known as the Hero of Legend.

On purchase you can obtain similar levels of skill even if you aren't some kind of reincarnated hero or royal ninja bodyguard. You may select one weapon of your choice to gain incredible skill in, feel free to be as exotic as you like as long as it can be used at a personal scale.

In addition to skill with a weapon, you can designate how you're skilled with it. Choose to perform iaido with a sword bigger than you are. Choose to specialize in spinning attacks with your shield and sword pairing to become a hurricane of pain.

You won't be gaining anything mythical, but it will be damn impressive. This perk may be purchased multiple times, with future purchases coming at half price.

-"Weapon Magic" (400CP): It isn't uncommon to find weapons imbued with magic in this world. Most everyone of importance you'll see has an armament that has some sort of special abilities, and those warriors will display those abilities splendidly no matter their magical talent.

With this perk you are able to harness and enhance the magic power of enchanted weapons. What does that mean? Well it varies based on the magic of the weapon. A common example is a weapon with an elemental enchantment allowing for simplistic elemental magic based on the weapon.

Weapons with less straight forward abilities may exhibit unique capabilities however. Gauntlets that strengthen the wearer may allow for heightened strength or transmission of that strength over an area, while generic magical enhancement may work to emphasize odd traits of the tool with this perk.

-“Cutting Off the Snake’s Head” (400CP): While it may seem like the forces of darkness are nigh infinite, one does not have to defeat each and every one of them. By attacking and defeating the ones leading the charge, the cowardly monsters under their leadership will disperse.

With this perk, you can break down enemy armies more easily by defeating their leaders. This manifests in two ways. The first is rather simple, as it takes dispersal literally.

When you defeat an enemy captain/general/leader during battle, a concussive shockwave is thrown off their body hitting all their nearby subordinates. The actual strength of this shockwave varies based on the individual you defeated.

The second effect is less clear, but much more devastating. When defeating an enemy leader during battle, all subordinates underneath them will be afflicted with a powerful, demoralizing mental attack.

Especially weak hearted soldiers will often outright fall into panic and run, breaking the enemy line. Those who can withstand the attack may still become sloppy from the onset of stress.

-“Tempered by Light” (600CP): The conflict between good and evil, light and darkness, seems to wage without end. Still, few can say they are wholly aligned with one side or the other. Even the hero of legend must be tempered before he may eradicate the darkness within his soul.

On purchase, you become a being wholly aligned with light, in both a metaphorical and conceptual sense. Emotions or mentalities steeped in darkness such as arrogance or hatred are purged from your soul, preventing others from using them against you.

The corruptive influences of darkness gain no purchase on your mind, body or soul leaving you pure and pristine. Most importantly however, you gain remarkable power of cleansing, purifying light. It is this light that keeps your soul pure, and it is this light that allows you to combat the darkness.

The light may be harnessed in a variety of ways to imbue objects with darkness banishing properties, infuse attacks with the powers of light, or simply empower your body to allow you to move and act faster than you naturally could. You stand now as a paragon of the forces of light.

-“Friend of Fairies” (600CP): Fairies, magical nature spirits that favor the light, though fickle and unorganized beings with no shared culture or civilization. The threat of their magic potentially supporting Zelda’s armies was enough to have Cia begin hunting them at the dawn of the war.

In this world, fairies can be roughly divided into two groups of beings. Normal fairies like Link’s speaker Proxi resemble small girls that could fit in the palm of your hand, each with insect wings and a magnificent glow that makes them appear as balls of light to those not close enough.

The other kind are Great Fairies, resembling giant red headed women with bizarre, revealing clothing and aquiline noses. Normal fairies live in the woods, while Great Fairies reside within fairy fountains and appear when prayed too.

Now, they and any other nature spirit you may find just loves you. Outside of just not being tricked by the more mischievous ones, you’ll often find them coming to see you and generally being friendly unless you go out of your way to upset them. This is great, since both types have powerful magic, with Great Fairies turning the tides of numerous battles in the war.

-----(Sorcerer/Sorceress)-----

-"Mystic Agility" (100CP): From Lana who bounds across the battlefield to Zelda who appears to dance through her enemies, the magical ones of this world use magic to enable agility.

Your body is naturally enhanced with magic that improves your agility, allowing you to more easily move with grace and speed. With this effect alone, you can move far faster, taking long leaps with each step and gliding back to the ground.

Alternatively, by actively pushing magic into the ability you can levitate at running speeds like fairies or the evil wizard Wizzro, ignoring such things as rough terrain and hot ground.

-"Master of Disguise" (100CP): During the beginning of the war, Princess Zelda was forced away from her armies. To distract her enemies, she disguised herself before returning to her army.

With this perk, you are able to put together extensive disguises before storing them away, just like magic, probably because it is. To put them away is as simple as putting them on.

By focusing on which disguise you want and doing a little spin, you can immediately put on the outfit, accessories, makeup and whatever else was on you at the time while storing what you currently have.

-"The Magic Touch" (200CP): Magic is incredibly prevalent among the more powerful enemies and allies you'll meet during your stay. As an up and coming Sorcerer or Sorceress yourself, it'd be silly to be without it, now wouldn't it?

The magic of this world is capable of quite a few things and feats. The most basic application is transforming magic into one of a few elements like light, darkness, fire, lightning or water as examples to combat enemies or for normal utility.

Magic is also capable of enhancing objects or manipulating magical objects and things. This can be used to reinforce an object's toughness, animate things such as commanding the pages of a magic tome to fly out at your direction, willing magical relics to activate and work on command and so on.

Lastly, magic is able to summon familiar objects or people from far away, as well as conjure objects out of thin air. Conjuration is quite difficult without intimate familiarity in what you're trying to fabricate however, more so if you want some form of permanence in it.

Magic runs off of stamina and knowledge for the most part, with greater feats being more taxing. While the basic principles of magic are bundled into the Sorcerer/Sorceress origin, this perk allows you to leap ahead with your knowledge in elemental manipulation and master an element of your choice.

-"Greater Summoner" (200CP): Summoning, the act of bringing forth something or someone from somewhere else. The most powerful being Cia who brought forth entire eras and armies, though more than a bit of an outlier considering her reliance on the Triforce and Gate of Souls for such feats.

Summoning is arguably the most widespread of magic with members of every army having more than a few. Perhaps it's because it is so valuable in war that it's fostered among varying militaries.

Summoning, to put it simply, is bringing something from somewhere else to where you are now. The larger and farther away the object, the harder it is to summon. The less familiar you are with an object, the harder it is to summon.

Normal summoners within this war are used to summon reinforcements as a result, limited to bringing forth allies one at a time from nearby camps. You have a bit more skill in the art and can summon several allies at a time or call up objects as large as an elephant, and put them back too.

-“Heart Attack” (400CP): The corrupted sorceress Cia was able to draw on the darkness within Link’s darkness to conjure copies of him, “Dark Link.” Just like her, you are able to sense and grab what lurks within the hearts of monster and man.

This perk essentially allows you to sense darkness or light within someone’s heart, whatever makes up the minority, and draw it out. Supplemented with your own magic, you are able to make temporary copies of an enemy made of their darkness or light and assault them with them.

You are able to summon more as time goes on, but there are caveats. The dark/light clones are not truly permanent and although not insanely costly, they do take effort to sustain.

Additionally, if your target is able to somehow eliminate the darkness or light within their heart, you will be unable to use this magical power on them, as there will be nothing to draw on.

-“Quirk of a Copy” (400CP): Lana is the personified light that once existed within Cia, before Cia was completely overcome by darkness and that light was forced away. Because of her nature as a being born of emotion and magic rather than flesh, she has a strong ability.

This perk gives you that ability as well. This allows you through magical power to divide your power into two or more equal copies. These parts are all equally you and yet not you. In this way, death will only truly come if all the versions of you are slain.

This allows you to split up and run if you face certain death. That said, you will be unable to return to your full power until all versions of you have either fused back into one being, or there is only one of you left. If the other yous died to get to one remaining, your power will come back slowly, over time.

-“Focus Spirit” (600CP): For when your best just isn’t good enough, for when you need to push past those limits for just a bit to tear down whatever’s in front of you, there’s this. It would be a common technique if this place was a game, but fortunately for you it isn’t.

This perk allows you to build up a reservoir of magical power within your body. At any time you desire, you can release that reservoir to enter an empowered state. This state will rapidly burn through your storied magic, but causes you to become excessively stronger, faster and magically empowered.

This magical empowerment aids with casting magic a bit, but its primary purpose is mixing everything you do with the volatile burning magic.

This causes whatever you’re assaulting to deteriorate faster than just the beating its receiving, allowing you to plow through enemy attempts to protect themselves.

Alternatively, if a super mode isn’t to your liking, you could draw on this reserve into a single attack. This release has the same magic burn quality, but amplified several times over since the internal reservoir will push everything it has into that instance of offense, as if popping like a balloon.

-“Arrows of Light” (600CP): Zelda used her light magic to permanently enchant the bow and arrows she gifted to Link in a future that may or may not come. Ancient sorcerers crafted the great magic ring that would become Wizzro. Now, so too can you bestow upon objects a form of permanent magic power.

This is an enchantment style ability allowing the infusion of either innate magical power, such as Zelda’s divine light, or learned magical power, such as Zant’s twilight sorcery, into objects to permanently bestow new or heightened abilities.

The most basic application is making weapons with an elemental affinity based on the Sorcereress’s own mastery of the element. This can allow more esoteric effects such as infusing some summoning magic into an item to be able to call it back to you at a whim.

Objects can only handle so much power, and must be stripped down of their magic before they can be gifted with something new. Fortunately, you know how to do that too if you’re itching to retool your favorite staff.

-----(Force of Darkness)-----

-“Mane of Dominance” (100CP): Ganondorf has many strengths, such as being a nigh immortal force of darkness that will resurrect again and again in his attempts to plunge the land into ruin. Did you also know that he has kick ass hair though? He does, it’s beautiful, you can have that hair too.

On purchase you get a flowing mane of incredible hair, feel free to choose both color and typing. Have it blue and wavy like the ocean, green and curly like the flippant winds, spiky and orange like raging fire, whatever. This is your hair now and it’s great, it even glows when you feel like it.

Your hair as you choose it may transform to whatever other forms you have as fitting, whether it becomes the mane of a giant monster, or ornamentation of a weapon. The hair will always stay clean, impressive and will even glow when you express any degree of might or power.

Your hair is more than glorious however, it has a bit of power to it as well. The more glorious your mane becomes through care and growth, the more popular and charismatic you’ll appear, even to those who otherwise had no interest. Artificial charisma it might be, but whatever works, right?

-“General of Shadow” (100CP): It wasn’t just the absolutely massive hordes of monsters that made Cia’s army dangerous, it was her dark magics that went into work making them better. You may not be a wiz with enhancing allies, but this perk helps in its place.

With this perk, any allies both superior and subordinate to you will gain a small affinity for darkness. On its own, this isn’t too noticeable a difference from soldier to soldier. As an amassed force however, this serves to more easily allow you to wage war against armies affiliated with light.

Each individual inflicting just a bit more damage and pain to those with a negative relationship with the dark. Imagine it as death by a thousand cuts, just on a greater scale.

The longer you stay in command of an army, the greater their affinity, eventually developing into a seed. With active training, that seed can bloom, allowing them to command darkness, if only a bit.

-“Bringer of Fear” (200CP): Individuality is overrated, it’s a commonly held belief among evil overlords and witches. What’s the use of dissenting opinions when you’re always right? Right?

You are now able to quash individuality and dissent in those beneath you, through the delicious power of intimidation. Those you can intimidate into following you, or those already following you that are afraid of you, will become surprisingly loyal, due to the consequences.

Even beyond normal intimidation, this perk helps with maintaining the allegiance of all your mooks and minions even if they would ordinarily be the type to drop everything and run if it looks like you would lose.

-“Fiend of Betrayal” (200CP): You’re the reason evil overlords tend to hate individuality, as you are a true-blue backstabber. No promise is made without crossed fingers, and no deal is sealed with a contingency unprepared.

This perk helps with identifying the best time to betray those you work for or with to maximize the chances of screwing them over and getting ahead in life. See that a battle isn’t going just right and the general is out of position? Maybe the path just happens to seal them in with the enemy.

Although this perk is great for figuring out when the time is right and bending things in your favor, it’s up to you to actually carry out the plan or actions that serve your goals.

-“Advisor of Corruption” (400CP): Through the malevolent words and machinations whispered in Cia’s ear, Ganondorf was able to corrupt her heart, and then push out the light.

Now you too are capable of similar feats, attaching malevolent darkness to your words that dig themselves into the hearts of those who accept them. The more you can get them to listen, the more you can fill their heart with darkness and corrupt them.

After corrupting your target thoroughly, you may push out the light within them to fully transform them into a being of darkness.

Those you corrupt fully may be more easily coerced to do your bidding unless greatly antagonized. Those who had a significant amount of light in their heart may see that shunted out light become an entire life of its own.

-“Emperor of the Damned” (400CP): A dark art wielded by Cia, a dark power shared by Ganondorf. Extensively used when he came into power to build his army, Ganondorf raised the dead to serve as the rank and file, every enemy slain only adding to his forces.

You now have the ability to raise the dead, quite well actually. When it comes to expendable pawns like Stalchild, you can spawn entire platoons at a time. Greater under like Big Poe and Stalfas take more effort at first, only one or two at a time being possible.

Who knows what will happen if left alone long enough, maybe you can build your own army. You are right now unable to raise anything more powerful than a Stalmaster, but just give it some time and then we’ll see.

-“Lord of Darkness” (600CP): More than some run of the mill monster, your heart and soul are as black as the new moon’s night. Just as Ganondorf’s existence is itself a curse of dark hatred, there is no shred of light within you, you are just a being of darkness.

On purchase, you become a being entirely composed of darkness, both metaphorical and conceptual darkness that is. Emotions or mentalities that shine with the purity of light such as mercy or loyalty are purged from your soul, preventing others from using such soft sentiments against you.

You are like a walking black hole, your body and soul devouring any light attempting to purify you and crushing it into nothing, only the most divine of light acting as it should. More importantly though, is your ability to command the all-consuming darkness that makes up your form.

Darkness crushes, it consumes, so casting it upon your attacks, your defenses, your equipment, so too will they borrow these properties of darkness. Everything is more likely to break and fracture after encountering your darkness, with light feeling it doubly so.

-“Monster of Ruin” (600CP): The lion maned Gerudo is not Ganondorf’s true form. The red armored warrior that serves as Cia’s general is not Volga’s true form. No, what these men have in common is that they’re something far more monstrous than their humanoid appearance would have you believe.

With this perk, you too become a monster under a veil of deception. That is to say, you have the ability to seamlessly transition between whatever your current form is, and your “true form.” Your true form is much larger and more physically imposing in every way than your current form.

Using the local point of reference, you keep whatever race you chose and your true form’s power will be based upon it. Someone who chose to be a Zora will be able to swim far faster in their true form compared to others, a Dinalfos’s true form will have incredible fire breath.

The size is usually just larger than an elephant based on the races found here, and appropriately larger for larger forms elsewhere, like an actual elephant.

The appearance is yours to design, anything from a monstrous animal or gestalt of animals, to some mythical beast like a dragon, or a titanic humanoid.

Whatever the case might be, your default form can recover from fatigue and injuries much easier, while your true form is usually just bigger and physically better. Transformation is usually quick enough to be useful in combat, use that information as you will.

Items

The below section will contain all manner of items, structures and other things that are available for purchase yet don't fall under the definition for perks. General Items are undiscounted, while items found beneath your chosen Origin are discounted by 50%. 100CP items under your Origin are free.

-----(General Items)-----

-"Glass Bottle" (Three Free/50CP): A basic looking glass bottle with a cylindrical shape and a thick cork. Despite appearances, it's surprisingly rugged allowing for constant use without worry of breakage. When corked it has a tight seal preventing leakage, but more than that is the odd preservation abilities.

As long as you can get the cork on, the bottle will preserve most anything you can jam in there, from rations to fruit jams and even living creatures like fairies. Those creatures won't need food, water or air as long as the bottle is corked. You may also purchase more as well, 50CP for three.

-"Sack of Rupees" (50CP): A large burlap pouch with a rupee symbol on the front. Predictably, it's full of rupees, the local currency that consists of various colored gems, with green being the most common.

This hefty bag could help you buy some top of the line equipment, or just keep fed for a few months without issue. Really though, does nothing else catch your eye?

-"Heart Container" (50CP): An ornate piece that appears to be made by a gifted artisan, it looks like a heart made of red glass and golden filigree. Not just for show, the Heart Container is full of magic.

On use, by resting it upon your chest, it permanently increases your health. This makes it harder for you to die from wounds that aren't immediately lethal, or blood loss, basically. You may give these to others for use, or purchase more for 50CP each.

-"Tingle's Taste" (50CP): A piece of high fashion inspired by everyone's favorite character, Tingle. Fantastic. This outfit is composed of just three pieces, a green jumpsuit, a red speedo, and a belt.

The green, spandex-like jumpsuit covers the entire body with the exception of the hands and face. Notably, it has a built in conical hat which contributes to a strange profile. When worn, the outfit has a mysterious slimming effect that causes the wearer to weigh ten pounds less.

-"Fairy Wardrobe" (100CP): What you seem to have here is a tiny wardrobe that can fit in your hand, as if made for a dollhouse, or a very small person. It just so happens to be the latter.

The wardrobe contains a complete set of Legend of Zelda themed clothing for fairies. The internal size of the wardrobe and copies of each outfit scales with the number of fairies obtained in the companion section.

-“Unit Generators” (100CP): This appears to be a set of four stone pillars separated in the middle by a giant blue gem that glows with brilliant light. On purchase, you gain the ability to pick up or place them.

Upon being put down, a “Unit Generation Spire” will spawn several grunts similar in nature to those summoned by Everyday Warriors, and a Captain Unit which is several times stronger.

After spawning the initial units, it will continue to spawn miscellaneous troops on the same level of the grunts over time to fill the area with forces that will either defend or join your main army if near.

Arranging all four of them in the corners of a room will transform it into a “base” that will more quickly generate allied soldiers. If all the soldiers nearby are defeated, the gems of the spires will go gray and stop functioning until you pick them back up and put them down again. Purchasable multiple times.

-“The Smithy” (200CP): The Smithy is a structure resembling a standard, though well-funded, workshop for blacksmiths. On first glance, the facilities are impressive but nothing is out of the ordinary.

When you look in the back however, you’ll find an old man next to an anvil with a hammer in hand. This man is the source of the Smithy’s powers. Not only does he do fine work as a normal blacksmith, but he has the ability to actually fuse weapons of the same type into a new weapon.

The new weapon can appear as either component weapon and will have the sum of its component’s abilities, such as elemental affinities or variable enchantments. As for type, this only works when fusing similar weapons such as two swords, two hammers and such.

This all said, The Smithy has a liberal view of weaponry as ‘whatever implement an individual uses for the sake of direct combat’ which can extend all the way into cursed shackles, boat sails, magic tree branches, and more. Providing it is certainly a ‘weapon,’ he can probably work with it.

The Smithy will be attached to your warehouse after leaving this Jump, though you will also gain the option to simply place it in the world at your discretion.

Additionally, if you happened to have purchased **Goron Smithing** then a special opportunity will be presented to you. You will be bestowed with the ability to learn the special skill of the master smith described; fusion of weapons. Just be warned it might take a while for more eccentric weapons.

-“Training Dojo” (200CP): A large training facility with basic equipment such as practice weapons of all shapes and sizes, training dummies of several types of enemies, a few small obstacle courses, some weights and repair tools or replacements for everything in a back room.

. . .What? Training is too hard? Too slow? Oh, well then, you’ll be happy to know that you can just talk to the clerk for the gy- dojo and just throw money to make those worries go away. By spending money at the clerk, you can just make yourself or a friend more powerful, albeit in a general sense.

Pricing is divided into increments or levels and how powerful the one targeted is already. Basically, the stronger they are, the more expensive it becomes to make them better. The Training Dojo’s abilities tend to cap out at the level of whoever is most powerful between you and your companions.

-----(Origin Items)-----

-----(Warrior of Light)-----

-“Hook Shot” (100CP): A curious tool that appears as a cylinder with a handle on one end and a claw on the other. Pulling the trigger causes the claw to fire with incredible force, connected to the tool by a length of chain far too long to be contained by the tool.

When the claw reaches something, it clasps down with a surprisingly strong grasp and then attempts to retract with bizarre strength. This allows you to either yank enemies to you or vice versa. The chain can break if stressed too much but will repair with time. The range doesn’t allow for sniping.

-“Spinner” (100CP): A bizarre, ancient device that appears to be a cross between a spinning top, a skateboard a cog. Made of wood and metal, it will begin to spin and become balanced while you stand on top of it. From there, shifting your weight allows you to move at moderate speeds.

Applying pressure to a center panel allows it to hop and temporarily spin at faster speeds which allows is useful for ramming enemies. Due to some quirk in the design, it can slow your descent while you ride on it to make for safe landings from high places.

-“The Warrior’s Tool” (200CP): The warriors of light cannot defeat monsters, spirits and evil conquerors with their bare hands. On purchase we’ll give you something to swing. Choose whatever melee weapon you like within reason. Swords, maces, spears, greater variants of such things, whatever.

You will receive a magical, masterwork version of the weapon you chose, which comes equipped enchantments to sustain its condition and edge. It will also have a powerful elemental enchantment of whatever element you like, besides darkness.

-“Bow & Infinite Arrows” (200CP): Upon first glance, this appears to be a completely normal bow and quiver full of arrows. It’s when you actually use it that you see the difference. Arrows fly bizarrely fast and true, with a head so sharp that it can pierce over a dozen monsters before slowing.

By purchasing this option a second time, you may upgrade it to ‘Bow & Arrows of Light’ causing the five arrows to fly with each shot, all with the same properties as the original arrows.

The arrows, aligned with light, can grow far more powerful based on the health and number of nearby allies. You may select up to eight allies for this effect to rely on per battle.

-“The Groosenator” (400CP): Say hello to your new best friend. The Groosenator comes from another time, essentially being a catapult on rails that’s remarkably accurate and consistent for what it is.

The Groosenator projects explosive bomb flowers and will automatically reload every time you crank the catapult back to a ready position. The Groosenator is able to spin 360 degrees as well as angle its platform up and down a bit in order to aim. If actually placed on rails, it can move at moderate speed.

-“Bombchu” (400CP): The Bombchu is a Goron weapon resembling a gigantic blue and yellow mouse. This animatronic mouse is in fact a massive bomb the size of a rhinoceros.

The Bombchu follows directions, moves at an average person’s jogging speed and blows up at location you designated as if intelligent. Whenever a Bombchu detonates, a new one will respawn in your warehouse in an hour.

-“Great Fairy Fountain” (600CP): The Great Fairy Fountain appears as a large, stone structure resembling a temple with a vaulted ceiling, magic circle on the floor, and a single, large room.

Beyond the heavy double doors, in the back of the great room inside, is a pool of crystal clear water that sparkles in the light streaming through the stained-glass window behind it.

By praying at the magic circle, you may summon a Great Fairy that lives invisibly within the sparkling waters. Request what you will of her, if she likes you she’ll use her incredible magic to aid you in an incredible show of force, though only once a day.

The Great Fairy could blow away a thousand enemies by dropping a gestalt of bombs, fabricate a copy of Hyrule’s moon just to smash its nose into a dragon or conjure pumpkin soup into existence that could reinvigorate a god like Levias. Fairies are fickle however, so the exact way she helps might vary.

The Great Fairy Fountain becomes a warehouse attachment post-jump, or may be placed as a structure within future worlds if desired.

-“Throne of Hyrule” (600CP): Let’s just pretend that you’re a distant relative of Zelda, since that’s how everyone else is going to act. Perhaps through blood, perhaps not, on purchase you receive a royal title of your choosing such as Duke or Grand Poohbah that causes people to acknowledge you as royalty.

In addition to your new status, you receive your own fortress somewhere in Hyrule. The fortress, with an interior that appears like a lavish castle, comes with live in servants and several hundred trained soldiers to protect it. Individually they’re not too strong, but they have numbers on their side.

In future worlds you have the ability to place this structure where you like, where it becomes staffed with setting appropriate servants and guards. Even if you don’t place it however, you will be able to receive the benefits of the royal title.

-----(Sorcerer/Sorceress)-----

-“Cursed Shackle” (100CP): A strange hunk of metal that looks nothing like a hair tie. You’re going to be using it like a hair tie. When using this thing as a hair tie, your hair will swell in response, becoming so voluminous that the hunk of metal will stay in place.

While wearing this thing that isn’t a hair tie, you will be able to manipulate your hair as if it was an extra limb, and even lengthen/enlarge it several times over as desired. The application of magic can enhance the stated effects. You may optionally have your hair glow as well while wearing it.

-“INFINITE BOMBS” (100CP): On purchase, you receive INFINITE BOMBS. That’s right, INFINITE BOMBS at your disposal, each the size of medicine ball with a cartoonish fuse and blue color palette.

The INFINITE BOMBS are not quite as powerful as their size suggests. You can only pull out five at a time before detonating them, but a steady supply of explosives is always welcome! Right?

-“Magic Infused Object” (200CP): There’s placing enchantments on something that exists, and then there are objects with magic woven in throughout their creation. Now you may have an item like this in your hands to defend yourself in the ongoing war.

On purchase, choose an item, you gain a magical equivalent with properties relating to what it is. A harp could be played to manipulate magic easier than what you could do on your own, allowing the manipulation of multiple elements at one time.

A branch from the Great Deku Tree could call upon fabricated nature spirits. A magical tome, each page dripping with mysticism, could literally be used to project its pages as deadly weapons. These are just a few examples of the tools and weapons allowed by this option.

-“Greater Boomerang” (200CP): This appears to be a wooden boomerang with a red gem in the center of it. More than what it appears, when the Greater Boomerang is thrown it grows several times larger, spins extra furiously and duplicates itself twice over.

The Greater Boomerang can be used to cut down enemies, though because of its magical nature it has a very tight flight path, quickly returning when thrown.

-“Lens of Truth” (400CP): A magical relic appearing as a purple mirror with red barbs sprouting from the top of its frame. It has an incredibly potent ability to dispel illusions by revealing the truth, allowing it to easily dispel even powerful illusions. Simply hold it up to what you believe is deceiving you.

The Lens of Truth is also able to reveal other forms of deception, as it can make the invisible visible, or highlight camouflaged objects that blend in with everything else in their surroundings.

-“Goddess Butterfly” (400CP): A legendary insect of which very few are said to exist. It appears as a glowing, sparkling, blue butterfly and every bit as small and dainty as any other butterfly. The Goddess Butterfly has mysterious abilities revealed when it is called upon.

The Goddess Butterfly is able to locate anyone or anything it is asked to find, eventually. The Goddess Butterfly is perfectly accurate, but it’s a normal butterfly otherwise and flies slowly to what it was asked to find. A new one appears in your warehouse if this one dies somehow.

-“Time/Space Banishment Chests” (600CP): This is a set of four large lockboxes made of black metal, each with a giant padlock and lengths of chain long enough to wrap around them several times over.

The boxes were made with unique methods that allow them to hold all manner of things, from mundane treasures or perishables to the normally intangible, like souls. Upon binding all four lock boxes with chains and locking them in place, the boxes will be banished across space and time.

Each lockbox will appear within some fortified place across various places and eras within the current setting. These are useful for when you absolutely, positively, desperately want to hide something away never to be found again.

If desired, you can always call them back to your location should you wish to unearth the hidden things you once buried. If you leave a setting while the banishment chests are still, well, banished, then you will receive a new set at the beginning of your next Jump.

-“Gate of Souls” (600CP): Like the anomaly found within this world, you too now have access to a kind of personal Gate of Souls. The Gate of Souls is a portal that connects to all of time, but it requires someone skilled with magic to truly pull on its potential.

Someone with some skill can use the Gate of Souls to peer into the past whenever and wherever they please, watching whatever and learning whatever they can find while scrying. More powerful Sorcerers and Sorceresses however can do more than just look though.

Those with great magical skill and power can use the Gate of Souls as a conduit for summoning objects, individuals and creatures from past eras into the current one. It was through this application that Cia was able to swell her army’s ranks with monsters.

Beyond the incredible abilities of even Cia, only made possible with something as powerful as the completed Triforce, the Gate of Souls can even be used as a gate for transporting entire places from past eras as they existed back then, with all they contain, and juxtaposing them over the current era.

-----(Force of Darkness)-----

-“Blackened Armor” (100CP): This is a set of master craft, black plate armor made to your body’s measurements by Darknuts, before being tainted further through battle and ruthless actions.

The armor is very durable with a special resistance to light. If damaged, you can slowly repair it over the course of a few days by filling it with the darkness in your heart.

-“Poe Lantern” (100CP): An ornate lantern stolen from a Big Poe. The lantern contains the Poe’s Soul, and as a result the flames within will burn eternally with the fire light fueled by that souls.

The evil soul within the lantern can also be used to project volatile balls of dark magic at enemies, though they’re neither fast nor far reaching. Useful for lighting your way and as an improvised weapon.

-“Dark Edge” (200CP): Just as Warriors of Light have their finely crafted armaments and Sorceresses have their magical relics, so too must the Forces of Darkness equip themselves for battle.

Choose whatever weapon or object you like to receive a weaponized extension of your darkness resembling it. A spear, a ring, even a pair of objects that count as one like a sword and shield. The Dark Edge will become more durable based on the strength of your darkness.

Your tool of choice has acceptable durability. More importantly, you may summon and dismiss the Dark Edge tool of choice as you like, doing so repairs it and allows you to recover it if disarmed. Break, overwork, throw or expend as many of your tool as you like, then simply draw a new one.

-“Wraith Ring” (200CP): Steeped in darkness, this is a cursed magic ring. While you wear it, it empowers whatever magic you cast, doubly so for dark aligned magical abilities, but that is not its true power.

The Wraith Ring is most interesting when given away. After being cast into circulation, when a wielder of the magic ring’s power dies the essence of their soul and emotions is absorbed.

As bits and pieces of souls and emotions of deceased past wearers are absorbed over time, a gestalt of spiritual impressions will begin to form and may even become aware. Each bit and piece absorbed will somewhat empower the ring, which only further entices those who wish for it themselves.

-“Palace of Obsession” (400CP): Upon purchase you acquire something quite unsettling. A lavish, fortified mansion somewhere in the wilderness appears, with high gates and stone walls.

The mansion is decorated with numerous works of art dedicated to whatever you love most, such as a significant other, an object, or a hobby.

Artwork inside includes murals, paintings, statues, drawings, even sheets of music and books of poetry all dedicated to that one obsession that colors the residence. So warped is this place that some walls may have glowing cracks with swirling voids behind them, although they serve no purpose.

-“Big Boss Monster” (400CP): Cia and Ganondorf did not just build their armies with undead and tribal monsters. They also had big, scary, bestial monsters that doubled as war machines!

You may now choose any two of the following four monsters to receive as loyal pets. The first is King Dodongo, a giant reptilian monster with skin as hard as stone and the ability to breath fire.

The second is Gohma, a crustacean-like monster with shield like claws to defend itself and a single massive eye that it can project lasers from. The third is Manhandla, a mobile plant monster with skin like iron and four stalks ending in fanged heads sprouting from a layered body holding their red core.

The final monster is Argorok, an armored dragon that can fly at high speeds and breath streams of fire, contrasting the explosive fireballs of King Dodongo.

-“Terrible Ruins” (600CP): The terrible ruins are the stone ruins of some ancient, long dead civilization that have now been inhabited by something much less friendly. The sprawling ruins are as big as a small town, or a full-scale dungeon big enough to get lost in.

They’re inhabited by all manner of malicious spirits and monsters that will watch, terrify and eventually collapse on those who trespass.

You have no reason to fear for your own safety or that of your allies, as all the terrifying creatures scattered about these grounds follow your words absolutely. In future worlds you have the ability to place the ruins down in the location of your choosing, either above or below ground.

-“Tyranny Blades” (600CP): On purchase, you receive five ominous looking swords that appear completely normal other than that uneasy feeling surrounding them. They’re employed rarely, only when you conquer an enemy’s nation or kingdom and claim their capital.

Upon doing so, march to place from where the land was once ruled, such as the King’s Throne, and thrust one of these blades down into it. Massive blades will then fall from the sky to penetrate the newly controlled castle or equivalent and cast the land into darkness.

The sky will glow a terrible red light and blanketed with swirling black clouds. Lightning will fall upon invading armies here and there while ignoring your own. The forces of darkness grow passively stronger here. Only when the enemy reconquers these lands and the sword is pulled free will it recover.

(Note: As a side note, any swords used and left behind in a world will be replaced at the beginning of the next Jump. No need to be conservative.)

Companions

-“Fairy Friend” (Free): All Jumpers receive a single fairy as either a follower or companion, their choice. (See notes for more on ‘Followers’) Fairies resemble a small girl or woman that can stand in the palm of your hand, with insect wings and a magical glow that makes them resemble orbs from a distance.

The fairy likes you and attempts to look out for you, either warning you of danger, attempting to speak for you when you’re unable, or using their powerful magic to your benefit. Did I forget to mention fairies have powerful magic? Well, surprise.

Your fairy may have offensive magic aligned with Light, Darkness, Water, Fire or Lightning, or more supportive magic aligned Support, War or Fortune.

Giving a fairy elemental magic allows them to perform a variety of tricks with their element, break down barriers aligned with their element or send out a shockwave of their element that can hurt enemies while ignoring allies. Their powerful shockwave spell tends to be tiring however.

Choosing support magic allows your fairy to heal people, replenish magic or stamina, or create barriers. War magic fairies can provide all kinds of enhancements to allow allies to become faster, stronger, tougher or more aggressive and enchant weapons.

Giving your fairy an affinity for Fortune allows them to increase your luck or the luck of others, increasing the chances of good things happening like enemies tripping, arrows missing, happen upon enemy transports with supplies and thing in that vein.

Supportive magics can be focused, or spread out to effect all those within a certain area, although the second is much more exhausting. Outside of their status as follower or companion, and their magic, you have full ability to customize their appearance and personality as you please.

-“Fairy’s Friend” (50CP): Oh? You weren’t content with just the one fairy friend? You want another? Well okay. This option is basically the same as the above option in all ways, but it isn’t free.

As above, choose whether they’re a follower or companion, what kind of magic is, and what kind of character they have. Purchase more at the same price if you’d like more.

-“Fairy’s Party” (200CP): Just like Fairy Friend and Fairy’s Friend, Fairy’s Party allows you to make additional fairy friends to design the way you want. The biggest difference is that you receive eight fairy friends instead of one, one for each type of magic if you want to spread it out like that!

Unlike the others, there are a few more quirks. Since this is a bulk purchase of followers or companions you have another choice. On purchase you may decide whether they count individual followers/companions or a group follower/companion.

If you pick them up as a group companion then they may be imported as a group with all purchases dispersed between them evenly as an example, with group followers having the potential. Additionally, if you purchase ‘Fairy’s Party’ more than once, you can keep stacking additional fairies together.

-“Single Import” (50CP): Now that the fairy business is over with, let’s get to those companions who have been with you since the beginning, yeah? On purchase you may import one companion into this Jump with a budget of 600CP, a free origin, a free race and all associated freebies.

They may spend their points on perks and 200CP items or cheaper. Single Import may also be used to optionally design new companions originating from this world, appropriate for the background and race chosen for them, such as a Hylian Sorcerer or Bokoblin Force of Darkness.

-“Bulk Import” (200CP): You have a bunch of friends coming in? Well let’s roll out the welcome mat, right? By purchasing Bulk Import, you may import up to eight companions with all the benefits of the Single Import detailed above. Other than the greater number, there are virtually no differences.

-“Canon Companion” (100CP): You have fairies and old friends covered, but you came to this world looking to make a specific new friend too, right? For the listed price, you can make that new friend, honestly! Well, make that friend and bring them along with you that is.

On purchase, select any character that appears within Hyrule Warriors. Impa, Darunia, Zant, whoever you like. Events will align to help give you a great first impression with your character of choice, maximizing the chances of befriending them, or at least being seen as a trustworthy ally.

If you can convince them to come along with you, they will be given full companion status with all the benefits that entails. That means they can come along on your adventures! Cool, right?

-“Jumper’s Good/Jumper’s Evil” (200CP): As Ganondorf whispered in Cia’s ear, filling her heart with darkness until eventually pushing the light out entirely, something strange happened. That banished light in Cia’s heart became a new being entirely, a girl named Lana.

This is a strange companion, as it is you, a piece of you anyways. This companion is the personification of either your inner light or inner darkness, decided upon at the time of purchase. This means they are essentially the positive or negative sides of yourself made manifest.

Along with being you comes copies of whatever you can do, but warped towards either Light or Dark variants based on which one you’re recruiting. This companion will not continue to acquire copies of Jumper’s abilities beyond this Jump however.

By default, this option simply provides the companion described without actually taking your inner light or darkness. Your first purchase may be discounted however, if you allow your inner light or darkness to be taken and personified, leaving you with only the remainder.

Those who took Tempered by Light or Lord of Darkness will be able to use the discounted form of this option to personify the darkness or light they had banished by those perks.

Either way, the Jumper’s Good companion will obtain Tempered by Light for free, and Jumper’s Evil will obtain Lord of Darkness for free, to represent their nature and powers. Finally, this option may also be used on existing companions with all the above rules applying as normal.



Drawbacks

Drawbacks are challenges or penalties that can be taken for additional points. You may take as many Drawbacks as you like, but are capped out at gaining an additional 800CP from them.

Any Drawbacks taken after that are purely fluff. Additionally, any listed drawback may be taken at a lowered difficulty for half the listed points or lower if the drawback is taken at an even lower severity.

-"Everybody's Here" (+0/+200): Under normal circumstances, this timeline would exist in a universe completely divorced from the more familiar ones. Cia may have dragged individuals and locations from across time to wage her war, but they are not the same as the ones you may have experienced yourself.

With this drawback, you now open open up this universe to distortions of space as well as time, bridging it to the greater local multiverse. What this means is that characters you've met in previous Legend of Zelda games may recognize you, and characters or places from games other than those originally dragged into the conflict may appear.

An alternate form of this drawback found at +200CP will cause many more villains throughout time and space to appear and attempt to benefit from the situation, and they may even remember you despite the instances you met falling. How many Ganondorfs do you think will appear?

-"Unrequited Love" (+100CP): You are doomed to fall in love with someone who will never ever love you. No amount of magical persuasion, charisma or anything else you can bring to the table will allow you to gain their love and companionship.

They are forever out of your reach, and the intensity of your love makes this hurt. Taken at a lowered difficulty and it will likely hurt less and earning their love might not be impossible. Just, you know, really hard.

-"***HYAAAGH!!!***" (+100CP): Upon taking this drawback you become unable to properly speak or communicate, not normally anyways. Instead, all forms of communication come out as unintelligible grunts, screams, shouts or battle cries.

You have very little volume control with anything more than a curt affirmative coming out of your lungs at maximum volume. Even written communication and sign language is unusually intense and mostly just screaming in other forms.

Taken at a lowered severity may see you gain volume control and generally having an easier time with alternative forms of communication like notes and signs.

-“Tingling Feeling” (+100CP/Incompatible with Racial Drawbacks): Take a good look in the mirror lukewarm stuff, you now have that. . .let’s say face of Tingle, and everything else to go along with it.

You now look exactly like Tingle, or a female version of Tingle (the horror) and have no ability to change shape or mask your appearance at all. All clothes instantly turn into his signature green suit when you put them on, and it just pops up when you try to go nude.

At a reduced severity you might only take some traits of Tingle, but still be unable to get rid of them. For an additional +200CP, you may reincarnate fully as Tingle with no other abilities or advantages, simply being Tingle for the rest of the Jump with his small, gross body.

-“Counter Strike Out” (+200CP): Any enemy of note is virtually invincible unless attacked in a specific way. Darknuts become vulnerable after being parried, King Dodongo have to be force fed explosives when they inhale, etc.

The stronger the enemy, the less often they’ll be open for counter attack. If you have no patience, you could always smash your head against the wall and bombard them, they’ll go down. . .eventually.

At lower severities enemies become much less durable, simply becoming obnoxiously hard to kill instead of nigh impossible. A focused effort or overwhelming skill or power will allow you to fight these kinds of enemies easily enough at last.

-“Get Cucced” (+200CP): Say hello to the Golden Cucco, a curious creature that appears like a gold-plated chicken. One of them always seems to be nearby no matter where you go, either a remote area in the mountains or on the battlefield, constantly getting in the way.

Don’t try to fry this chicken though, or you’ll feel its wrath. Whenever you hurt the Golden Cucco enough, it will become aggressive, showing itself as one of the most dangerous things in this world, and summon a small army of normal Cucco to help attack you.

Oh sure, they’ll eventually go back to normal eventually, but the Gold Cucco will always be back to annoy you. Taken at lowered severities will downgrade the Golden Cucco to a normal one making it much less dangerous, although still dangerous.

-“Outnumbered, Outmatched” (+200CP): Enemy armies now always seem to outnumber the allied forces two to one, at least! If that wasn’t bad enough, they’re usually better trained than your grunts too! Well that’s just nightmarish, but I guess it is the commanders who always decide these conflicts.

Armies won’t spawn from nothing, but they do seem to form a lot easier now. At lower severities, the gap between your force and theirs won’t be quite as severe.

-“Twilight Opposition” (+300CP): You have been split into Light Jumper and Dark Jumper, simultaneously complete opposites and two sides of the original coin. On some matters you couldn’t be farther from each other, on others you’re frightening parallels the other hates.

If you had an unrequited love, Dark Jumper might develop yandere tendencies and do everything in their power to get them, fuck the consequences. Light Jumper might have the good will to just try to see them happy and then fight Dark Jumper to keep them safe. Just one example of course.

There will most likely be constant in fighting with all you hold dear in the crossfire. Oh, and either of you dying is still a loss just like your normal self dying, have fun with that.

At lowered severities, the two of you may become at least mildly more amicable, reducing the amount of infighting and dramatically out of character actions via listening to light or darkness.

-“Skultulapocalypse” (+300CP): It’s that chittering, that constant chittering you hear when you’re finally starting to solve a problem or appearing when faced with some kind of new challenge. It pisses you off!

Invertebrates known as Gold Skulltulas will appear in the local region or battlefield at the worst times possible, usually during pitched battle or pivotal moments in relationships. When they do, you’ll hear a slight chittering that gives you the undeniable compulsion to hunt them down.

They’re always hard to find, but the chittering gets louder as you get close. If you find them you get a piece of a picture! This drawback also introduces more strife or drama into your life so they show up more, enjoy that. Lower severities reduce the severity of the compulsion.

-“Gate Crasher” (+300CP): Well fuck shit damnit, the Gate of Souls broke. That thing connects to all points in time and now all points in time are connected, time is in an unstable loop. The past is the future, the future is the past, all eras are conjoined and constantly changing.

Never mind the spontaneous armies of monsters, how about the gigantic boss creatures that might just phase into existence or the entire mountains or flying islands being juxtaposed onto the landscape? Basically, places, objects and individuals from other times will randomly spawn in the world now.

Oh, right, and then there’s the alliance of Ganondorf, Ganondorf, Ganondorf, Ganondorf, Ganondorf, Demise and Ganondorf, that’s a mess. At lowered severities the world will end up less chaotic and more consistent, although still confusing and dangerous.



Outro

-Return to Your Own Time: You've battled monsters from other eras, made friends with warriors from other eras, and fought in lands from other eras. It feels like with so many timelines interacting with the world you landed in. . .like there was one time you want to return too.

To your own world and time, to your old family and life, with the friends you've made, the skills you've learned, and the powers you've acquired. It is the end of Jumpchain, and the beginning of a new adventure in the book of Jumper.

-Happily Ever After: While Cia was bringing for places, people and things from across all time and space to change reality into the one she envisioned, you were gaining an appreciation for what actually existed here. This is your world now, one that exists as your home. Your chain ends so you may live here now.

-On to Future Conquest: The thrill of combat, or perhaps the thrill of adventure, or perhaps the curiosity to find new sites or experiences after this one left a bad taste in your mouth. No matter your motivation, the choice to continue your chain is obvious, isn't it?

Notes

-1: Thanks to that anon who dared me to make it, it's been interesting to work on. The people who shot me suggestions get a thanks too since that really helped. Also a very special thanks to my adorable girlfriend Valeria who I can always go too for advice.

-2: Twili who gain access to magic will be able to create portals of twilight that more easily enable summoning style magic, allowing them to bring things to them or send them away easier than normal applications of that kind of magic.

-3: Advisor of Corruption's corruption will make the target prone to dark, negative emotions. Though what kind depends on their own personality and the words used to corrupt them.

A Warrior of Light who purchases Advisor of Corruption may optionally corrupt individuals with light instead of darkness. Don't ask me how that works.

-4: Purchasing both "Tempered by Light" and "Lord of Darkness" together will transform you into epitomized Twilight. A perfect balance of Light and Darkness with all that brings with it.

Light and darkness, positivity and negativity, altruism and ambition, love and hate. You will be able to blend the light and dark powers you get from these perks into twilight energy, like a Twili Sorcerer.

-5: Followers come along with you between worlds and are fully aware, similar to a companion. They will also respawn after dying like a companion.

They do not count against companion limits however allowing you to bring as many as you like into worlds. This all comes at the downside of being wholly unable to import your followers like a normal companion.

If you do attempt to import them, they will become a normal companion with all the benefits and drawbacks that entails.

>6: In a small update I've added a kind of continuity drawback as well as a synergy between the smithing perk and the smithing item. The small scale of the update means I won't change the version number. Oh, also popped the drawback limit up to 800CP because fuck it, why not.