

The Legend Of Zelda - Oracle of Ages
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The Story Thus Far

Link, the Hero of Hyrule, adventures across the land, his journey complete, Agahnim defeated, and his princess saved. What more is there for him to do but wander? As he travels, he comes across a shrine, containing what appears to be the mythical Triforce. As he approaches, he hears a scream. As he touches it, the Triforce teleports him to the far away land of Labrynna.

Upon his arrival, a second scream calls out, and he investigates. Monsters surround Impa, nursemaid to Princess Zelda. The Oracle of Ages, Nayru, has called for Hyrules aid. How lucky that Link should arrive just as Impa did.

So as not to spoil you the plot of this land, I shall skip a few steps. Nayru will soon be possessed by the sorceress of shadows, Veran, who shall use Nayru's powers as the Oracle of Ages to muck with the flow of time and wreak havoc. Link with the help of Nayru's assistant, the Great Maku Tree, will be saddled with the task of fixing this.

To assist you in assisting him, or to assist you in assisting Veran, I give you these. You shall be arriving the morning of the day things go wrong, and you shall stay for ten years. Relative to you, since time is slightly odd here.

+1000 cp

Origins
Pick one.

Drop In
Oh, so I guess you're a literal nobody? Kinda like Ralph then. I kid, I kid. But, at best you are now one of the local NPC's who sit around all day and moan about a hero coming by to do the thing that only a hero can do. Well, probably. You might just be a foreigner of some kind. Anyways, you're not really a part of the world. That has both benefits and downsides.

Hero
Maybe you're like Link, the Hero from Hyrule. Maybe you're actually just a wandering warrior, or even a simple soldier doing guard duty. What matters at the end of the day is that you're the guy with the sword and shield. And hopefully you're also here to stand between the innocent civilians and the monsters that are now roaming the land.

Oracle
Now, I'll be honest. Fifty-fifty odds on you being an actual Oracle, and the other fifty on you being a giant tree. Either way, you are a priest or priestess of some kind, possibly empowered by one of the three golden goddesses. You know, Nayru, the Oracle of Ages, named after Nayru, the Goddess of Wisdom? Actually, why is a Labrynnian woman named after a Hylian goddess?

Villain
Calling you a villain may not be entirely accurate, but you certainly aren't one of the good guys. In all likelihood you're one of the monsters roaming the lands, maybe even one of the ones infesting the Halls of Essence. ...Or maybe you're secretly part of a plot to resurrect Ganon using some sort of unholy reverse Triforce? Nah, that'd just be silly.

Age / Gender
Your age is 2d8 + 10, and your gender is the same as 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.
You also receive one discount per price tier on Gear, with the 100 being free.

Location
The major locations are Lynna City, Symmetry City, Rolling Ridge, or Crescent Isle, though you may choose pretty much anywhere in Labrynna.

Perks

Drop In

100 cp - Blessing Of The Minish

In the land of Hyrule, there is a race of small beings known as the Minish. They are only the size of a child's thumb, and are mostly invisible. They are also extremely kind and helpful, so they always leave a bundle of arrows or a rupee or two somewhere it will be found. While Labrynna is a bit far away, it seems there are some Minish here as well. Thanks to their efforts, any form of consumable ammunition you may have, be it bombs, arrows, or the various seeds, you will be able to find just by spending a few minutes searching. Just remember to say thank you to the Minish.

200 cp - Have You Considered Not Sucking?

Let's be honest here. That guy in green? He can't seem to keep his head in gear. He keeps going off and helping people with their problems! Come on dude, we have an Oracle to save! ...For some reason, Ralph seems to think that this is an insult. Not 100% sure why. But anyways, as it turns out, you're amazingly good at constructive criticism. You could launch into an epic speech about how badly someone sucks right now, and when you're done something you said will end up inspiring them to new heights of sucking less.

400 cp - Forest of the Forest Fairy

Yes I know the name is mildly redundant, and no you aren't actually a fairy. Instead, what you have is a certain level of control over… Geography. You see, the forest fairies are quite fond of scrambling up their forest in order to play hide and seek with anyone who wanders in. If you walk into one clearing and immediately turn around, you likely won't be where you started. Essentially the forest gets turned into a game of Fifteen. With that in mind, you too can now pull this off with any property that you happen to own. Constant shuffling isn't actually needed, but it is fun. At least until they have a mental breakdown trying to get out.

600 cp - Paradox Proof

Near the final battle with Veran, Nayru's so called bodyguard will end up fighting with a Veran possessed Ambi. This is for several reasons a hilariously bad idea. First, Ralph is very bad at fighting, and Veran is a powerful sorceress. Second, Ambi is Ralph's ancestor, so if he did actually manage to hurt her he'd likely wipe himself out of existence. God I hate paradoxes. Anyways, in order to prevent something like that from happening to you, you are now completely immune to any form of time nonsense. You can't be slowed or stopped, you can't be grandfather paradox'd out of existence, you can't be flung into the far future where Verans evil is law. None of that. In fact, someone attempting to do so will end up suffering for it somehow, maybe a small bit of bad luck, maybe accidentally hitting themselves. It depends on how persistent they are.

Hero

100 cp - I'm Too Busy To Give You Hints!

As Link journeys through Labrynna, he will encounter Ralph, Nayru's childhood friend and self proclaimed protector. Ralph will, nine times out of ten, proclaim himself to be too busy saving Nayru to assist Link in doing just that, before dropping some hint that will lead Link to his next victory. With that in mind, whenever you hit a dead end, impassable roads, or undefeatable boss, when you turn to walk away then the universe will conspire to at least give you a small hint on how to achieve victory. The rope maker is too busy with his research to give you any rope, but Ralph has seen his grave. Hint hint, hero.

200 cp - Even The Trees Want Him

One of Veran's first acts after possessing Nayru and acquiring the power of Ages was to attempt to kill off the Great Maku Tree. Link went back in time and saved it, at which point the young and impressionable tree… Proposed to him. Go back to the present, and she's pulled a 180 because she remembers things the other way around - Link proposed to it. Regardless of this nonsensical turn of events, your friends and allies remain your friends and allies, even if they don't see you for literally hundreds of years. Well, baring someone trying to set wrong what once went right with time nonsense.

400 cp - The Hero Knew He Needed A Shovel

In true Hylian fashion - despite not being anywhere near Hyrule - there are puzzles galore between you and Nayru. Stepping a bit into Meta for a second, this world has way fewer hints than the later ones. That said, you have the ability to look at any given situation and suddenly know two or three items, people, techniques, etc all, that would be extremely useful in solving it. Better still, if you have them already then the puzzle might as well be solved. All you have to do is go through the motions.

600 cp - Wander Throughout The Ages

The Power of Ages, the Oracle of Ages, and the Harp of Ages all do one thing. Allow someone to manipulate time. The Oracle (wielding the Power), seems to have a lot more control over what can be done however. That said, the Harp is limited in what it can do. It sends you back hundreds of years, or it takes you back to the present. That said, the exact mechanics of how and why, and the repercussions thereof… Seems to change on a whim. When you're around, the laws of time travel are more like suggestions. If you want a paradox, one will happen. If you don't, no worries! If you want to be a major character in ancient folk tales despite you not having done that yet, that can be arranged. In short, the laws of time travel seem to change themselves to help you. I'm sure this will confuse historians for centuries to come.

Oracle

100 cp - As Healthy As The Land

The Great Maku Tree, Nayru's assistant, is a fisher king of sorts. So long as the land of Labrynna is well, her health remains in good standing. When they have an excellent harvest, the leaves are extra vibrant. When time is messed with and the entire country begins to degrade, her memory gets shot to hell and back. That said, while you lack any repercussions of note, you can still track the health of your homeland via your own. They do well, you do well. Someone sets off an apocalypse, you get a cold. Yes, it's dialed back quite a bit in order to not actually impede you in (presumably) fixing said apocalypse. You can set it back to full if you want though.

200 cp - A Song For The Ages

As it turns out, Nayru is actually a really great singer. Like, woodland creatures come out and gather around to hear her sing. And then don't run away when normal people show up to listen as well. Seriously, this is some disney princess level stuff. But, beyond just having the perfect voice for song and several heaps of talent at singing, you also have a semi-unique skill. See, the songs that are supposed to be played on the Harp of Ages in order to control its power? Nayru can use those songs without the harp. You can now pull this off with any magical instrument, not just Nayru's harp. Now, in order to pull this off you do need a level of familiarity with it, maybe permission from its owner, but after that? Go wild and please don't break time.

400 cp - Take This Harp I Made

Which came first. The oracle to wield the Harp of Ages, or the harp to help empower the Oracle of Ages? Questions on the nature of time travel aside, let's assume that the oracle made the harp. With that in mind, you can now create magical instruments of a similar kind to the Harp of Ages. The process is actually relatively simple, find an instrument and use it in tandem with whatever magical power you wish to empower it with. In other words, when singing songs of time travel, play your harp along with them and soon you'll have a harp of time travel. Or a wand of winds, whatever you want.

600 cp - The Second Oracle Of Ages

Well now, this is an odd one. Nayru comes from a long line of people who have the same name, look similar, and have the same powers. And interestingly enough, you seem to have joined that particular lineage? Or maybe you were just blessed by Nayru - the goddess, not the oracle - and gained power over Ages. The long and short of that power is that you can now time travel. Actually, this power seems to be utter crap at the small stuff. Anything less than a hundred years and it basically fizzes out. For more combat applicable uses, maybe try literally punching people into next tuesday? Or freezing them in time, that way you can use them as a coat rack!

Villain

100 cp - Everything For Ambi

When Veran possessed Nayru, the first thing she did was go back in time… and convince Ambi to build a really tall tower. Well, first she somehow gained a position as Ambi's most trusted advisor, THEN she froze time so that the tower could be built faster. Regardless, Veran wormed her way into Ambi's good graces ridiculously fast. All but led her around by her nose towards her own ends. Much like her, people seem to not consider the downsides to you doing them favors. Or just forget that you're the literal devil on their shoulders. Or that people with the power to freeze time probably don't lower themselves to this level. Basically? When you start pretending to kowtow to people, they eat it right up.

200 cp - Nice Job Breaking It, Hero

So, a funny story. Nayru was protected by a sacred barrier that prevented the darkness from getting in. Link kinda sorta maybe broke it in order to get to her in the first place. Oh, and he also led an Veran-possesed Impa right to her. Real smooth of him, I know. And from now on, you're guaranteed at least one such instance of lawful stupid from whatever band of do gooders are trying to do good in your domain. Maybe it's your amazing acting skills, maybe it's a careful spread of disinformation, maybe it's just dumb luck. Regardless, the first thing the good guys do is probably going to be something extremely helpful to you.

400 cp - Shadows In Your Soul

Veran is a sorceress of no small amount of power, casting fireballs, teleporting circles around her foes, summoning spiders to harass them, and turning into a shadow to ignore most attacks. But her most terrifying ability, one you now share, is her ability to possess people. By merging her shadowy state with someone's shadow, she can take over their body and use their powers as her own. Make no mistake, you can be forced out of their body, but seemingly not by holy power. Instead, this ability is weak to 'natural' power. You know, like trees and stuff. Enough power and will on the targets half can prevent you from taking them over, but apparently a blessing from a goddess isn't enough.

600 cp - Your Powers In My Hand

I find it interesting that the oracle blessed by wisdom has what I can only call the more powerful version of the time powers. Meanwhile, the oracle blessed by power has the one that must be used wisely to be useful at all. There's probably a lesson in there somewhere. However, more to the point, Nayru never actually shows the ability to do half the stuff she does while possessed by Veran. Maybe she could always freeze time, or maybe Verans own power combined to allow her even more control over time? Regardless, the powers that you steal are almost always more powerful in your hands than in theirs - though that's more a surprising amount a skill and a lack of morals than actual power. As you can imagine, this pairs nicely with possession.

General

50 cp - On The Proper Usage Of Harps

For all intents and purposes, you don't actually need to know how to play the harp in order to use the Harp of Ages. The three tunes that it uses are mostly shortcuts to its power, simple predefined usages. As such, all you need to know is a handful of notes, what order to play them in, and a little bit of timing. However, maybe you would actually like to know how to play the Harp. Or maybe the flute instead? If you're gonna go way out there, you could even learn to dance. So, pick an instrument that you want to learn. And just like that, now you know it. Not to the same level as Nayru's singing, but at least a few years of practice.

100 cp - Perfect Timekeeping

Let's be honest, there's a literal ton of time nonsense going on in this day and age. That's why I thought you'd like this. You are now perfectly aware of the date and time, at all times, down to the microsecond. And while this doesn't offer you any form of actual resistance, it also informs you of the effects of any time related shenanigans going on nearby. Slowed down? You've been reduced to 73.62% speed, and it will last for 12.3642 seconds. Tossed into the past or the future? You know exactly how far. You get the idea behind this, right?

200 cp - Link Tells A Joke

Well that's an odd one. Not to say that Link doesn't have a sense of humour or anything like that, just that it's usually a bit more passive than that. And now we have… this. I guess it qualifies as some form of interpretive dance? Anyways, you've now mastered Links form of talking without talking. Mostly this is body language and short grunts, but now it covers this convoluted form of sign language. And since it can apparently transmit humour, you're also capable of attaching an emotional context to that message. Not impossible beforehand, but much easier now.

300 cp - Magic Ring Identification

The land of Labrynna has an odd number of magical rings. One assumes that there is someone crafting all of these, but they're nowhere to be seen. Under normal circumstances, you would need to take the rings to Vasu Jewelers in order to find out what they do, maybe get a curse or two neutralized, before you actually wear them. You on the other hand don't need to do that, if only because Vasu himself trained you to be able to do so as well. Identifying unknown magic, curses, and spells of all sorts is now well within your talents. Just remember, rings do nothing unless worn.

Items

Drop In

100 cp - A Patch Of Soft Soil
This small patch of earth, conveniently located on or near a property of yours, can only be described as extremely fertile. So much so that you could grow a tree in weeks instead of decades. Not a Maku Tree or similar, sadly. However, it's still an excellent spot to plant a tree. Take this Gasha seed, for example. You now have a small bag of seeds, about 20 or so, that can be planted here. What do these seeds actually do? Well, when fully grown, the nut that grows on the tree seems to contain magical rings inside of them. There is a great deal of variety, and they aren't much use unless you know what they do, but surely something here will be of use?

200 cp - Magic Paintbrush
How interesting. This item is honestly not too dissimilar to the rod of seasons, and yet… Instead of the seasons, it seems to have a nearly infinite reserve of red, yellow, and blue paint. It also seems to have a limited ability to trick magical seals, puzzles, and traps into activating or deactivating. A room that requires you to carefully navigate though some color changing puzzles? Just paint them all the appropriate color and you're done! The really big stuff might be beyond a tool like this however, especially as it doesn't seem to have the backing of any sort of god or spirit. I feel like it ought to, but it doesn't for some reason.

400 cp - Magic Potion
A magical potion either bought from Maple or stolen from Syrup, and yes that is a horrible pun. Regardless, this very expensive potion is actually somewhat amazing. On top of being able to fully heal the drinker AND cure just about every mundane disease, it also comes with a wonderful quirk. You see, the potion has the ability to basically teleport itself into your mouth should you become critically injured. Mind you, it won't actually do anything if you get disintegrated or something, but as long as you're reasonably intact it'll heal you back up. Unfortunately, it's pretty much impossible to get more than one of these.

600 cp - Hall of Essence
If the Magic Potion heals the body, then this is for healing the mind and the soul. You are now the proud owner of a key. The key leads to a dungeon of sorts, much like the Halls of Essence that Link will be making his way through. At the end of the trials it will present you with - and yes, you have to make your way through it's puzzles and thankfully non-evil guardians - lies a ninth Essence of Time. Presenting this essence to someone will heal any damage to their mind or soul. If nothing else, it can be used as a fountain of youth knockoff, but that's a rather inefficient use of such a powerful object.

Hero

100 cp - The Armaments Of A Hero

You think you can go on any sort of adventure without at least some gear to your name? ...Well, apparently the Triforce does, since it dropped Link here without any of his stuff. But, thankfully he managed to find a handful of things to get himself started on said adventure. Those items are a sword, obtained from Impa after she was freed. A shield, bought from the local shop. A bag of seeds, given to Link by the Maku Tree after the failed time travel assassination. A box to hold a magic ring so that he might wield its power. And a shovel, given to Link by one of the workmen at Ambi's Tower. Thus, I give these five items to you to assist in your travels. Of note, the bag can hold any number of seed types - though only twenty of each - and will prevent them from rotting or otherwise being unusable.

200 cp - L-2 Upgrade

Or, if you want literally anything else that Link acquired in his travels - bar the Harp of Ages - then look no further than this option. L-2, standing for 'Level Two', something that strictly speaking only applies to a handful of items that Link can acquire. That said, it also means an upgrade, of which there are several that don't go by the same name as the rest. You may choose to import any item you own into this option, thus giving it an upgrade. As a general rule, a weapon might deal twice as much damage, or your quiver might suddenly be three times as big. Sadly, some items native to Hyrule need to be upgraded twice to reach their full potential, the fabled 'L-3', something I cannot allow you to do. This is only L-2 after all. If you wish, you may store this upgrade, and apply it to something you find in this jump instead of using it on something you already own. Multiple purchases will discount a second time, to 50 cp for the Hero and 100 cp for everyone else.

400 cp - Huge Maku Seed

Normally you should only be able to acquire one of these after completing the eight Halls of Essence, but maybe this one way made prior to the damage that necessitated them in the first place? Or at any point prior to all this time nonsense. Anyways, the seed, much like the fabled Master Sword, has the power to repel evil. Unfortunately, being a rather large seed, it's not something you can wield in battle. Instead, the seed serves as a shield of sorts. Possession attempts fail, dark miasma can't get a grip on you, barriers of pure evil part and allow you to pass. So on and so forth. Or, if you have a few hundred years to waste, you can plant the seed and grow your own Maku Tree.

600 cp - Hall of Secrets

Well well well, what do we have here. A small shop of sorts, originally set inside the Maku Tree itself, and tended to by none other than the Oracle of Secrets, Farore. While the Hall's original purpose is a bit awkward to implement, this place seems to act as the ultimate rumour mill. It collects sidequests for you as often as the stars twinkle, and can even advise you on how to go about them. Better yet, the shopkeep - who is not actually the Oracle of Secrets, sadly - somehow manages to reward you appropriately no matter what it is you're doing. Similarly to how the shopkeeper in future jumps will not be Farore, the Hall itself need not be in the Maku Tree. Instead, it will simply relocate itself to a wooded area near you or a property of yours. Or as a warehouse attachment, if you like.

Oracle

100 cp - Sacred Barrier

A set of four rocks, each of them marked with the symbol of the Triforce. When placed in a formation, a square or rectangle presumably, they create a sacred barrier that will prevent any evil from entering. Moreover, the rocks cannot be moved by evil, or those taken over by evil. You need someone at worst, neutral of heart, in order to move them. That said, moving any of these runestones will cause the barrier to utterly collapse for at least a week as the holy power resets. I would suggest attempting to hide these, instead of leaving them out in the open the way Nayru did.

200 cp - Voice of the Forest

The Maku Tree acted as Links guide during his time in Labrynna. While it's memory was damaged by the time disruption, it sent him out to find the eight essences of time, both to repair its memory and to re-empower it so that it could create the Huge Maku Seed. However, since the tree didn't have time to wait for him to come back and speak to her, she instead sent out a small number of fairies to act as messengers. Thus, this small group of fairies. Each one of them knows a small spell that allows you to communicate with someone far away, allowing them to act as relays for messages. Think of them as a magical cellphone of sorts.

400 cp - Mysterious Trees

Scattered throughout the land of Labrynna are a number of trees that grow unusual fruits. While the fruits themselves are extremely healthy and flavorful, the seeds that can be extracted from them have unusual properties. One catches on fire at the slightest provocation. One contains miniature whirlwinds. One stinks to high heavens, a scent that monsters love. One causes the eater to be filled with energy that lets them run quite fast. And the last one seems to do all of the above randomly, as well as eject unwanted sorceress from their possessed victims. Regardless, you now have a full set of the five trees. Please use them responsibly.

600 cp - Harp of Ages

Nayru's own harp, one that should have been left at home before being found by Link. Maybe you have another, maybe there's time shenanigans. Probably time shenanigans. Regardless, you have what amounts to the Harp of Ages. More importantly, it's been handed to you along with its third song, the Tune of Ages, something that allows you to freely travel between the two Eras of Labrynna. The harp… doesn't actually do small scale travel very well. Regardless, it also acts as a massive amplifier for time based magic, and it is capable of following the paths made by other travelers. Please use this harp responsibly Jumper, you wouldn't want to be like Veran would you?

Villain

100 cp - Marked Robes

A set of robes similar in style to the ones Veran herself wears. Or if you prefer, a suit of armor. Either way, it will do the same thing. You see, somewhere on this outfit is a symbol belonging to one of the races of Hyrule. The planet, not the country, though it's an easy mistake to make. Anyways, the clothes are uniquely suited to work inside the environment of that race, despite all evidence and expectations to the contrary. For example, that suit of armor, marked with the crest of the Gerudo, might be supremely comfortable in the desert, even if it is a few hundred pounds of hot metal. Similarly, Verans lightly armored dress might let you breathe underwater if marked with the zora symbol.

200 cp - Royal Writ Of Passage

If this is anything, it's proof of your undeniable skills at buttkissing. You now have a formal letter of introduction sort of letter that automatically lets you enter into any royal court. Not quite to the same level as 'Nayru' being declared the royal advisor and chasing out the man who held the position previously, but it's an entrance to the court and a chance to be heard out seriously. But of course, once you're in, who needs competence when you have mind control, right?

400 cp - The Black Tower

Originally called Ambi's Tower, it gained it's more fearsome name when Veran froze time and forced the townspeople to work on it day and day. I would say night, but that never came. Regardless, this tower is not actually finished yet. Instead, the tower amplifies any 'evil' abilities you might have. The power of darkness and shadows and hatred and so forth, not just powers you use for evil. As you force people to work on it, the amount it amplifies will increase. Not by how tall it is or anything like that, but by how much the workers have suffered during the process. It's location is actually somewhat irrelevant on account of you being able to put it anywhere you want. But, once the first brick is laid, you aren't going to be able to move the tower until you rebuild it next jump. Thankfully the power boost doesn't reset the way the structure itself does.

600 cp - The Flame Of Sorrow

The Flame of Sorrow is the true purpose of the black tower. Gathering all that negative energy in one place, bundling it up into a spark of dark fire… and then sending it off to the desert near Hyrule? Odd. Regardless, you have a lesser copy of it. Or maybe you simply siphoned off a small part? Either way, the Flame of Sorrow can best be described as 'things get worse'. Young people make poor decisions, married couples break up, lifelong friends try to kill each other, the arrogant become caricatures of their former selves. Not all at once, mind you, but little by little it builds up. And as it does so, it converts that sorrow into magical energy for you to use. Not exactly a good thing to have in a stable kingdom, but hey, it's not your kingdom now is it?

General Items

50 cp - Ralph's Wizardy Outfit

Well, not his outfit in particular but I got to say, if the kid does anything right it's his sense of style. Anyways, damn near everyone of importance in this country seems to have a fancy outfit of sorts. Ralph is just one example. Nayru hits almost as many points on the classical princess list as Zelda does, and Veran has some epic pauldrons. And of course you can't forget Link's traditional greens. Or Impas… modified Sheikah outfit. Basically, pick an outfit and you get a copy of it. If it gets damaged at all you'll find a new one in the warehouse shortly.

100 cp - Know It All Birds

A small hut located on or near your property, filled with talking birds of many, mildly headache inducing colors. Or is that just me? ...Fine, moving on. The birds inside the hut are, well, massive know it alls, and just a tiny bit arrogant because of it. Consider them to be tutors of sorts. Well, maybe not. They can't exactly teach you skills since they are lacking in hands and feet, but instead they can advise you on almost any topic. The only thing they don't know about is whatever the macguffin of the day happens to be. Also, please keep in mind that this is 'old man' levels of advice. You might need a professional riddle solver for some of the answers to the more complicated questions.

200 cp - Goron Minigames

On the off chance you found these fun, I've arranged for you to get your hands on the deeds for the various minigames that the Gorons are so fascinated by. The dance hall of course, but also the target carts and the bomb run, and even the shooting gallery. And while there is a small backlog of prizes in the form of money, some gasha seeds, and a ring or two, I'm afraid that attempting to farm these for their prizes isn't a very good idea - you're basically the one who hands out the prizes after all. Or, if you didn't enjoy them, maybe you'd rather inflict them onto future worlds and laugh at their misery?

300 cp - Ceremony of Restoration

Somewhere up in the mountains near Symmetry City is a man named Patch. He's an expert in fixing things. He even has a 'magic ritual' called the ceremony of restoration where you have to fight off some monsters to fix your broken object. While on a time limit, no less. And as a mining cart bears down on your soon to be even more broken item. Thankfully this version of the ceremony is less ridiculous than Patch's Crazy Carts, so you shouldn't have as much trouble with it. Attached to your warehouse is a copy of the ceremony hall, allowing you to invoke the ritual whenever you want. Beat it, and your whatever is fixed. That said, the more complex or powerful an object it is, the more insane the 'ceremony' gets. Thankfully your item won't actually break beyond repair even if you fail, so you can just go again.

Gear

All origins receive a +100 cp stipend for Gear only.
Upgraded items require the L-2 Upgrade to be purchased

100 cp - Poe Clock
This rather old clock is an odd thing. Found in a graveyard and powered by a ghost wailing about how late it is, it nonetheless keeps perfect time. Sadly, it only has a single use outside of simply telling time, and that is to be traded away. If you should ever find someone in need of a clock, then this item can be used to kickstart a trading sequence, which will end in you receiving the equivalent to a single use of the L-2 Upgrade, to be added to any item you wish.

100 cp - Ricky's Gloves
A pair of bright red boxing gloves, these gloves have the rather unique ability of teaching anybody who wears them boxing. Or if you happen to be something odd, like a kangaroo, a fighting style which is similar to, but not quite, boxing. Sadly, the effect only lasts as long as you wear the gloves. Additionally, to help that style actually be of use, you also receive a Fist Ring, allowing your blows to deal the damage of a well placed sword strike with each blow.

100 cp - Bombs
Simple yet effective, the Bombs that you purchase here do one thing and one thing only. They explode. Mind you, they do that one thing very well. You now have a small bag of them, ten in total, at your disposal. Please be careful not to blow yourself up, alright? In addition to the bombs themselves, you also have a Bombproof Ring, which prevents your own bombs from blowing you up. Don't ask me how it works, it just does.

200 cp - Roc's Feather
The Roc's Feather is an interesting little thing. Plucked from some divine bird in ages past, anyone who holds onto it finds themselves with enhanced jumping capabilities. A child who could only jump two or three feet would find themselves doing twice that with ease. If you were to combine it with a Pegasus Seed, you'd find yourself moving vast distances without touching the ground. In addition to the feather itself, you also get a Quicksand Ring, which lessens the effect of forced movement upon you - that is, quicksand, conveyor belts, heavy wind currents… It's an odd effect, but useful.

200 cp - Power Bracelet
The Power Bracelets are a pair of thin gold bands with a marking of the Triforce on them. As one might expect, they enhance your power - that is to say, your lifting strength. With proper usage, one can lift up and throw heavy boulders, statues, small trees, even some enemies. Alongside these bands comes a Green Holy Ring, which grants you immunity to electricity and electrical attacks so long as you are wearing it. Now nothing is safe from your mighty muscles!

200 cp - Switch Hook
The Switch Hook is probably related to the Hookshot somehow, but the exact nature of their relationship escapes me. When you fire off it's pincer-like head, it will grab onto whatever it's aimed at - assuming it's within range, as this thing only has so much chain - and swap you with it. That's right, not grab it and drag you towards it, or grab it and drag it towards you, full on swap places. Alongside this interesting device comes a Blue Joy Ring, which causes any healing magic directed at you to be doubled - such as the Hearts a hero would find hidden in grass, or from a defeated enemy.

300 cp - Seed Shooter
This interesting device is used to weaponize Labrynna's unusual plant life, and actually makes for a surprisingly good weapon. It's technically an air powered gun, which is something of an oddity in these lands, but the way it's shots bounce off of walls is something to behold. Coming with a satchel containing ten Ember, Scent, and Mystery Seeds, it's honestly one of my favorite ranged weapons. As a bonus, it also comes with an Armor Ring, which increases your defense by a small amount and decreases your attack in the same way - thankfully, you personally aren't attacking with this, so it doesn't matter.

300 cp - Cane of Somaria
A simple red cane with a hook at the end, not too dissimilar to a shepherd's crook. When swung and activated with the tiniest amount of magical energy, the cane creates an orange block that is about 3 feet on all sides. It's decently sturdy, but will pop into nonexistence given a solid whack from you or from a foe. Still, the ability to summon a simple block is surprisingly useful when you're dealing with Hyrule's puzzle obsession. In combat it's not much use beyond being a stalling tactics, but it also comes with a Heart Ring, which grants you a very minor form of regeneration. Good for staying alive, no?

300 cp - Zora's Flippers
A pair of rather odd boots designed by Zora to mimic their unusual body shapes. When a more normal person wears it, their swimming speed is increased and they somehow magically gain the ability to hold their breath underwater for up to six minutes. Great for underwater explorations, there's just so much cool stuff down there that people have lost and the Zora don't seem to care about. Paired with the flippers comes a Swimmers Ring, which increases your speed in the water a second time. You probably won't win a race with a Zora, but you might come close.

Companions

50 cp / 300 cp - Companion Import
While the hero, Link, often travels alone with only a single companion at his side, and often without even that. You however, are not nearly so limited. For a small price of 50 cp per shot, you may import a companion into the jump. If you decide to go all the way up to eight, you may take a small discount and only pay 300 cp for the lot. Each one of them receives 600 cp and an origin. They may buy perks and items, but cannot buy companions or take drawbacks.

100 cp - Canon Companion
But of course, regardless of how many friends you bring with you, you still want to rescue the princess, right? Well, not that Nayru is actually a princess, but the principle applies. There's always Zelda after all. Regardless, if you wish to do so, and you fork over 100 cp, you can take any one person from the land of Labrynna as a companion. Which does actually mean you can't take Zelda, as she's off in Hyrule. Sorry? Beyond that, simply have a good relationship with them and getting them agree to come with you is all you need to do.

200 cp - The Great Maku Tree
I'm sorry, you what now? Well, okay I guess? If you really want to, you can take the Great Maku Tree with you as a companion. She's rather imobile for the time being, so don't expect her to come along with you on your adventures, but she can at least support you from afar. If you prefer, this can instead be a second Maku Tree grown from the seed that the original created. You'll have to wait quite a while, but you won't be stealing her from Link. Additionally, because you might have difficulty housing a giant tree on your own, she also comes with the small pocket of forest that she normally rests in.

200 cp - 'Nayru'
Wait, who is this supposed to be? It's not the Oracle of Ages, she's over there with Ralph… Oh, right. See, Nayru comes from a zelda-esque line of Nayru's. I think what we are seeing here is the golden goddess having noticed Veran and Nayru, and creating that lineage in the first place. Basically, this blue haired young woman is the original Oracle of Ages. And apparently she's been ordered to follow you around? Mind you, she won't go near Nayru the Younger if she can help it. While she theoretically has all the powers that her presumed descendant has, she lacks the Harp of Ages and basically any experience using the Power of Ages. Maybe that's why she's supposed to stay near you, so that you can defend her from evil while she slowly becomes competent?

Drawbacks
Voluntarily enter Hard Mode to get additional CP

+0 cp - Linked Games
Now, I'm warning you, I'm going to use that name in completely the wrong context. That said, any and all adventures you may have previously had in the world of Hyrule - and more importantly, in this timeline - are something that really and truly happened. Your exploits are probably something passed down between generations as legends and fairy tales. You may even have been Link in a past life. This won't change a great deal on account of the story needing to happen at all, but smaller details will carry over more or less intact.

+0 cp - Flame of Destruction [DLC]
Now, first off, this drawback requires you to have previously been to the Oracle of Seasons jumpchain. If you have not been there, you can't take it. On the other hand, if you have been there, then this drawback means that the Flame of Destruction has been lit, and that the Flame of Despair is inbound. For more details on what exactly that means, please scroll down.

+0 cp - I Wanna Be The Guy
So, you want to be Link? Then, by all means. If you have taken the Hero origin, please feel free to replace Link. Surely you will be able to fulfill his place in the story without any issue? I mean, it's not like this version of Link hasn't been on two adventures already. ...Though to be fair, he keeps losing his damn stuff, which really doesn't help. ...What do you mean you don't want to be Link? You want to be Veran instead? Well, if you've taken the Villain origin, go ahead. Just keep in mind that not doing evil things will likely be bad for your health.

+0 cp - A Portrait of Sir Raven
Who exactly is Sir Raven you ask? Well, he's a Hylian knight in service to Queen Ambi. No idea how or why. He actually catches Link and forces him to work on the Black Tower for a short period of time. Why does none of this sound familiar? Because it only happens in the Manga adaptation of Oracle of Ages. Not that there's a great deal of difference between the two plots, but just in case you want to go through that timeline, you have the option.

+100 cp - Wearing A Cursed Ring
When I said Hard Mode, I didn't mean that literally. Also, I'm pretty sure I advised you not to put on rings before you had them inspected, because they might be cursed. Guess what you did? Congrats, you put on a cursed ring, and for some reason it simply will not come off. Now, according to Vasu the effects of the ring aren't too bad. Your offensive and defensive powers are now cut in half. What took one swing of the sword to kill now takes two. And what took ten hits to kill you now takes five. And of course, since you can only wear one ring, you can't use any of the others.

+100 cp - Ambi's Ire
Not 100% sure how this came about, but Ambi seems to hate your guts. Or maybe Veran bypassed her and ordered the guards to try and capture you since you medled with her somehow? Though I gotta say, it's real progressive of here to actually try and kill you instead of just capturing you. No, wait, that's a bad thing. Anyways, while Ambi's reach - or more accurately, her guards reach - isn't very far, it does tend to cover Lynna Village and Lynna City in the far future. Going inside either of these locations, no matter how well disguised you are… To quote another guard, "Stop right there criminal scum!"

+100 cp - Time Shenanigans
Let's be honest, the story of this world involves time travel of all things. What's more, as soon as it sets the rules of doing so, it breaks them. Welcome to Oracle of Ages, where everything is confusing and nothing makes sense. If that's not enough explanation, allow me to elaborate. You will be confused, and quite often, by literally anything to do with the Power of Ages. And sadly, that's going to be quite often given that it's central to the plot.

+100 cp - Would You Like To Play Again?
Up in Rolling Ridges, the Gorons have become mildly obsessed with games. Carnival attractions, almost. Mind you, this isn't new. They've been refining their dancing skills for hundreds of years - It was around before Ambi was crowned, and it's still around in the present day. And along the way they invented a number of other games as well. Goron culture aside, it turns out that they've managed to get their hands on… Something. Several somethings, even. What it actually is isn't decided, but whatever you happen to be planning? It's something you'll probably need. Also, you're utter shit at dancing, and the minigames in general. This is going to be a recurring issue, especially since you have to pay to lose.

+200 cp - Played the Fool
To be honest, this goes both ways. Link leads Veran right to Nayru, and Veran leads Link right to her weakness. Once is a coincidence, twice is a pattern, and three through seventeen is your life now. In an unusual combination of short sightedness, supreme overconfidence, and a healthy dose of gullibility, you are now really easy to trick. Like, really easy. Expect something along those lines to happen to you at least once or twice a week. Now, some things will be minor and may only cost you a few rupees or your lunch. And some of them… Well, those are going to be a pain in the ass to deal with.

+200 cp - Royal Eyebrows
They kinda look like lightning bolts if I'm being honest. That said, no, you don't actually have to have them if you think they look dinky. Instead, what this means is that in an extremely strange turn of events, anyone and everyone that Veran possesses is going to turn out to be someone you are distantly descended from. Which in turn means that trying to fight her is only going to result in you grandfather paradoxing yourself. Don't be like Ralph, kids, it gets you paradox'd. Also, you don't even need to be the one fighting her to be in danger. Link stabbing your great great great grandmother is just as bad for you as you doing the stabbing.

+200 cp - Actually The Fool
Jumper, I literally just told you not to be like Ralph. Why are you acting like Ralph? Alright, fine, be like Ralph. All of your powers and skills are now dialed waaaay down. Anything you were good at before, you're now only mildly competent at. Anything you were bad at before… I'd suggest staying away from. Additionally, you now have a severe case of single minded focus on whatever task you've set yourself to. As in, you consider literally nothing else but 'get this done' whilst doing it, including the potential drawback of paradoxing yourself out of existence. Basically, you're a short sighted idiot.

+200 cp - A Supremely Resourceful Witch
Maybe it was just a string of good luck that let Veran possess Ambi almost the instant she was forced out of Nayru's body. Maybe she planned ahead. Regardless of dumb luck or diabolical planning skills, your enemies seem to have tons and tons of backup plans. In short, whatever your goal is, whatever event you're trying to stop, or whoever you're planning on killing… They have plot armor. Lots and lots of plot armor. Now, not enough to stop an army if you had one of those, but don't expect to make much progress unless you're literally devoting everything you have to accomplishing your goals.

+300 cp - An Interesting Shade Of Teal
As it turns out, Verans possession turns the victims skin a light shade of blue, much like her own. A rather obvious tell if you ask me. But at the same time, nobody ever seems to comment on it? Maybe it's just meant for the players and not the characters? Regardless… one of your companions has turned blue. Maybe it's the strongest one. Maybe it's the one you're loath to harm. Either way, it's all of their power bent towards Verans ends. And as you should know, expelling Veran is no easy task. Obviously if you have no companions (or just didn't import them) you can't take this drawback.

+300 cp - A Sprinkle Of Holy Blood
Well, this rather makes the concept of the Linked game irrelevant. Shortly after your arrival in Labrynna, Veran is going to simply up and leave. She won't be leaving Nayru behind, mind you. And a short while after that, you'll find the entirety of Ganon's forces bearing down on you. The Sorceress of Shadows, the General of Darkness, and every single monster they infested the Halls of Essence with - both sets of Halls to boot. And of course, their masters, the Sorceress Sisters, Twinrova. As it turns out, the ritual they had devised to resurrect ganon has an interesting modification. They don't need the three flames any more. All they need is a few drops of your blood. Can you stay on guard against them for your whole time here? And if you can't, can you fight a Ganon who has become far more powerful for having shared your blood? ...Potentially multiple times?

The End?



Return to the Shrine - Go directly to Oracle of Seasons for your next jump

Return to Castle Hyrule - Stay here in this jump and end your chain

Return to the Dream - Continue your chain and go to new lands.

Return to the Past - Go home to where it all began and end your chain.

Notes

Q - Can I leave early to head to Oracle of Seasons?
A - As long as the plot is dealt with, yes.

Q - What happens if I upgrade something with L2, take it to Seasons, and put it through L2 again?
A - That would be how you get the L3 stuff.

Q - What happens if I take the black tower to Worm, or Apokolips?
A - I dunno, I start drinking? Probably exactly what you think happens.

Q - What happens if I take both Eyebrows and Teal?
A - You suffer from both drawbacks and have a really weird family tree?

Q - Can I import something into the Harp of Ages?
A - As long as it's a stringed instrument.

Q - Can I companion people from the past?
A - Probably not a good idea, but yes.

Q - How many purchases of L2 to buy everything?
A - Ten items and six upgrades. Two items and one upgrade are exclusive to Ages.

Q - Where's the info about the flame of destruction drawback?

A - In the interest of not updating two documents every time I change it, it’s been placed in a third document titled ‘The Legend Of Zelda - Oracle of Scenario’.