

The Legend of Zelda - Spirit Tracks
Jumpchain By Cthulhu Fartagn

The Story Thus Far

At the end of the Era of the Great Sea, a huge chunk of land that land been protected by barriers both sacred and dark suddenly lost those protections. As a result, a great deal of space that had been air was suddenly water. Disastrous for both those above and below, but in the long term it was a blessing. You see, as the water rushed in to fill that empty space, it meant that the level of the water above was lowering. In short, what had once been dry was now wet… and what was once wet was now dry.

A new continent. Not exactly 'formed' in the aftermath of the battle between Hero of Winds, the Pirate Princess, and the Thief King, but perhaps 'uncovered'. Almost exactly one century after that battle, the nation of New Hyrule has been formed. And unlike the Hyrule of old, this new era was founded on a premise unlike any other. You see, New Hyrule has trains. In truth, the rails that these trains run on are not actually train tracks, but utterly massive chains meant to bind down the Demon King.

No, not Ganondorf. He's dead. Hopefully.

In the early days of New Hyrule, a being by the name of Malladus came to power and wreaked havoc across the land and its early settlements. In response, the so called 'Spirits of Good' went to war with him, and finding themselves unable to kill him, sealed him away using the Spirit Tracks. This may or may not have cost them their lives, and they left shortly afterwards. Their servants, the Lokomo, keep watch over the chains and the temples that power them.

As you might imagine, after 100 years, things are about to go horribly wrong. With that in mind, go ahead and take these, and do try to enjoy the next ten years.

+1000 cp

Origins
Pick one

Drop In
A member of an ancient race of beings, the Lokomo. Servants to the Spirits of Good, they were tasked with maintaining the Spirit Tracks when the Spirits of Good returned to heaven to recover from the war against Malladus. Unfortunately for them, a renegade Lokomo that seeks dark power has been helping the demons free Malladus. This race has an unusual affinity for technology in general and trains in specific.

Engineer
A Royal Engineer, one of the train conductors that have become oh so important to New Hyrule's development. Or, maybe you're just one of the castle guards instead? Well, you're someone who works for the Princess and you know at least a little bit about fighting, trains, or both. As long as you have those, I can call it good enough.

Royalty
Well now, moving up in the world are we? Not some servant of bygone days, or even a servant of tomorrow - instead, you are the master of both. Well, maybe. In all likelihood, you are now related to Princess Zelda. Maybe you can take the reigns of the kingdom when she goes missing in a few days? The common folk would probably appreciate actually having someone in charge.

Demon
Or maybe you'd rather be one of the bad guys? What with the demonic god in the background constantly empowering normal demons into demon kings, it seems like a safe bet that you'd be able to acquire a decent level of power in this day and age. I mean, Hylia's bloodline has to be at an all time low if a demon can spend a few years bossing the princess around without her realizing.

Age / Gender
Your age is 1d8 + 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 get one discount per price tier on Gear.

Location
You may start in any major settlement of New Hyrule, such as Adoba or the castle. The various temples and ruins can be chosen for a small 50 cp cost.

Perks

Drop In

100 cp - Lokomo Motive

If you take even a second glance at the names of the Lokomo, then you'll come to the realization that everything about them is one big pun about trains. Anjean, Steem, Carben, hell even their group name, the Lokomo is a pun! I have no idea if this is intentional or not, especially given that they were probably named before the train was invented. But, ignoring that I've decided that you are now a master of puns. I dub thee Whell as well, just because I can.

100 cp - In Tune With The Spirit

As the Sheikah can testify to, being the servant of a higher power comes with a number of benefits. While the Lokomo are a bit more spiritual, they still have that same servitude and technology. Speaking of spirituality, as a Lokomo you can see magic. Not like after it's been cast, but before. A glowing light in the hand of an attack about to be launched, a haze in the air where a shield is erected, an odd sparkle to an enchanted item, or even the disembodied spirit of a princess.

200 cp - A Strong Feeling of Gratitude

While the Spirit Tracks may or may not have been forged by the Spirits of Good in conjunction with the power of light inherent to Tetra's bloodline, they do seem to be compatible with a number of different energy sources. The energy generated by the land in all it's various flavors, and of course it somehow manages to react positively to emotions as an energy source. Speaking off, you can now turn emotions directed at you into a physical material, and use those materials as a power source. If they're extremely grateful to you, you probably get a Force Gem! If they're angry… I wouldn't try to power the Spirit Tracks off of that.

200 cp - [Stands Up Menacingly]

So, funny story, the Lokomo ride around in wheelchairs all day long and don't ever get out of them. Not even when riding on a bird. No idea how that works, but it does. So, with all of that, you'd think that they would have absolutely no leg muscles at all, because why have any muscles in a limb you never use, right? But it seems that this is not the case, as seen by Anjean getting out of her chain and beating the shit out of her wayward apprentice. Anyways, the long and short of it is that your body doesn't degrade from disuse. Sit in the chair for 100 years, and you'll stand up just as strong as when you sat down.

400 cp - Servant of the Spirits of Good

I'm not actually 100% sure what the Lokomo are, but they seem to be either directly created by, or perhaps simply empowered by, the Spirits of Good. Not sure what those are either. Anyways, the primary difference between the Lokomo and the Sheikah seems to be that the Lokomo lean even more towards spirituality. Which is why you have the ability to empower and re-energize ancient artifacts and weapons simply by being around them. This isn't a free effect, but the various issues and reasons why you shouldn't be able to do so just don't seem to apply. As long as you have energy to spare, you can fix them.

600 cp - Man And Machine
If something should ever go wrong with the Spirit Tracks, the Lokomo are not just the ones responsible for fixing it, they are a part of what it will be fixed with. Their heart, soul, and every scrap of energy they posses. Which… Rather leaves them unable to actually do any fixing while things are still broken. Regardless, you now share this ability/duty. When a magical seal begins to fail, or a machine begins to break down, you can begin to reinforce it using the very essence of your life. Specifically your life, not your magic - keep this up for too long and it will kill you. But, while it lasts, a train with no engine could barrel down the tracks, or set of chains holding down a monster would keep him there despite having already broken.

Engineer
100 cp - Pull The Whistle
The first thing that any good engineers need to know is how to drive the train. The second thing they need is how to fix it when something inevitably goes wrong, but more on that later. Thanks to what I'm assuming is a full education in the art of trains you now have the ability to drive a train! By both the standards of a modern earth and the ones of New Hyrule, because I'm nice like that. On the other hand, while you might be tempted to ignore a number of regulations in order to get somewhere faster, you don't have any sort of immunity to the laws involving the rules of trains, so be careful to follow said laws alright?

100 cp - Tutorial Guy
Maybe instead of a newbie recruit, it turns out you've been doing this for a while? Or maybe you're just oddly good at explaining things. From teaching a new guy how to drive a train to explaining about the demon king and the princess's kidnapped body - but not soul - and all sorts of things. Why, you could even teach a complete newbie the basics of swordplay inside half an hour if you had a mind to do so, and they would be able to fight off a handful of monsters all by their lonesome afterwards. What a good teacher you are.

200 cp - Ready, Aim, Fire!
Now, knowing how to drive a train and actually having skill at doing so are two very different things. There's the state of the engine itself to consider, loading in more fuel as appropriate, paying attention to the traffic signs, making sure the Bulbo get off the tracks before you ram them, shooting at Bulblins before they can ram you, plus anything else that might want a piece of you, it's a very hectic experience - especially if more than one of those things is happening at once. Regardless, you've got a level of skill at watching the world around you go mad while you stay cool and collected as you reload the cannon.

200 cp - We'll Take It From Here
While Link and Zelda have always been on the same side, it's honestly rather rare for them to fight the same fights and to work together at all times. Usually Zelda is a bit more big picture than that. But in this era, founded in a world where Tetra was instrumental in defeating Ganondorf? It's no surprise that you're more skilled at team tactics than any other era. Whether it's you drawing attention while they rain down arrows or simply you guarding them while they power up a spell, you simply click together and get going. Also worth noting is that while Link and Zelda are a duo, you can spread the effects of this perk to cover at least three people - who will also become amazing teammates - before the effect starts to weaken.

400 cp - Destined For The Sword
The Link of this era might be an engineer in service to the royal family, but that doesn't stop him from going on adventures, finding treasure, and saving the day. A real archetypical adventurer. And now, so are you. As long as you're moving towards that standard, you'll find the difficulties you ought to be facing simply falling away. Become a swordsman of great skill - perhaps not a master, but still amazing - inside of a week, learn the ins and out on puzzles and traps by the end of the month, even haggle for the best deals like a master merchant a few days later. Though, for all that your issues are simply not there, it's not the world that bends, but rather you learning to stand firm.

600 cp - Two Thirds of Purest Light
Many times in the past, Link had been tested, pitted against trial after trial, quest after quest, all in the name of proving himself worthy of being the chosen of Courage. And more often than not, to be not only courageous, but also wise and powerful. It's rare, but at least one Link has been worthy of the full Triforce, not just a fragment of it. It should come as no surprise to you then, that resonating your soul with a fragment of the light that created the world comes with immense benefits. Taking up the sword because it needs to be taken up, solving a puzzle standing between you and the path forward, or simply giving a beat down to some giant monster, all of these are actions the Triforce approves of. Acting inside these roles will increase your everything, stronger, faster, smarter, even luckier, letting a child outdo a fully grown man or three. If you were to fully align yourself to one of those ideals and to fight alongside someone else ho had done the same, it would grow even more - three would be ideal, but Power has long since been lost.

Royalty
100 cp - So Nice It Hurts
One would think that a child such as yourself, raised with a silver spoon from birth, would be a bit more… Uptight. Arrogant. Possibly even incompetent. And yet, it seems that you are nothing of the sort. Kind and generous, and beloved by your people. I would call this a strange talent, but it's something you have in common with you ancestors. Almost as if this is something you inherited - and that itself is strange, no? But we're getting slightly off topic. If you were to purposely ignore this, then obviously they might start to hate you, but put even a half hearted effort into kindness and they would love it for you.

100 cp - Family Tradition
The tradition for princesses of the royal family is to be rescued of course. Just sit back and relax as the Hero does his thing. Well, no actually, I'm lying. Sort of. See, that used to be a tradition, but the Tetra happened and now the family tradition is to pass useful things down from parent to child. A simple ring, a song, a magical flute… Well, the point is that when you pass something along, maybe give someone a gift, that gift will have a very weak magical effect that does it's best to ensure that they stay together. Nothing major, but let's say that if they were to drop a coin, it would bounce towards them instead of off a cliff or into a river.

200 cp - Alfonzo In The Wings
The kingdom of Hyrule has long since had issues with its leadership. Princesses get kidnapped, kings get killed by invaders, all sorts of things go wrong, and yet. The kingdom, to this day, though the millenia and through the flood, still stands. Yes, yes, it had to be rebuilt once or twice. Anyways, as it turns out, you're exceptionally lucky in that when you are, shall we say… Placed in a position where it's difficult to do your duties as ruler, that someone competent suddenly becomes available to do those duties for you. Though, I should probably mention that while this is intended to work while you've been kidnapped, you can also simply find someone capable and just go on vacation if you so desire.

200 cp - You Seem Cuter Than Usual
Supernatural kindness, and now supernatural beauty? Were you just born to be some sort of fairy tale princess? ...Actually, given how many 'fairy tales' in this day and age are your family history, that's probably true. So, first off, you are beautiful. Secondly, this applies to any form you may find yourself in, such as possessing an animated suit of armor. Yes, the other ghost armors will think that you are pretty. Do not ask me how this works, I do not know and I'm not sure I want to.

400 cp - Its Name Is New Hyrule
In truth, this is something more appropriate for your grandmother, Queen Tetra, than for you yourself, but if you wish for it then I suppose there's nothing to be done. You now have an extreme amount of skill in every manner relating to the birth and management of a nation. From the management of resources to build your first town, to the sheer charisma needed to make people think putting a pirate in change is a good idea, to slaying the evil monster that is the paperwork building a nation will generate.

600 cp - The Goddess Walks The Earth
The name 'Zelda' means very little in the end, but every thousand years one of them is born with power born of wisdom. You are now one of them. But, with that said, the Goddess Hylia is all but forgotten and her legacy washed away by the Great Sea. How lucky for you then that the 'Spirits of Good' that the Lokomo serve seem to have blessed you in her stead. While previous eras had a talent for barriers and other defensive magics, you seem to have the ability to hijack magical effects for your own ends. The phantoms, while not particularly holy, are still 'good', and as such you can bend them to your will. Similarly, Zelda was able to use Lokomo tech herself, and even run it on her magical energy when Anjean wasn't available.

Demon

100 cp - Evil Vizier Routine

One would think that such a blatantly evil individual as yourself would never be trusted with much of anything, but it seems you've found the one place in the world you truly belong - politics. Or, more accurately, you're the perfect mix of bossy to your subordinates and lessers, and maliciously obedient to your 'superiors' to look like the perfect politician. In truth, you… Well, you aren't bad at politics, because Demon, but your actual speciality is to drag things down, slow all the important projects, and generally make the whole thing self destruct. While smelling like roses, of course.

100 cp - Rats For Days

Speaking of dragging things down, it seems that you've developed some empathy for the less powerful folk. But, not enough to actually care about them, because that would just be horrible. Instead, you've started to deconstruct them the same way you will the government - figuring out their hopes and dreams, their likes and dislikes, what they fear - and then leveraging all of that into slowly giving them a new phobia. It would be such a shame if the kind and loving princess were to be unable to use that secret passage of hers because it was filled with the one animal she was deathly afraid of, now wouldn't it?

200 cp - Do You Want More Power?

Since long before there was even a Hyrule, demons and their ilk have been obsessed with Power. Not just the fragment of the Triforce, but power in all its forms. That's why they usually have a demon king who rules by their ability to kick ass. And every now and then, some innocent mortal wakes up and realizes they have that same obsession. Not often enough for your tastes, which is why you do your best to share the love. Well, not really - power for them is power not for you, but the temptation? The promise you probably won't keep? The tantalizing taste of being more? Yeah, you're rather good at turning fools into followers using that newfound obsession of theirs.

200 cp - Summoned From The Dark Realm

What exactly the Dark Realm is, was born from, or how it came to be, is a mystery. If you listen to the old tales, it was born when Ganondorf invaded the Sacred Realm, but by all accounts that isn't something that actually happened. Regardless of how or why, the Dark Realm is filled to the brim with every sort of demon imaginable, from wiki and pitiful Miniblins to Keese, Chuchu, Geozards, Stalfos, and even the terrifyingly powerful if generic 'Demons'. And you, my friend, have figured out how to punch a small hole into the Dark Realm and pull these monsters through. Not particularly quickly, mind you, but you could pull a dozen mooks out at once or maybe even something stronger by its lonesome self.

400 cp - Legacy of Darkness

Demons value strength above all else, this much is true. And yet, it seems that even when you are laid low, instead of trying to replace you, to surpass you, to become you - it seems that your minions are loyal. Well, some of them. The chafe and trash will desert in an instant, but your generals? If you weren't a demon, I might go so far as to call them your friends. When they could be moving on, they'll instead move to free you, to put you back on your throne. How odd for such a cruel being to inspire such loyalty.

600 cp - Take The Light For Yourself
On more than one occasion, the light has been a critical ingredient in bringing back the darkness. There's probably something to be said about light casting a shadow, or how shadows are created by the presence of light. Ignoring such tripe sayings, as a being of the darkness you've found a way to make yourself stronger via the light. Most demons would crack and break, turn to dust and dwindle away, but not you. Of course, you will need something between you and the light, because as a demon it's still the bane of your existence. If you weren't one it would be fine, but alas. Perhaps if you were to possess a body of someone talented in the manipulation of Light magic and its derivatives? Yes, if you were to manage that, your own dark powers would surely rise. In fact, any stolen power now shares this effect, your stolen 'light' only serving to amplify your 'dark' powers. Or fire and water, or wind and earth, those rival elements and their ilk. After all, the brighter the light, the darker the shadow.

General
50 cp - Turn This Train Around Right Now!
It's probably something of an odd thing to fixate on in a world full of magic and wonder, but… The train stations. With only one or two exceptions, they are nothing but a platform made out of wood or stone. So, when Link arrives, okay, that's all you really need. But when he leaves… The train is suddenly facing the other direction! How on earth does that work? It's magic, right? It kind of has to be. Erm, anyways, you now have the useful but extremely niche power of being able to turn any vehicle around, simply by commanding it to do so.

100 cp - How Old Is This Guy?!?
The Tetra Pirates, led by none other than the magnificent Tetra, who just so happened to secretly be the last living member of the royal family of Hyrule - were the founders of New Hyrule. They may or may not have also helped kick Maladus's ass into the seal where he now lays. And lo, one hundred years later their children and grandchildren wander the lands and prosper. Interestingly enough, Niko, one of those pirates, is still around. He even helped raise the grandchild of the Hero of Winds. Similar to him, you have a natural resilience to aging that can only be described as stupidly overdone. Live to a hundred and fifty, and act like you're 'merely' fifty the entire way. It almost makes me wonder if this was done intentionally.

Items

Drop In

100 cp - Lokomo Chair

Has science gone too far? The Lokomo seem to specialize in trains, but they've taken that one step further and created what amounts to an electric wheelchair. I guess they're too lazy to actually walk around? Well, that's a bit unlikely. It's probably got more to do with their ability to trade their life force to power the machines they've made, and possibly something about how scooting about in their fancy chair is more energy efficient than actually walking. Anyways, you now have one such chair. It's oddly light and maneuverable for its size, and as mentioned runs off of your energies rather than any form of steam or electricity.

100 cp - Treasure Chest

In the tried and true Hylian fashion - and oddly out of style in this era - this treasure chest has the fun ability to become invisible and intangible until you solve a puzzle of some kind. Or rather, until someone solves a puzzle that you've set up. And while you can actually use the chest to store things normally, this chest will actually fill itself up with a reward of some kind based on where you've hidden it and how difficult the puzzle it. Something simple or barely hidden out of the way will probably only have a few green rupees in it. But if you hide it behind three terribly difficult puzzles in a very out of the way spot, someone who solved all of those might be rewarded with big gold rupee, or even a rare piece of treasure.

200 cp - Rail Map

The Rail Map is a Lokomo artifact, and at first glance it seems to be exactly what it says it is. A map of the rails - the Spirit Tracks, specifically. And it is true, because that is something the Rail Map does. But it's true purpose is somewhat unexpected. It doesn't just show a map of the rails, it enforces them. The Rail Map is a repository of spiritual power, gathered from the various Temples in each Realm, and drawn towards the Tower of Spirit along the lines of the rails. These sections of the map then store excess energy, allowing those lines to be reinforced in an emergency. A backup battery, if you will. In your hands, it also serves the purpose of storing a truly massive amount of energy, and transferring that energy into any broken seals, enchantments, or other magical effects that may be damaged.

200 cp - Song and Gossip Stones

Song Stones, sometimes called Air Stones, are interesting things. Given their penchant for blasting off - no doubt due to their rocked like design - one might imagine using them as a weapon. Others use them as a musical instrument, as the stones channel trace amounts of magic to catch the wind and play songs, much like how a pan pipe would. There are a handful of other uses, but I leave those up to you. Gossip stones on the other hand, well those odd rocks seem to have a level of intelligence to them, allowing them to spy on everyone and everything. Who suspects a rock of spying on them? Sadly, they're fond of cryptic messages, and the more straightforward ones will charge you for their words.

400 cp - Temple and Sanctuary
In each of the four Realms of New Hyrule lies an ancient temple, built to power the Spirit Tracks and watched over by one of the Lokomo. The Ocean Realm has two, but the fifth temple doesn't generate power. As I was saying, these temples absorb energy from the land, from what little prayer is still directed to the old gods of Hyrule and the Spirits of Good, and from the simple goodwill of those living nearby. This energy would normally power the Spirit Tracks, but in the absence of that, it instead channels that energy directly into you. Well, not you specifically. A temple isn't a very good house, so you've also been provided with a small refuge from the prying eyes of the world, a Sanctuary of sorts. The energy is channeled there, in part to maintain its defenses, both physical and mystical. So long as you're inside the Sanctuary, you have more or less complete control over the energy flowing from the Temple.

600 cp - Spirit Tracks
Ah, here we are. The name of the game, the biggest of the macguffins, and the chains that hold down Malladus. I'm not joking about that, by the way. The Spirit Tracks are a single massive sealing system meant to hold the demon king behind his seal and even serve to prevent the demons of the Dark Realm from attempting to cross over into New Hyrule. Mostly. Weak things can still slip through the cracks, as always. But I digress. This country wide set of train tracks can be imported into future jumps in the 'was always there' variety, or in any other fashion you prefer, such as having been built manually or flat out falling out of the sky. Once they're in place, simply power them up and seal away any evil beings that think to test you.

Engineer
100 cp - Train Shed
Every man needs a castle, and why Hyrule Castle itself may be all the way over there, this small shed with attached workshop for your train and a smaller side room for you and your things will have to do. The shed itself is technically a dead end section of the railways with the workshop built on top of it, so there's a short length of track just outside of it - if there's a local railway in future worlds, that can hook up to it. The place itself doesn't have much in it, but there's enough tools and spare parts to repair pretty much any damage to your train outside of it's complete destruction.

100 cp - Stamp Book
Go to interesting places, meet interesting people, maybe try the local cuisine and expand your horizons. And to prove you went there, take this little book with you. From here on out, when you go somewhere new and exciting, there will be a little station in some hidden corner. Go on and get a stamp from the station as proof of your travels! Now, you may be thinking, what good is this? Well, as it turns out, the Stamp Book was given to you. A friend, a teacher, a neighbor, a family member, so on and so forth, and showing a book full of stamps to them will earn you some small reward - a minor heirloom from a family member, perhaps a piece of gear or a new technique from your teacher. It's quite random, but it's always at least something you'd like.

200 cp - Swordsman Scrolls
You'd think that these would be only mildly useful to an engineer due to them being, you know, and engineer, but you've managed to get your hands on them anyways. These two scrolls detail the usages of two sword techniques that are incredibly hard to find teachers for. The first is sword beams, the ability to shoot 'cutting wind' type attacks from the edge of your blade. Sadly, an ordinary blade won't be enough - there needs to be a level of magic to it in order to power the beam. The second scroll details the great spin attack, a much easier technique to use. Additionally, you can rewrite these scrolls, turning them into two techniques of your own choosing. But, why mess with the classics?

200 cp - Diamond Membership Card
And again, I wonder what an engineer would be doing with this. That's an awful lot of money to have spent at Beedle's shop. Why, due to your extreme spending habits, Beedle has presented you with this card, something that will earn you an amazing 50% off at any shop of his. That's quite a bit of money you won't be spending. Unfortunately for you, that amazing discount is only good at Beedle's shop. Luckily for you, any other merchant will see this card and come to the realization that you are probably about to dump a truly ludicrous amount of rupees on them. If they're lucky, you actually might. Anyways, while you won't get your amazing 50%, any other merchant will give you a decent 20% off.

400 cp - Space Time Gates
Okay, finally, something useful for an engineer! These archways dot the landscape of New Hyrule, and allow for transportation between them. Shortcuts, as it were. Each gate is one of a pair, and large enough to drive your train through. Simply pull the whistle as you near the gate, and it will spin to life, depositing you elsewhere in New Hyrule. ...Or, that's how they ought to work, paired up and only in one direction. Luckily for you, your gates are being given a small upgrade, allowing any gate to warp you to any other gate. Keep in mind though, these gates have a Force Gem atop them, and you'll need to strike them with a bomb from your canon to add them to the network. In future jumps, these gates will semi-randomly place themselves in useful locations, and can optionally be shrunk down to human scale - though, if you do so, they won't be usable for your train.

600 cp - Lost At Sea Station
Once upon a time in a world that was but a dream, there was a whale and a squid. They fought and clashed, and eventually the squid gained the upper hand. To counter this, the whale sought out a young boy dressed in green and asked him for his assistance. Time passed, and an adventure was had, and eventually the boy braved the depths of a dungeon known as the Temple of the Ocean King. This place is a faithful recreation of that place, with the boy's reward from the whale stored safely away at the bottom. That reward is a magical device known as the Phantom Hourglass, a trinket that possesses the ability to stop time for a short period. In future worlds, this place will contain a single item or weapon considered 'lost to the ages' or something similar. That said, entering this place is an immense puzzle, and entering it prevents you from using any form of weapon to slay the foes that stalk it. If you are patient, you'll have no problems.

Royalty

100 cp - Message In A Bottle

Well, metaphorically speaking at least - the age of actual messages in a bottle has long since passed. Instead, you have a scrap of paper that is both highly noticeable and easily forgotten. Small enough to be slipped to another person via handshake, but large enough to contain a decently long letter and a map of your castle as well. It's a bit confusing, but it works out in the end. As you might imagine, this piece of parchment is ideal for the passing of secret messages and whatnot - you can even simply will it out of existence after a period of time, to help prevent any unwanted eyes from seeing it after delivery.

100 cp - Heirloom Robes

From Tetra to her children, to you. Well, I say that, but you probably don't actually have the outfit Tetra wore as Zelda, which is probably what the word 'robes' brings to mind. Instead, what you have is a rather gaudy ring with a surprisingly large purple gemstone set into it. Unfortunately, this ring has no specific uses in and of itself. Instead, the ring exists for you to sell it off to the highest bidder, a task made much easier by the fact that your grandmother owned it. Queen of Pirates, Queen of New Hyrule, either found or made by the Hero of Winds… The thing practically generates its own hype. As a result, it's easy to sell the ring for far far more than it's actually worth - and it's one of the most expensive pieces of jewelry in all of New Hyrule.

200 cp - Spirit Flute

Believe it or not, while the Spirit Flute is a Lokomo artifact, it lacks the weight and pomp that the divine instruments of past eras have had. It does not hold together a dream, it does not allow the user to bend time, it does even wake the wind at your command. On the other hand, it does act as a key to most of the Lokomo's technology, allowing those without their innate understanding of magitech to use it without too much difficulty. On the flipside, you still need a Lokomo - read as, authorized user or possibly one of the designers - to play a duet with, but if you have that then whatever magitechnology you're trying to use will come to life, ready to be used.

200 cp - Alchemy Stone

Another piece of treasure, almost as rare as the Regal Ring from earlier. However, unlike the ring, this golden hued hunk of crystal actually has a use. You see, it's rumoured that this artifact brings great riches to its owner - and for you, it seems to be true. Rupee's show up more often, merchants will charge you less and give you more, ancient treasure chests untouched for hundreds of years will spontaneously refill themselves just in time for you to double check if you got everything or not. ...Mind you, this is only a handful of green rupees each time, maybe a red or a blue, but it applies to almost everything.

400 cp - Compass of Light

Despite the name, the compass does not track down artifacts of light. Instead, it seeks out the largest concentration of dark energy - fitting, given that it was made by the rogue Lokomo, Byrne, at Cole's request. As stated, the compass will always point towards the largest concentration of dark energy, demonic influence, or other creepy crawly nasties that it can find. Though, if you have a sample of something that you're trying to track down, the compass can lock onto that instead. Something else of note - made by a servant of Good, made from holy materials, and powered by the light? This compass is completely unusable by demons and their kin. They can't even hold it without being burnt.

600 cp - New Hyrule
The country was founded by the Tetra Pirates and the Hero of Wind after they assisted the Spirits of Good in sealing away Malladus. The one hundred year old country where you now reside, a country in which the steam engine has begun to reign supreme. Well, no. In truth, it's you who reigns supreme, Princess. Elder or younger sister to Princess Zelda - or possibly the girl herself? - you are now the heir to the throne of New Hyrule. The land is split into four sections, Forest, Snow, Fire, and Sand/Ocean, and is dotted with small settlements and farms. Normally they would be much closer together, but the invention of the train has allowed them to spread out in search of special resources and whatnot. Regardless, the throne - and the people - are yours.

Demon
100 cp - A Heavy Gauntlet
While a knight may go for the tried and true, it almost always seems to be that the dark will go for a more unique armament. That's where this gauntlet comes in. The original version had some rather sharp clawlike tips on it, and had a weapon not unlike the hookshot built into the weapon. Your version is also clawed, but you have the option of choosing a different piece of gear to have built into it. The Boomerang, allowing you to throw the claws and have them return? Or maybe the Whirlwind, to help you literally blow your enemies away? Either way, this overly large hunk of metal is a fearsome weapon in the right hands - those hands being yours, I should hope.

100 cp - Some Light Accessories
Or maybe instead of big and imposing, you'd like to go in the other direction? This collection of odds and ends all have minor illusions built into them. Hats that change the color of your hair, rings that change the color of your eyes, boots that make you taller and heels that make you shorter, even coats to make you broader of shoulder. And yes, there are some things for the 'assets' of a lady. Keep in mind, these are just illusions. Still, one or two of these would be all a clever demon would need to disguise themselves as a human.

200 cp - An Introduction To The Court
Charming asshole that you are, you would probably make a wonderful politician. Though, I'm sure you knew that already. Anyways, thats where this letter comes in. Call it a reference if you will, it's simply a list of your best qualities, and how they might be useful in whatever situation might arise. Technically speaking it was written by a foreign king as a boon to you - cough Malladus cough - but since you didn't exactly part on good terms, you must have taken the liberty of writing it yourself and signing it with a stolen signet ring. Simply present it to your new 'boss' and it will rearrange itself into a convincing argument for why you should be given a position in their court. Though, maybe look into getting rid of someone first, in order to ensure an opening?

200 cp - Master of Keys
Speaking of arranging an accident, how about some minions? These monsters are perfect for the position of your 'right hand man', mostly on account of being literal hands. Puns aside, these ten monsters have a semi-unique trait in that they can steal pieces of gear and equipment from someone with just a touch. Sadly it only transfers the item from your targets hand to theirs, but depriving them of options tends to be fairly useful. As an added bonus, these hands can also be worn as gloves in case you need emergency backup.

400 cp - The Dark Realm
Okay, here we go. You might have the ability to summon monsters from the Dark Realm, but with the Spirit Tracks pressing down on the walls between worlds, that skill is basically useless. It's hard to get anything useful out, unless you want a dozen rats or something. But I digress, because you now have a backdoor into the Dark Realm itself. As a result… well, beyond being one step short of impossible for those darned do-gooders to reach and having an army of monsters inside it, it also turns out that any minion of yours will automatically appear in here if they should die. Hey, it's basically hell, so why not treat it as your own personal afterlife? Summoning them back is nothing more than an application of Malice, something you should have some small talent at. Proper resurrection is much harder, but it's not like you care about the fallout.

600 cp - Altar of the Demon King
Heh. Demons, sharing. How foolish. And yet, it seems that miracles do occur, because this former tomb of yours is just the thing you would need to… share. Blarg. The altar instinctively tries to rip away parts of your essence, to seal you away once more, tearing chunks of your power and your skill away from you. Thanks to it being broken, it can't actually do any such thing unless you allow it. Following from that, if you were to let it rip off a bite or two, it would be trivially easy for someone else to claim that power for themselves. Interestingly enough, transfering power this way comes with a minor infection of you - your power, your rules. If you were to have a boar as a spirit animal of some kind, anyone who uses your power would also begin to embody that boar. Easy loyalty, wouldn't you say?

General
50 cp - Niko's Magnum Opus
...I'm sorry, what? Where did you find all of this stuff? How on earth does it even exist? Well, if you've any interest in it, then this particular item represents every single scrap of memorabilia that ever existed for the Hero of Wind. Pictures, paintings, journal entries from his travels, pages from diaries of those who met him, even a puppet show depicting his various adventures. It's truly staggering, and truly useless. Well, if you want something more, then this also comes with the real world equivalent. Copies of his games, special edition consoles, art and guidebooks, anything and everything relating to the Hero of Wind. Er, go team Link?

100 cp - Rabbit Sanctuary

Okay, here we go, this is at least a little bit better. Somewhere out there, there is a brave brave man who more than anything else, even his own wife, loves rabbits. And so he set up this place as a place where all rabbit lovers could come to show their appreciation for that soft fur, that cute little nose, those adorably twitchy ears… Ahem. In short, it's effectively a miniature Hyrule, primarily populated by rabbits. Practical use? Absolutely none. However, coming here and cuddling with the rabbits is remarkably relaxing.

Trains

What with the name of the game being Spirit Tracks, and how much time you'll likely be spending on, in, or around a train, it should come as no surprise that the trains deserve a section entirely to themselves. However, how discounts work is a little odd. Drop In's get a discount on the parts marked as 'Lokomo', Engineers and Royalty share a discount on the ones marked as 'New Hyrule', and the demons get the ones with the name 'Dark Realm'. Additionally, unlike the rest of the jump, 100 cp parts will discount to 50 cp, and anything already at 50 cp discounts to free.

50 cp - New Hyrule Classic, 'The Engineer'
Your bog standard train in the age of New Hyrule. Steam engine, a passenger car, and a freight car. Nothing special here at all, but easy to produce, repair, or strip for parts. This train is the one used by practically every member of the Engineer Corps bar the genius, the brave, or the extremely lucky. Those that don't use it tend to have started with one and made little adjustment after little adjustment until what they rode was a bit more personalized. Thankfully, the train is easy to work with due to it's simple design.

50 cp - New Hyrule Classic, 'The Royal'
Arguably an overhaul for the entire train, 'The Royal' trades ease of use, ease of obtaining, ease of fixing, ease of etc etc for a more finicky, and far more comfortable ride. Both for the crew and the passengers. While it's not as sturdy, if you want to ride in style then this is how you do it. The name is supposed to mean 'fit for royalty' after all, even if said royals are surprisingly chill. Well, most of the time.

50 cp - New Hyrule Basics, 'The Cannon'
With the sheer prevalence of trains in New Hyrule, is it any wonder than someone would think to arm them? Hence the invention of this bad boy. The basic design is supposedly borrowed from an ancient ship called 'The Red Lion', but it's been transformed from boat to train car in the years since. It's a simple thing, with a very low BPM (Bombs per minute), but the sheer destructiveness of the bombs themselves usually makes up for it. If you're worried about running out, a supply of bombs will be made available at any major stop.

100 cp - New Hyrule Basics, 'The Load'
What, two train cars isn't enough for you? Well, if you want more then look no further - this is the train part of you. Specifically, this option comes in the form of an extra pair of cars, one passenger and one freight, as well as a small upgrade to the engine itself in order to help pull that extra weight. Strictly speaking, this isn't necessary at all, but if you want the option then here it is.

100 cp - New Hyrule Royal, 'The Linebeck'
The Linebeck family have long since gone down in history as mildly obsessed with money. Hence these particular train cars. Rather than actually being a new car, with this option you toss your train over to Linebeck III (normally alongside a great deal of money) and he redecorates your entire train to look more fashionable. Maybe it now looks like a dragon, or an old fashioned horse drawn carriage? Or solid gold, because that's a thing that he can and will do if you pay him enough.

100 cp - New Hyrule Royal, ‘The Custom’
Let’s be honest, while the classic trains of New Hyrule are great, they’re also… Impersonal, due to the standardization between them. And sometimes a standard car just isn’t good enough, your passenger being particularly spoiled or your cargo oddly fragile. Well, thankfully there’s this. A single specially designed car of your choosing made specifically for one task. Maybe it’s even classier than ‘The Royal’ for the truly picky, or you need an icebox to keep your fresh fruits and veggies from spoiling halfway to the market. Whatever you need, you can find it here.

100 cp - Lokomo Classic, ‘The Spirited’
While the Lokomo may have leaked knowledge on the fine art of trains to their new neighbors, they are still the masters as this particular train shows. Instead of requiring coal and steam, or any other form of physical fuel, their special Spirit Train instead runs on magic. Specifically, it skims off the top of the energy inside the Spirit Tracks themselves. If that’s not an option, your personal reserves can power it for a time, as can any ambient magic such as ley lines.

100 cp - Lokomo Basics, ‘The Sea Train’
Of course, an ancient magitech train just doesn’t have the same limitations as a normal one does. That’s why you can now drive your train underwater, or even across lava. While the how is ludicrously complicated, the effect is that the Spirit Train is functionally immune to being damaged by the environment. Dedicated weapons can still harm it, but the weather won’t. That said, driving over lava and driving through a volcano are two very different things.

200 cp - Lokomo Royal, ‘The Phantom’
Phantoms, while not a Lokomo creation, do seem to be allied with them, much like how the various races of the past have had lesser guardian deities such as the Great Deku Tree or Valoo. It makes sense then, that if the Lokomo needed a great warrior or guardian, they would pattern it after a Phantom. That’s why the Spirit Train can now transform into a suit of armor in the approximate shape of one, albeit much larger. Be careful with your magic reserves however, since this will drain them like nothing else.

100 cp - Dark Realm Classic, ‘Fire Eater’
I hope you weren’t planning on making this a standard issue thing, it’s far too temperamental for that. This option allows you to overclock your engine into dangerous territory in exchange for drastically increasing your speed. It also guzzles fuel down like nothing, so maybe don’t use it all the time? Also, absolutely do not try and ram something, both it and you will explode.

100 cp - Dark Realm Classic, ‘Steel Mouth’
When demons aren’t assuming that they don’t need to worry about maintaining their equipment because they can just steal more, they’re trying to - and it barely deserves this word - upgrade it. Thats why your train has been outfitted with a literal ton of steel plate. Make no mistake, you can shrug off damn near any attack the locals can launch at you, but the cost to simply move is much higher. You might just need a Fire Eater to simply generate the power you need to move.

100 cp - Dark Realm Basics, ‘The Bomber’
A New Hyrule train is equipped with a cannon. A Dark Realm train, when it’s considered worth the effort, is equipped with a bomb factory. And eight cannons, two banks of four, and twice the size of their New Hyrule counterpart. As you might imagine, the amount of pain that this thing puts out when it’s going full blast is immense. That said, you can actually run out of things to make bombs from, which reduces your ‘stamina’ to short bursts.

100 cp - Dark Realm Basics, ‘The Light’
One can argue that this is an upgrade to The Bomber, but it can also stand alone on it’s own. Alone, it takes the form of five rotating rings, each equipped with four laser cannons. It’s mostly a defensive measure, as the rings rotate and cut anyone trying to approach you to pieces. Alternately, if you combine it with the Bomber, it instead becomes four targetable laser cannons. Less damage, but theoretically infinite ammunition.

200 cp - Dark Realm Royal, ‘The King’
The Demon Train, Malladus’s personal ride, is absolutely huge. So huge it takes two sets of tracks to drive on, which is why they also made it able to fly. You know, since two sets of tracks beside each other is actually really rare. With that said, I’ll be honest. This engine may or may not have a bunch of orphans in cages instead of coal, because that kind of suffering seems like a good power source since the Spirit Tracks are partially powered by gratitude. Optionally, it has your face on the front.

200 cp - Great Sea Classic, ‘The Fleet’
But of course, one train may not be enough for you. Why, ten trains may not be enough for you. That’s why you’re no longer just an engineer, but instead are a station master, or perhaps a grand master of the engineers. Anyways, you no longer have just one train. Instead, dozens of them, complete with their own engineers to staff them, answer to you. All of the trains in your fleet have any ‘Classic’ or ‘Basic’ purchases that you may have bought, but ‘Royal’ options are not duplicated - though, they can be bought multiple times.

200 cp - Great Sea Royal, ‘The Red Lion’
Well now, aren’t you the little pack rat. How long have you been holding onto this little beauty? I can’t say that it’s of much use to you in this day and age, what with the re-emergence of land and the equal reduction of the Great Sea, but it’s still quite the prize. What am I talking about? Why, a boat of course! Likely from the Era of Winds if looks are anything to go by. If you want me to, then I can take that boat of yours, and convert it into a train. As a small bonus, it’ll still have any upgrades the original might have had, though in a slightly different form.

Gear

All Origins receive a +200 cp stipend for Gear only

100 cp - Recruit Sword
This simple but sturdy blade is the kind of blade the palace guard gives to all it's members, from the lowliest of recruits - such as you, I would assume - to the captain of the guard. There's nothing fancy about it, and it isn't quite good enough to pull off all the coolest tricks, but as long as you know your basics it won't fail you.

100 cp - Shield
One would expect this to be standard issue for the knights, but instead it seems to be more the sort of thing an adventurer would want or need. Blocking and deflecting attacks becomes slightly easier with this shield, but it's not terribly sturdy and is likely to be eaten by a Like Like - if thats the case, you'll get a new one in a few days.

100 cp - Bombs
Normally this would be a bit more expensive, but seeing as the only thing it's locked behind is your wallet, I don't mind letting it go for cheap. This simple bag only holds ten bombs, and refills itself daily, though if you feel like purchasing it a second or third time that can go up to twenty or thirty bombs.

100 cp - Red Potion
For once, the empty bottles that Hyrule has used seem to be gone. Nowadays they just have normal bottles with potions inside them. Specifically, this red potion will restore a small chunk of your life energy - for a normal person, about twice what your maximum ought to be. For hard numbers, six hearts. Since this isn't refillable, you get one potion per week.

200 cp - Bow
A bit more complex than your average sword, but not terribly so. The bow and arrow serves as your primary ranged attack and it a bit more precise than other weapons. As a small added bonus, it becomes much easier to hit your target when you have a direct line of sight. By default the quiver only holds twenty arrows, but with a second or third purchase than can be increased to thirty or fifty.

200 cp - Whirlwind
Honestly, you might want to buy this one if you buy any, since it doesn't exist anywhere else. This wooden propeller device has a back end resembling a megaphone, and when you blow in, the propeller spits out a small... Whirlwind. If you blow hard enough, the resulting wind can pick a person up and carry them a fair distance.

200 cp - Whip
This interesting weapon has a resemblance to a snake - when you hold the tail, the head of the whip will open up it's mouth and bite down on whatever you manage to hit with it. This makes it quite good at stealing equipment from other people as you latch on and yank it out of their hands. No guarantee you'll be able to use it yourself, but a foe with a suddenly missing shield is probably a dead one.

200 cp - Purple Potion
This particular brew is a bit more powerful than the Red Potion, but it's primary use isn't simply to restore your health. Instead, this potion has a delayed effect which is catalysed by you taking an extreme amount of damage. Basically, if you 'die', then this potion activates and gives you eight hearts back. Keep in mind this isn't a 1up - if you get ripped limb from limb or worse? This potion is good, but not that good. Since Hyrule no longer has durable bottles, you get a refill of this once every two weeks.

300 cp - Boomerang
Remember what I said about how the Bow needed line of sight? Well, this version of the Boomerang needs no such thing. Throw it and watch as it turns the corner, smacks a half dozen baddies, passes through a torch, smacks the baddies again to set them on fire, and then flies back to your hand. Basically? It does have a limit to how far it can go, and how long it can fly, but this thing goes exactly where you want it to.

300 cp - Sand Wand
This lovely little wand here has a magical ability to control sand, though admittedly only in a handful of preset forms. First off, it can cause sand to levitate, usually in the form of a cube. Basically, it slides it upwards a short distance, albeit only for a few seconds at a time. The range on this is quite nice, anywhere you can see AND, if you're absolutely certain that there's sand on the other side, even through walls. If you have magical energy to spare, it can even summon some sand for you to work with.

300 cp - Light Weapon
Now, before you go buying this one I want to get something out of the way. It's not actually an item in and of itself. Rather, it's an upgrade. If you bought the Recruit's Sword previously, it would become the Lokomo Sword. If you bought the Bow, this would turn that into the Arrows of Light. Just to be clear though, not both at the same time. And if you want to experiment, you can apply this to another weapon, such as the Boomerang or maybe the Shield.

300 cp - Yellow Potion
Alright, last but certainly not least. This bright yellow brew lacks the special trait of delayed activation that they Purple Potion has, but it compensates by being much more powerful. Whereas the Red Potion heals six hearts, and the purple gives you eight hearts, this potion heals everything. Doesn't matter how much you actually have, the Yellow Potion restores you to the top of your game. That said, due to how rare and expensive this is in comparison, you'll only be getting a single refill each month.

Companions

50 cp / 300 cp - Companion Import
Go it alone? Do everything by yourself? Why on earth would you do that? Cole had Byrne, Link has Zelda, Tetra apparently had Anjean, nobody here really does things alone anymore. Teamwork makes the dream work, you know? Rhymes aside, you can now import a companion for 50 cp each, or jump up to eight of them for 300 cp. Each of them gets 600 cp to buy stuff with, and a 100 cp stipend for gear. They can't buy more companions or take drawbacks though.

100 cp - Canon Companion
Speaking of going alone, it's dangerous to go alone take this. ...A friend. Friendship. A new friend, to be precise. You know what, I give up at this punning thing. If you want to companion someone from the land of New Hyrule, this is the option. I'll even throw in a guarantee that when you meet you'll start off on the right foot. Just get them to agree to go with you when the jump nears its end, and away you go.

Drawbacks
Make things harder to make things easier

+0 cp - The Wind Wakes Once More
The Era of the Great Sea is long since over, and only a single living being from those ages are still around to see the new world. Though, I can't help but wonder if Tetra and Link lived long enough to meet the next generation. More specifically, long enough to meet you. Depending on your origin, you now have the option to replace certain characters - Engineer and Link, Royalty and Zelda, and Demon and Cole. Unfortunately the Drop In origin doesn't map to any specific character, despite its association with the Lokomo.

+0 cp - A Song That Echoes Throughout Time
Following off on that last thought, that Tetra and Link might have lived long enough to meet you, wouldn't it have been extra strange if you were also Tetra or Link? Well, thanks to your nature as a world traveler, you may just have been. With this, your past selves, your actions in the previous Eras, are all a part of history. ...I'm afraid that doesn't mean as much as it used to, since most of those previous Eras were drowned when Old Hyrule fell.

+100 cp - Choo Choo Motherfucker
Do you hear that noise? It's the sound of a steam engine drawing ever nearer. It never goes away no matter how fast you run, but it doesn't draw closer either. Instead, if you ever become wounded, from the largest bleeding wound, to stubbing your smallest toe, the noise will transform. Specifically, you can make out words amongst the sounds of the engine.

HERE COMES THE PAIN TRAIN, HERE COMES THE PAIN TRAIN.

So yeah, if you ever get injured, that song will play for every single minor scratch you get no matter how small. Better hope no one throws you through a wall, because that's gonna cause hours of song.

+100 cp - I'll Get There The Old Fashioned Way
Speaking of trains, you aren't allowed to use them. Maybe it's an extreme phobia and you can't stand them, maybe you have horrible luck and they break down the instant you get on them. Either way, trains - and any form of mechanical and or magical travel - are utterly banned to you. If you want to go somewhere, you can get there the old fashioned way. On foot. Or possibly by horse, if you happen to have one of those. But, anything beyond that simply fails for one reason or another.

+100 cp - I Hate The Microphone
This is actually somewhat multifaceted for a drawback, on account of them being somewhat weak individually. The first of the two effects is that you have absolutely no musical talent. Trying to play music is more likely to break someones eardrums than to work, or possibly your instrument. Secondly, the wind seems to dislike you because it goes out of it's way to be an inconvenience to you. Throwing sand into your eyes, ripping important papers out of your hands, blowing out the fuses on bombs, so on and so forth. It won't kill you, just be an absolute pain in your ass.

+100 cp - Why Did It Have To Be Rats!
Hey, remember a moment ago when I said you might have a phobia for trains? Well, as it turns out you have more than just that. See, you now have a massive fear of one particular thing. Maybe you're like Zelda, and Cole has instilled the fear of rats into you. Or maybe it's cats and dogs for you? Doesn't actually matter since I'm letting you choose, but if that particular thing is anywhere near you, you'll freeze up and become completely useless. And no, you can't just choose something rare and avoid it for all ten years. If you try that, it'll go out of its way to hunt you down and laugh at your fear.

+200 cp - I'm Sorry, Were You In A Hurry?
So, good news and bad news. Good news, you seem to have picked up a knack for finding shortcuts between places. For the most part, these shortcuts take the form of a series of tunnels that get you places faster than the Space/Time Gates. A series of tunnels that are absolutely infested with Rocktites, Tektites, and their ilk. And you, for some reason, have the overwhelming urge to actually use these shortcuts, despite knowing that it's extremely dangerous. Now, you could pass through them before you need them and clear them out, but that's only a delaying action as the monsters will flood back in after only a few trips. Worse, the normal routes are also overrun with enemies, though admittedly none are anywhere near as bad as your so called shortcuts.

+200 cp - I'm Told It's Something Of A Tradition
Ah yes, the long held tradition of the royal family of Hyrule. Waiting around for the hero to come save you as you wail dramatically. Or, something along those lines. And since you are apparently the hero, that means that you have to do it all alone! No backup, no tag teaming your opponents, maybe not even advice from someone watching from afar. You are on your own, it's your chance to shine! It's a massive pain in the but, wouldn't you agree?

+200 cp - Evil, Spirit, Evil Spirit
For this one, you actually get a choice! Either you're evil and thus sealed away somewhere, or you're a spirit because your body was stolen as part of a plot to free someone else from a seal. The strength of the seal is such that you're going to have to make significant progress towards destroying the entire country in order to break free… or maybe you can get a companion to hijack whatevers holds you down for your own ends? On the other hand, if your body's been stolen then you yourself have been hijacked for the unsealing of some great evil which means that most of your powers are either gone or useless, leaving you with a minimum of magical power. Failing to fix the situation before the jump ends means you're stuck here. Additionally, you can take this twice to be sealed away with most of your powers stolen as part of a plot to free some other evil.

+300 cp - It's Dangerous To Go Alone
Now, I know people often say that Link is a solo act, but you'd be surprised by how many sidekicks the guy has had over the years. A bird, a hat, himself, a fairy, another fairy, a waifu, yet another fairy, his past selves, a talking boat, it's quite the wacky list of helpers. Anyways, all of these allies of his all had a useful skill of one kind or another - helping him aim, offering advice, backing him up in battle, the list goes on and on. Without him, he would have been lesser. And because of that, you now require some form of assistance in order to get on with things, such as finding treasure and fighting monsters. Anything more strenuous than chopping wood or making breakfast, basically. Good luck.

+300 cp - BUT IT WAS ME, GANONDORF

Yes, yes, we know. You thought it was Zant, but it was Ganon. You thought it was Vaati, but it was Ganon. You thought it was Yuga, but it was Ganon. You thought it was Malladus, but guess what? It was Ganondorf. And as a result of this, things are getting remarkably… hectic. Not only is Ganondorf back, but his witch minions, Koume and Kotake, are here as well. Worse, remember all those villains that I mentioned? They're here too, and they're following his orders as he tries to steal the triforce one more time. The only ones who aren't here are Demise and Ghirahim, and that's because they predate him. So… Four would be demon kings, one man with the gumption to outdo all of them, and little old you. Have fun with solving that clusterbomb of a timeline.

The End



The Next Calamity - Go directly to Breath of the Wild

To Castle Hyrule - Stay Here

Full Steam Ahead - Move On

End Of The Line - Go Home

Notes

Q - What are the limits of ‘Two Thirds of Purest Light’?

A - Three times your strength alone, nine times as a team, twenty seven for all three.

Q - What happens if I take both ‘Tradition’ and ‘Dangerous’ drawbacks?

A - You don’t quite auto-lose any major conflict, but it’s close.

Q - Can ‘The Red Lion’ be used to import another train into the jump?

A - Sure, go right ahead.