

The Legend of Zelda - Tri Force Heroes
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The Story Thus Far

The day is saved, Hyrule is at peace, Lorule's Triforce has been restored, and our blonde haired hero, Link, is… Link is… Where is Link? Where's he gotten off to? What do you mean you can't find him?

Well then, if I can't tell you that story, let me tell you another - this one is about a green haired boy who just so happens to be named Link as well! Our intrepid hero is currently wandering through the Hytopian countryside, seeing the sights and generally acting like a tourist. Meanwhile, the extremely stylish princess of Hytopia, Princess Styla, has been attacked! Tricked! Cursed! To wear a full body leotard! How cruel, how un-stylish!

It was then that Link the green haired hero was called to action, for he had been flagged down on account of the quality of his sideburns and promptly proclaimed that he was a hero in the making. Along with two other kids who also happen to be named Link - specifically, Link the red and Link the blue. Together, these three champions of all things fashionable must set out to save Hytopia! …'s princess from her cursed clothing. Look, not all adventures can be about the fate of the world.

But hey! It's still got an Evil Witch that wants power! That has to count for something!

Still, whether you're here to help poor Styla out or one of the ones responsible for her plight, I am required to give you these. Enjoy… and do put on something a bit more sightly than what you're currently wearing, alright? Don't get sassy with me now, that's so last century.

+1000 cp

Origins

Adventurer

You are a wanderer from another land, a former hero, a man seeking fortune, or maybe even someone who travels for the sake of traveling. It matters very little beyond meaning that Hytopia will likely seem strange to a foreigner such as you. Still, you have some skill with the blade and a strong arm - that will see you through many trials, and some simple resourcefulness will see you through the rest. Perhaps you'll be able to find work in Hytopia? They did send out a call for fighters after all.

False Hero

Ah, I see you have arrived! Yes, yes, let's see - Side parted hair, pointy ears, and heroic sideburns - the trifecta of heroic traits! Congratulations, you are now a member of the Witch Hunting Brigade, also known as the Hytopian military, on their quest to slay the foul witch and free our princess from her curse! Sword skills? Combat experience? Don't worry about such things, you'll pick them up on the way. With hair like that, how could you possibly lose?

Fasionista

You're a mover and a shaker here in Hytopia which means one of two things - you either look absolutely fabulous wearing that dress, or you're the one who built it in the first place. Either way, you're almost certainly some kind of celebrity - and if you just so happen to be from the Chicah clan, then you likely have some level of responsibility to help fix the situation. Maybe cut the Witch Hunting Brigade some discounts when they inevitably come seeking fashionable armor?

Drablander

Foul beast! Unstylish boor! Begone from this place! These are the sorts of things the common citizen likely yelled and jeered at you as you passed. And while they may have a point, the simple truth is that your style is no less fabulous, it's simply different from theirs. Still, you have made your home somewhere in the drablands, so as to be closer to the magical materials you need to make your creations, and farther away from those simple minded fools.

Discount Rules

100 cp perks and items are free to the appropriate origins, and the remaining perks/items are 50% off. You also get one discount per price tier in the Wardrobe section.

Perks

Adventurer

100 cp - Even Heroes Need Days Off

Look, let's be honest - no matter how good you are and how quickly you can cut down an army of monsters to save a little girl, there are days when you just don't want to have to deal with that. Days where your own reputation works against you. Because of that, you've learned how to make yourself look awfully shabby, muss your hair up, put a few easily mended tears in your clothing. And, most importantly, a fairly simple magical technique that can be used to give yourself a sort of makeover, changing your hairstyle and color until you look very little like yourself. It also has something of a sheen to it, one that almost makes you look like you'd been rendered in a different style… In short, you can look as un-heroic as you want with a minimum of effort. You also look surprisingly good in a dress, if you want to go that route in an effort to disguise yourself. No one would ever expect the spunky young lady with silly hair to be the great Hero of Hyrule, not when everyone knows Link is a dude.

200 cp - Black Ghost And Blue Bird

Most merchants that you've run across during your time as a wandering hero of justice were probably real hard asses, always hiking their prices up skyhigh because they didn't like the look of you, or because they thought you'd be easy to swindle. Hytopian merchants aren't much like that, they're far nicer, but they do have their prices through the roof - albeit for a good reason. Luckily for you however, when you're around people just seem to have a good day. The sky is bluer, the sun is brighter, and small rumors and suchlike tend to get passed around just a little longer. On days like those, merchants become oddly willing to cut you a deal of some kind - prices a little lower, or maybe buying something you sell for a bit more. Not always, and not by much, but every now and again.

400 cp - A Heroes Armor Is Heroic

The clothes make the man? What a strange place Hytopia is to believe such nonsense. No, armor is heroic because a hero wears it, not the man heroic because of his armor. You defy Hytopia's expectations and standards, able to pull extra strength and additional powers out of your outfits not because there is magic woven into them, but because you have bled all over them and leaked trace amounts of magic into them - with all you have given, how can your armor fail to give back? …Metaphorically, of course. Still, by continually acting in a manner befitting a hero, fighting monsters, completing challenges and such, you can empower your arms and armors in faint ways. Perhaps an outfit that possessed some kind of drawback could be given a new effect, one that countered and even overpowered that drawback?

600 cp - I'll Retire Another Day

Is it even possible to see everything, go everywhere, do everything? Maybe. Maybe not. But you've certainly given it a good effort, and have the skills to back it up. You are no rookie adventurer or wannabe hero, you are a veteran of many, many battles. Your vast experience in these matters leaves you able to see the weak point in peoples armors and fighting styles, adapt to new tactics with ease - such as Hytopia's outfits and Totem technique - and perhaps most importantly you possess enough skill with the blade to casually defeat three individuals who were your equal in power. They certainly weren't your equals in skill, not when you can potentially pull out a Great Spin whenever you damn well please.

False Hero

100 cp - Got That Heroic Swag

Here in Hytopia, there's not much point in doing something if you aren't going to do it in style. While most people simply take that to mean they ought to dress stylishly at all times, there are a few who will outright deny you based upon your lack of that style. Luckily, you have what can best be described as a set of very dashing - heroic, even - sideburns. People naturally gravitate towards you when looking for someone to complete side quests or fight off evil villains because of this, something about your appearance just seeming to scream 'hero' to them. Of course, turning this off would be as simple as doing your hair up in another style for the day - but, why would you want to do that?

200 cp - A Towering Task Ahead

Well, they do say that teamwork makes the dream work, so I suppose it should come as no surprise that you would be more than familiar with tactics designed to compensate for a lack of skill by launching a threefold assault and never giving your foes a chance to lash out at you. Not only are you able to wordlessly communicate your intentions in battle though a simplistic yet highly mutable series of nods, shakes, grunts, squints, and obscure hand signs, but you can put together a battle plan and communicate it to them in mere moments. As something of an aside, what you lack in skill you can at least match in raw power, able to pull off a fastball special with relative ease, or carry a partner on your shoulder for those extra tall opponents for an indefinite amount of time.

400 cp - The Clothes Make The Man

A very unfortunate thing about Hytopia's own batch of heroically inclined youth is that they put just as much time and energy into looking good as they do learning how to hero properly. Rushed as they are to become competent, you're rather excellent at faking such skills. Of course you know how to use a bomb, what kind of fool doesn't? Spin attack, pff, you mastered that when you were ten! Better yet, you can actually draw upon the faint traces of magical energy inherent to Hytopia armors to temporarily grant yourself those skills - wearing a suit of samurai armor into battle may seem a bit silly, especially when it's more stylish than functional, but the skill with the sword it would grant you would be worth it.

600 cp - Our Lives On The Line

Heart Containers are a miraculous thing, with those in possession of them able to shrug off attacks that would leave lesser men infirm for months on end. They have their limits of course, but that is more on you than them. In true Hytopia spirit, caring more about what looks cool and can be done stylishly than what is practical, you've managed to create an extremely unusual technique - you can share, or rather 'pool' your health and lifeforce with up to two other individuals when you wish to do so. As long as this is active, they benefit from having your own durability in addition to theirs, and are mostly immune to such things as broken bones and other injuries until your combined durability has been burnt though. Do keep in mind however, that this is in total, not multiplied - as long as you still have hearts left, they can stay standing, but once that last one goes, everyone goes down.

Fashionista

100 cp - Not Magical Just Yet

Hytopia is a land of fashion, Dahling, and if you think that the men and women who make take the dreams of the masses and give it form are anything less than celebrities in their own right, you have another thing coming. Lucky for you, one of those chic individuals has taken a measure of pity upon you - or perhaps they saw something worth aiding? - and have taught you the basics of the art. Not only do you have a keen eye capable of determining the colors a person's eyes, hair, and complexion works best with, but you can take a bolt of fabric and turn it into an outfit made just for them with only a day or so of work - perhaps less, as you become more skilled. You aren't an innovator, not in your own right, but give it some time and some practice and I'm sure you'll shine.

200 cp - Traveling Advertisement

A REAL seamstress designs should be cute and functional, but the mud and grime of the road just don't play nice - you might even rip a seam! Still you need a way to get word out there. Why not take on an apprentice? Not only can you dress them in your best so that everywhere they go they act as advertisement, but as they learn the whims of the trade they'll be able to very firmly point a finger at you as the one responsible for their own style and grace. In short - take on an apprentice, teach them everything you can, and as they grow in skill, you grow in reputation. And, best of all? The world slowly becomes a little bit more fashionable as you raise less competent folk into starlets.

400 cp - Fashionably Sheik

Did you know that Madam Couture was from a tribe of secretive fashionistas, who possess magical fashion powers? Well, you do now, because I'd put good odds on you being one of them as well. The secret arts of how to weave your magic into the threads, creating clothes that not only look good, but serve as functional armor, of repairing even the most delicate of silks with nothing but pure power and skill, or… even the forbidden arts, weaving small portions of your own soul into the final work in order to make them truly shine with splendor. Or, perhaps, someone else's soul, if you had a black heart. And, as if all of that were not enough, the sheer speed at which you may do this, creating complex dresses and perfectly tailored suits in mere minutes at most, is a true beauty to behold.

600 cp - Curses Cannot Withstand STYLE

The Witch Hunting Brigade of Hytopia, the 'elite' fighting force meant to see the foul villain who cursed our poor Princess Styla defeated… Are they really necessary? Oh, sure, a good fighter is always a good thing for the kingdom to have, but Lady Maud's death can't really be required, can it? As it turns out, no, it isn't. By acquiring some of the reagents used as the focus for the curse, perhaps an article of clothing or two that the villain was wearing at the time, you can work these things into an outfit that will serve as the counterpoint to that curse. And, by giving that outfit to someone with more than a smidge of magical talent and perhaps a relatively pure heart, they can break the curse with relative ease. In fact, the outfit in question can serve as a skeleton key to quite a few curses by that particular caster… something to prevent them from simply trying again.

Drablander

100 cp - Get In The Dress Already

Though you may (or may not) be an accomplished fashionista, there remains one simple truth that makes things rather difficult for you - your sense of style is very, very different to most of Hytopia. Specifically, while most learned to work with needle and thread and eventually moved up to thread made of metal, you most likely started with plate armor and solid steel. Don't get me wrong, you're an amazing blacksmith and can forge something beautiful without compromising quality… or using a forge, but few truly want such a thing. To that end, instead of imbuing your works with some magical power or somesuch, you have learned how to curse them in a fairly simple but effective manner. Your creations, once worth, cannot be removed but with your permission. A necessity for making brutish monsters actually wear decent clothing.

200 cp - I Did It My Way

I'll be honest, though Lady Maud's skill at working cloth is no lesser than Madame Couture's, her perspective on things is… Unusual. Because of this, her superb works are often considered to be less than desirable - her ultimate work is Styla's cursed outfit, for example. Regardless, this does hold some small benefit. People are disinclined to attempt to copy your style when you do not wish them to do so - your signature, unique glasses will remain such until you give explicit permission for copies to be made, and attempts to make knockoffs go poorly. Only someone truly fashionable would have both the nerve and the skill to straight up duplicate your sense of style, and even then they would probably need a sample or two in order to be sure of themselves. Of course, this protection only applies to the things you want to keep to yourself - styles you make that are designed to be spread will do so as normal.

400 cp - You Are A Fashion Emergency

When someone is so horrendously unfashionable that it causes you physical pain to be near them, there are really only two things to do - help those poor souls out to the best of your ability, or get the heck away from them before the stink of their lack of style infects you. To that end, you have learned a few small tricks. First off? You can teleport yourself away, to a location that you own, such as a penthouse apartment that a fashionable individual such as yourself obviously owns. The other thing? You can quite literally teleport arms and armors, equipment and accessories, off of the people who dare show such unfashionable things to you. Where to? Somewhere that you will never be forced to look upon them again, that's where.

600 cp - Color Coded Magics

While the other members of the Chicah clan may limit themselves to the creation of stylish outfits meant to empower their wearers, you have taken things one step further - you have learned not to cast magic upon cloth, but to use cloth as a vector for magic. You can outright negate the techniques and abilities of those you deem less fashionable than yourself when properly attired, to the point where someone so foolish as to not even be able to color coordinate their attacks with your defenses has no chance of harming you! …Urg, need I explain it more? The red barriers can only be passed by those wearing red. Whether that's a magical shield on your part, or a piece of floor that drops unfashionable people through it, only the stylish may pass. Woe betide anyone who tries to deal with you unstylishly.

General

50 cp - Misery and Sorrow Abound!

Despair and desolation - and the worst thing of all, unstylishness! Much like the King of Hytopia, you are extremely emotive, able to put an inordinate amount of good cheer into your voice when you're happy, or cry an absurd amount of tears when sad. Not quite enough to really drown yourself in, they seem to fade away after a short period of time, but suffice to say that your emotions are oddly animate in nature.

100 cp - I Remember Happiness

This one is probably a little bit out there, but you are now a quite excellent public speaker. You can smile and wave with the best of them, enthusiastically pointing out all the charm points of your new dress while secretly being depressed, or giving a cheery lecture on why three heroes are better than one despite thinking that your audience are all buffoons. More than anything though, your voice is just nice and pleasant to listen to.

200 cp - In Desperate Need Of A Hero

When Styla was cursed, the King of Hytopia sent out letters, callers, and pleas for aid to all the corners of his land and quite a bit beyond them as well. While I'm sure you aren't quite that desperate, you have a similar sort of luck when you're in distress, with people who are quite eager to help you solve your problems seeming to show up before you even send out an official call in some cases. Now, as to whether the people who show up to help will be competent, I can't say - you may have to wait a while for someone with suitable sideburns to come save the day.

300 cp - The Most Stylish Of Them All

Beautiful! Cute! Graceful! And above all else, stylish! You're cut from the same cloth as Hytopia's own Princess Styla, and boy howdy does it show. You are without a doubt one of the most beautiful people that this world has ever seen, and that's before you take into account such things as your training in courtly manners, or the sheer skill you have at coordinating an outfit to accent your natural beauty. You may not have a touch of the divine like another princess I could name, but as far as mortals go, you're the ideal that others are held to.

Items

Adventurer

100 cp - Heroes Wanted!

Hytopia's idea of a life threatening situation may be a little off the mark, but King Tuft spared no expense for getting his message out there. Heck, isn't that how you got here? No? You wandered in by accident? Strange. Regardless, this letter will find you no matter where you are, and will inform you of one such issue that requires the presence of a Hero to be dealt with. This letter will arrive… whenever you want it, honestly. Within the first few days of the jump if you wish it, or much closer to the end at your own preference. Just be aware that putting it off means leaving those poor, unfashionable people in distress.

200 cp - The More The Merrier

Oknij aknima boosto gamgeenee! Congratulations, you've had a pair of wooden Doppels bound to you. Hytopian combat doctrine says the Drablands are too dangerous for any one man, hence your new best friends. These statues have the ability to temporarily host your soul, allowing you to mimic the prefered combat style of Hytopia, Totemic combat. They're mostly immune to damage while not in use, but dying inside of one will still qualify as dying properly. Now, go forth, without idiotic fake heroes to hold you down, and reach new heights of tallness by standing upon the shoulders of statues!

400 cp - Fairies To The Rescue!

It's a well known fact that Fairies and Great Fairies have something of a soft spot for heroes of Courage, and it seems Hytopia has somehow seen fit to provide you with three of them to help you out. In addition to the standard and expected healing magic that all Fairy's seem to possess, these three also have a secret technique of their own. By imparting a small portion of their energy to a Doppel, they can empower it from being a mere statue that can hold your soul, to reflecting it - in essence, giving the Doppels life in the form of a copy of you for brief periods of time. Sadly, like all Fairies they are somewhat greedy for Rupees, and this technique is quite expensive. Beyond that, regardless of if they're enhancing the Doppels or healing you, you may only call upon each one once per week.

600 cp - Den of Trials

On the outskirts of Hytopia and the Drablands lies a cavernous area, containing small but exceptionally dangerous excerpts from the other areas of the Drablands. It's as though someone took a portion of them, bottled it up, and placed them here for safe keeping. To be specific, the most dangerous parts, for the monsters and challenges contained in this place have the unfortunate habit of making the normal areas look like kittens in comparison. In the central area, eight triforce symbols snake their way in a strange path that leads ever deeper - stepping into each one will transport you to one of it's subareas. Taken on their own, this place is nothing more than a test of skill, a place to determine if you truly are the best of the best, or just another fake. Taken all together, one after the other, without any breaks? A ninth area will open up, containing a single room. Inside that room is a suit of armor, an exceptionally powerful outfit. For now, it's the Fierce Deity Armor. Who knows what it will be later?

False Hero

100 cp - Showing Off Just A Bit

A fascinating new shop has opened up in Hypotia's Castle Town, and of course a fashionable and stylish individual such as yourself just had to be there on it's opening day - and, as reward for your patronage, you've gotten your hands on the wondrous device known as the Camera! Capable of developing photographs in mere seconds, this wonderful little thing can produce as many selfies as you wish! Of course, only ever taking photographs of yourself may be a bit prideful… Maybe while exploring the Drablands, you should find some scenic overlooks to take pictures of?

200 cp - Drablands Diary

Once upon a time, an absolute madlad broke into the Drablands without backup, without Doppels, and without even a weapon! These eight diaries, detailing their travels through each of it's zones, are filled to the brim with hand drawn pictures on puzzles, enemies, and more than a few hints on how to go about defeating those things. They're also quite humorous, and a good dramatic reading of these diaries is sure to earn you a drink or two at the local tavern. Advice on how not to screw up, and a way to make yourself look good, what more could a Hytopian want? In future jumps, the diaries will change to cover a different, but similar in nature location.

400 cp - The Black List

You know, as much as Hytopia values style over substance in more cases than I'm comfortable with, they're still inherently Hylians, still have a trace amount of Hylia's pure light inside of them. It makes them kind, even when they ought to be constantly backstabbing themselves to be seen as prettier than the next person. However, that is not a solid rule, and so this list was created. A small black book, maintained by a high ranking member of the Witch Hunting Brigade, lists the unheroic deeds of fakers and cheats who tried to ooze their way into the good graces of King Tuft, only to abandon their comrades at the first sense of danger. By writing a person's name in the book, everyone will suddenly become aware that a person by that name has sinned. By drawing a picture, or adding a photograph, they will know their face as well. Should a well known knight, perhaps even the king himself sign off on this addition? What was ultimately rumor and whisper will become fact, and enough of these additions may just begin to damage the skills and abilities of the individual in some small manner. The Hytopian prophecy decrees that teamwork will save the day - defy it at your peril.

600 cp - Coliseum

Teamwork may be your greatest shot at success for the task at hand, but every now and then you're going to want a way to get some payback for all of those 'honest mistakes' out in the Drablands. Luckily, you have access to the Coliseum! While it's built to look like the Drablands, it's actually a Hytopian creation - a place for up and coming adventurers, soldiers, would-be heroes, and other fighting types to clash, bash, and smash their way to victory as they hone their skills. While inside the arena, you'll be provided with a small number of random items to help you out, and the occasional monster to make things more interesting, and will have to duke it out - you can't actually hurt each other, but whoever takes the least number of hits is generally the winner. Prizes range from simple materials to large sums of Rupees, but will have a tendency to increase as the fight becomes cooler, and the contestants go all out.

Fashionista

100 cp - Bolts Of Cloth And Stranger Things

Aren't you getting a bit ahead of yourself, dahling? You may be all that you make yourself out to be when it comes to the dressmaker's art, but how in the name of Hylia are you supposed to make a dress from thin air? You need cloth, you fool! Fortunately, you now have a few bolts to your name, Hylian Cotton, Silver Zora Silk, Golden Goron Weave, some Gerudo Sandveil, all the basics that even a beginner would be hard pressed to make something ugly from. Using them up will see them replaced by the end of the week. You also have a handful of… rarer materials, ranging from proper Zora Scales to blobs of Chu Jelly. You'll be receiving a random assortment of these on a monthly basis, assuming you've actually used your stock.

200 cp - The Catalog

A high enough caliber Fashionista can, and in most cases should, simply make up an entirely new outfit for every single customer that walks into their shop - not only the cut of the shirt or the length of the pants, but something completely new and never to be made again. Sadly, that is somewhat unreasonable. Not because you can't do it, you probably can, but because Hytopians and their ilk are just petty enough to want their own copy more often than not. As such, you have a number of magazines that are essentially glorified product lists, detailing various outfits along with the materials needed to make them and the price of said outfit. By default they have only a few simple designs, but as you make more they will fill up and eventually create more catalogs until every outfit, piece of clothing, or suit of armor you have ever made is proudly on display.

400 cp - Atelier Jumper

Tell me, do you dream of moving out from under the thumb of whatever master you currently serve under? To make your own designs instead of reproducing someone else's? Well, look no further than right here and right now, because you are now the proud owner of your very own clothing boutique. Now, it may not be as famous as Madame Couture's shop just yet, but as your skill rises and with a few outfits out there to spread the word, I'm sure it will become an instant hit with the Hytopians. Basic materials are entirely covered, and provided to you en masse, but anything you need for magical crafts will be up to you to purchase. Beyond that? You'll find that your shop is oddly popular with royalty and heroes, frequented by them with surprising regularity. They must have an eye for quality.

600 cp - Hidden Fashion Village

I do believe I mentioned that Madame Couture and her sister, Lady Maud, were from a rather secretive clan. One that possessed magical powers and techniques, and used those talents to make the world a more stylish place, one unfashionable fool at a time. What you have here is a list, detailing the means to contact a number of distant relatives of yours - each one is a master craftsman, one a blacksmith, another a winemaker, perhaps yet another a painter. Together, you form a secret network that detects threats to the nation, and ensures that whoever gets called upon to save the day will be able to do so in STYLE. You may of course call upon them to aid you in lesser projects, perhaps you need a special kind of fabric made from solid Azurine wire for your current work, but every so often you yourself will be called upon to turn your talents towards saving the day. Answer this call, and you will see your works placed in the hands of those not only willing and able, but truly worthy of wearing them.

Drablander

100 cp - Beautiful Box

When an ugly monster walks into your home, you notice. When someone exceptionally fashionable, or exceptionally unfashionable walks by, you notice. This box is the answer to that. It is just a shade on the gaudy side, but ultimately ordinary if somewhat pleasant to look at. The truth, however, is that this box is a lie. It has some weak stealth spells, to misdirect or grab attention to it as you please. It is also the perfect means with which to deliver a cursed artifact to whomever has caught your ire, as the true nature of the gift will not be detected until the box is opened - and by then, it is far too late.

200 cp - Lady's Lair

The Fortress is where Lady Maud does most of her work, a sort of factory floor designed to help mass produce her designs. Well, when she wants them mass produced, at least. Which isn't very often. Still, this section of the Fortress is one part everything you would need to throw the biggest fashion show on the continent, one part the most luxurious penthouse apartment you can imagine, and one part sweatshop powered by moblins and other unfortunate monsters. This place will generate its own basic materials - simple silks and raw iron ore, but more unique and useful things, such as Goron Ore or Star Fragments, will need to be acquired on your own time.

400 cp - Absolutely Electric

Though one must always strive to dress their best, you must also keep in mind that your best may not be appropriate for the season or weather. To that end, accessorizing is needed - specifically, you shall need to take an umbrella with you in case it rains. But, no simple umbrella is worthy of being in your presence, and so you shall be provided with a parasol of POWER! Not only is your parasol stylishly designed, but sturdy enough to be used in place of a blade, and even capable of acting as a magical focus in case of emergency. You can even create copies of it by the dozens to throw at people as one might a boomerang, or cause it to surge with lighting to punish anyone foolish enough to think they're worthy of it. The copies won't last long, but do they really need to? One moment of absolute style should be all you really need. And yes, it's waterproof - it would be a poor umbrella if it wasn't.

600 cp - The Most Adorable Pets Ever

Though Maud mostly keeps her own company, she does occasionally branch out into the more social aspects of fashion - the armors and clothes that the monsters of the Drablands wear are of her design, and she does possess a trio of pets that she occasionally takes for walkies. The pets are absolutely not boss monsters that she has forced into acceptable clothing, they are too well trained for that. They are robotic replicas. Regardless, you have three such pets of your own. They need not be the same three that Lady Maud possesses, though they will be roughly equivalent to them in most respects. And of course, they will be stylish, because that is what matters most.

Wardrobe

100 cp - Kokiri Outfit
I'm not quite sure how or why Hytopia came to the conclusion that the Kokiri were the ideal marksman, but they did and so this outfit was created. The associated weapon to this outfit is the Bow and Arrow, and so while you wield one you will find that for every arrow you let loose, two more also fly alongside of it. In addition, should you have at least one arrow in your possession, you may expend a small amount of magical energy to simply create a copy of it to actually shoot. It will only last for a few seconds, but you only need it to strike to hurt.

100 cp - Big Bomb Outfit
I suppose the only thing I can think to say about this outfit is that I'm glad it only looks like a bomb as compared to actually being made from one - that would hurt quite a bit should you be caught in the blase. Still, the associated weapon for this outfit is the Bomb, and so long as you wear it you will find that explosions you cause are simply more than they ought to have been, far above the actual materials used would have suggested. In addition, so long as you have at least one bomb in your possession, you may use a small amount of magical energy to copy it, allowing you to get far more use out of your limited supply.

100 cp - Robowear
Hyrule's level of technology has varied greatly over the years, and Hytopia is no exception - though, their understanding of it is somewhat more… sensational. Still, the bits and bobs that this outfit has hidden throughout it cause the Gripshot to become more powerful, extend faster, and to lift far heavier things without actually moving you or giving a damn about physics. If you channel a small amount of magic into the Gripshot while wearing this outfit, you'll find it launched with enough force to deal damage - not as much as a sword, but the sheer weight of the grip will crush most smaller enemies.

100 cp - Torrent Robe
I'm not sure how Madame Couture managed to make a dress this fine out of kelp of all things, but let none deny the fact that it does in fact look quite nice. Should you be in possession of a Water Rod, then the faint traces of aquatic magic inherent to the robe's materials will empower it, allowing you to manipulate more water with less effort. With a small amount of magic channeled into the rod, you can even summon up a waterspout out of dry land, allowing you to use the rod far away from its intended environment.

200 cp - Fire Blazer
This is the kind of outfit you want to wear while delivering BURNING JUSTICE to your foes! And by that I mean you want to stylishly coordinate your outfit with the Fire Glove, so that you can use the lava that was used as a material in this outfit to enhance the gloves power and launch three fireballs with a single toss. Sadly, using this at all requires a small amount of magical energy to provide a spark - but as long as you have that, your enemies will buuuurn.

200 cp - Boomeranger
If a ranger uses a bow, then surely a Boomeranger will make use of the Boomerang, right? …Right? Urg, you have no respect for humor OR fashion. At least you'll have this half decent outfit. Regardless, the Boomeranger outfit causes the size of Boomerangs that you throw to be massively upscaled, going from maaaybe the size of a normal Hytopians forearm to a significant portion of their body mass. In addition to the normal usage of such a weapon, you may also push a small portion of magic into a Boomerang in order to give it enough oomph to outright carry an entire person back to you. Or two, if you're wearing this outfit.

200 cp - Gust Garb
This bright green outfit is sure to simply blow away your competition, especially if you're smart enough to accessorize with a Gust Jar! With a dash of magic and a stylish twirl, you can let loose a veritable hurricane of punishment! Or, for the more teamwork conscious, you can blow your friends across gaps. Or bombs into foes, or foes off of ledges, so on and so forth. When you're this stylish, you'll fly past all sorts of obstacles without even needing to slow down.

200 cp - Hammerwear
Ah yes, a Mushroom - I mean, Hytopia Kingdom speciality, the Hammerwear! While wearing this giant turtle shell, the power and size of the Magic Hammer and other hammer-like objects are vastly increased, and, with a small amount of magical energy, can unleash a decently sized shockwave. Honestly, thanks to this outfit's intrinsic affinity for hammers, the amount of punishment you can put out with one is simply absurd.

300 cp - And All The Rest
What? With so many MANY varied outfits throughout the land of Hytopia, did you think I'd stop at offering you a mere eight of them? Nay, twould be extremely unstylish of me to limit you in that manner. And so I give you all the rest of them - this option serves as a general purchase, including such famous outfits as the Legendary Dress, the Linebeck Uniform, the Tri Suit, or even the Tingle Tights. I'm… Not sure why you would want the last of those, but I make the option available to you. For every purchase of this item, you receive an additional outfit - your first purchase is one outfit of your choice, your second is worth two, and so on and so forth.

Companions

50 cp / 300 cp - It's Dangerous To Go Alone… So Don't!
A classic line, given new life via a simple twist. Isn't it a wonderful sight? Still, history of the saying (and the fact it hasn't been said yet) aside, the meaning of it is simple - Companions! For a mere 50 cp, you may import a companion into the jump with 600 cp to spend on perks, items, and outfits. They may not however, purchase any companions or take drawbacks. You may purchase up to eight of these imports, though at that point I will give you a slight discount - you need only pay 300 cp to import all eight.

50 cp - The Heroes Three
The battles of Hytopia are, partially by design and partially by simple chance, not the sort of thing that one person can hope to win on their lonesome. Even the portals that the Witch Hunting Brigade uses to navigate the Drablands require three people to activate. To that end, I encourage you to not travel by yourself. Take some companions with you. Worthy foes, lovely maidens, or brothers in arms - for a mere 50 cp, you may take one person from Hytopia with you as a companion. All you need do is gain their agreement to come with you, and I shall even endeavor to have you meet under ideal circumstances.

Drawbacks

+0cp - A Link Between Kingdoms
…You know, I just realized. The Link with the green hair… and dressed in green… It's actually the Link who saved Lorule a couple years back! Man, that's a great disguise. Anyways, if you've been to Link Between Worlds previously, then your deeds and adventures in the land of Hyrule will be remembered, and relatively well at that. It's not often you get the chance to come back here before a hundred years have passed. Of course, being remembered and remembered well could be a good thing or a bad one… I'll leave deciding that up to you.

+100 cp - Does This Place Even Have A France?
You have what is quite possibly the worst accent I have ever had the displeasure of hearing. Not that you have a real accent mind you, but that you seem to switch between a number of them and pepper your speech with words from a number of languages as well in an attempt to sound classy. I'll tell you now, you do not sound like you have 'le class', no matter how much French you garble out at me in an attempt to defend your horrid voice. I'd suggest doing a Link, just smile and wave, maybe let out a hyah every now and again.

+100 cp - Buy Everything In The Catalog
This isn't a very complicated drawback, most of it is exactly what it says on the tin. The instant you set foot in Madame Couture's shop, you'll be struck by the burning need to own… basically one of everything, somewhere between 'everything she's ever made' and 'everything she's willing to sell you'. And no, not entering the shop will not save you from this. I suggest you either do a lot of adventuring to earn the rupees for all this, some of the things she sells are very, VERY expensive. Oh, and this also applies to the materials needed to make those outfits, like Star Fragments and Antique Coins. Honestly, you're just a collector in general.

+100 cp - What Is A Hero?
Unlike the rest of Hytopia, you don't believe that heroes can be found through such simple means as taking a quick look at how they style their hair. In fact, you don't particularly believe in heroes at all, something that has given birth to a very mild level of depression in your everyday life. People can give you hope for brief bursts of time, perhaps by giving you a report that the new recruit performed superbly in a Drablands Expedition, but at the end of the day even a single failure on their part will see you sliding back in the humdrums. If they fuck up really badly you might even refuse to help a faker like them out any longer, but that's likely to be few and far between.

+200 cp - You Make Me Sick
Much like poor Princess Styla, you suffer from a truly pitiable illness. You are outright allergic to all things unfashionable. Being near someone drab gives you the sniffles. Touching something icky makes you break out in hives. Having to interact with someone willing to wear something like THAT in PUBLIC will probably give you a pounding headache just from the sound of their voice, let alone any other issues. The good news is, these things tend to clear up fairly quickly, inside of a day at worst. The bad news? Much like Lady Maud, you have a fashion sense that is… questionable, and likely consider some of the most popular designs in Hytopia to be utter trash.

+200 cp - Who Puts The Prizes In Chests?
A question for the ages, who puts the various materials inside the chests that the Drablands are littered with? A spirit? The Goddess Hylia? A five armed monkey? You? Yeah, it's you. You're the one who has to fill these things up. Well, not the ones in the drablands at least, just the ones in town. The coliseum, the daily riches, and the street merchants, any and all material rewards that occur outside of the Drablands will be coming out of your pocket. I hope you have enough materials to cover that, the fees for not meeting your contracts get silly pretty fast. On the plus side, you've got maps to more hidden and dangerous parts of the drablands where the rarer materials show up - you could have a lot of fun with that, even if you're losing 90% of it afterwards.

+200 cp - A Curse Of Unfashionableness
If you have learned anything about combat here in Hytopia by now, you'll know that quite a bit of their army's personal power is tied up in what they're wearing. Outfits to make the spin attack stronger, more than a few to boost their equipment, ones to quite literally be healthier… And then there's you. You've been afflicted by the same curse that Princess Styla suffers from, and are now stuck wearing that absolutely horrid set of cursed tights. Now, the good news is that they do make you slightly more agile and sneaky. The bad, you now take double damage from everything and are completely incapable of removing said tights. No, not even the method that would eventually save Styla will work on you, you're stuck with them for all ten years of the jump.

+300 cp - What A Bad Hero You Are
The Hytopian Witch Hunting Brigade keeps a record of all it's members, how often they go into the Drablands, and how successful they are on those ventures. They also keep a list of who is willing to work with whom, and thanks to a streak of accidents that you ended up taking the blame for, no one, literally no one, is willing to work with you. Not only will you need to get permission to use Doppels if you want to get anything done, but you'll find that shopkeepers will turn you away nine times out of ten, and it'll be once in a blue moon that Madame Couture will be willing to let you into her store, let alone actually purchase something. Even if you aren't actually a member of the brigade, you'll see yourself spurned or turned away at almost every opportunity. A consistent and nigh perfect streak of successful missions or other suitably heroic acts will take the edge off of this, but even a single mistake will see it all crashing back down.

+300 cp - One Less Than Before
Do you by any chance know the legend of the Four Sword? It was a weapon from ancient times, forged shortly after Skyloft began it's slow descent back to the earth, one that split it's wielders in four. Some time ago, it was corrupted by Ganon, and fell into the possession of a Dark Link. It's been purified, mostly, but as of right now, a small portion of the sword's power has taken up residence inside an abandoned Doppel. And let me tell you, that spirit is hilariously upset about being 'left out' of the current set of adventures. Tri Force? More like dumb farce, at least in its eyes. Expect this purple interloper to interfere with just about any plan you set into motion, and to abuse the fact that it looks a hell of a lot like you to ruin your good name on a regular basis. If you actually manage to corner it? Well, it'll put up one hell of a fight, but ultimately it's just one shadow.

The End

Stay Here
Move On
Go Home

Special - go directly to The Legend Of Zelda 1 Gauntlet, or The Legend of Zelda 1+2

Notes
Q - Chicah clan? I will hurt you for that pun.
A - I regret nothing.

Q - And All The Rest is 300, so it discounts to 150, right? Does it keep being discounted or only once?
A - Yes, and only once.

Q - What on earth is A Heroes Armor Is Heroic based on?
A - The Bear Minimum armor and how it is upgraded via the Hero Points system.

Q - What's up with all the references to magical power in the Gear Section
A - All of the items in TFH run on mana. I'm trying to work that in and give you a minor buff with it.

Q - So basically it's the game not giving a shit about ammo - what if I've actually got some?
A - Then the outfit will enhance the item and you don't pay any magic.

Q - If I don't manage to Buy Everything In The Catalog, do I fail the jump?
A - No. You just have the urge to own all the things. It's a personality flaw, not a challenge.