

By Digger 1.0 JC64 edition

Before life began, before the world had form, three golden goddesses descended upon the chaotic land of Hyrule. They were Din, the goddess of power, Nayru, the goddess of wisdom and Farore, the goddess of courage.

Din, with her strong flaming arms, cultivated the land to create the earth. Nayru poured her wisdom onto the earth to give the spirit of law to the world. Farore's rich soul created all life forms who would uphold the law.

These three great goddesses returned to the heavens, leaving behind the sacred Triforce. Since then, the Triforce has become the basis for Hyrule's providence. Where the Triforce stood became sacred land.

In the vast, deep forest of Hyrule, the Great Deku Tree served as the Guardian Spirit. The children of the forest, the Kokiri, lived with the Great Deku Tree. Each Kokiri had his or her own guardian fairy, except one. His name was Link.

Early one morning, Link was having a nightmare. It was the same nightmare he had every night. During a storm, Link would find himself standing in front of a mysterious castle castle. A rider on horseback, carrying a girl, would race by.

The girl would look at Link as if to say something. Then another rider would appear. This big man clad in black would look down menacingly at Link. Link would then awaken.

"Link! Hey, get up, the Great Deku Tree wants to see you!"

As Link opened his eyes, he saw a fairy floating in front of him. This fairy's name was Navi. Navi was sent to summon Link to the Great Deku Tree - and to be Link's companion. At his side, he learnt of a curse afflicting the Great Deku Tree, and was tasked with the quest to save the wise spirit that overlooked all Kokiri.

With valor and spirit, the young Link entered the Great Deku Tree and broke the curse. There was joy, but Link had learned that his quest was only to prove himself - the Great Deku Tree was to die. With this in mind, He told the young lad the cause of his ills...and of future disaster if nothing was done.

"A wicked man of the desert cast this dreadful curse on me. Employing his vile sorcerous energies, the evil one is searching for the Sacred Realm connected to Hyrule. For it is there that one will find the divine relic, the Triforce, that contains the essence of the gods. Whoever holds the Triforce can make their wishes come true. Thou must never allow the desert man to lay his hands on the sacred Triforce. Thou must never suffer that man to enter the Sacred Realm of legend. Link, go now to Hyrule castle. There, ye will surely meet the princess of destiny. Present this stone to the princess. I have foreseen that she will understand everything."

Before dying, the Deku Tree's last words were, *"The future depends upon thee, Link. Thou art courageous."*

Thus begins a story that will echo in the history of Hyrule, as this adventure's outcome will shake the very flow of time. A story of an evil king, a beautiful princess - and a brave young man who will take up the mantle of the Hero of Time.

All the while, he will adventure through the heights of Death Mountain, the depths of Hyrule's dark past beneath the earth, and even through time itself to save the land. You will share in this journey with him - take heed, if he isn't stopped, the king of thieves Ganondorf will seize the Triforce of Power and make this land a dark and dangerous one...to assist you in your survival and perhaps even triumph, take

+1000 CP

You may choose one **BLESSING** of the Triforce to take as your defining trait and one **PATH** to walk. You may freely choose any of the following races: **Hylian, Sheikah, Zora, Kokiri, Goron and Gerudo.**

Hylians - These folk most resemble those you know as ordinary humans, save for their elfin tapered ears. They are the most prolific race in Hyrule and make up the majority of its peoples - with potential for great good and great evil. Hylians get the Path of Light 200 perk for free, and may freely chose any path as they are a flexible species.

Sheikah - The Sheikah are an ancient clan of ninja-like warriors sworn to protect the Royal Family of Hyrule, even after death; as such they came to be known as "the Shadows of the Hylians". They were skilled in magical and combative art. The Sheikah are seen as a dying breed - normally, Impa would be considered the last known member. If you enter as a Sheikah you will most likely be in contact with her and with the Royal Family in some way - if you don't find a way to hide in the shadows even from them. Sheikah get the Path of Shadow's 200 CP perk for free, and due to their meager numbers and lack of living culture may freely adopt any PAth.

Zora - An amphibious race capable of living on the land and in the water (though preferring the water as they dehydrate very easily), the Zora are the undisputed lords of the waves due to how comfortable and powerful they are whilst immersed in water. They have much the same potential Hylians have and have a close relationship with the kingdom of Hyrule. The Zora may only take the Path of Water, Light, and Shadow, but in exchange receive the 200 perk from Water for free.

Kokiri - The Fairy Children, as they are called, are a diminutive, child-like and secretive race native to Kokiri Forest and the Lost Woods. Each Kokiri is accompanied by a guardian fairy that functions as a friend, parent and teacher - These fairies also help the Kokiri to stay in contact with one another and find their way in the Lost Woods. They are said to have been hylian children transformed by the Lost Woods' power, though the truth is unknown. Kokiri may take the "Fairy Follower" companion for free, but only take the paths of Light, Shadow and Forest.

Goron -The Gorons are a humanoid, rock-eating race that dwell in the mountains. Despite their hulking appearance their unquestionable might (enough to heft large boulders and fling them) and their tough bodies built to survive high temperatures, Gorons are a relatively peaceful species.

Their attitudes match their build - they get by on guts and grit. Gorons may only take the paths of Light, Shadow and Fire - but take the 200 CP perk for Fire free.

Gerudo - A tall and dark skinned race known for their inherent athleticism, talent with martial arts, and a history for banditry, the Gerudo are all save for Ganondorf female, and changing your gender to female is free for those. A second male Gerudo within a generation is almost unheard of, and you will be in contention with Ganondorf for the throne of the Gerudo...almost assuredly a Prince unless you overcome him quickly. Gerudo may only choose from the paths of Light, Shadow and Spirit - but take the 200 CP perk of Spirit for free.

100 CP perks are free to their associated Blessing and Path, and all other perks of the same blessing or path are discounted by half their cost.

THE BLESSINGS

You are not a mere bit player in the history of Hyrule - when you arrive in the wake of the Deku Tree's passing, you will do so as someone capable of changing the tides of time in your own certain way. The walks of life that one could take in Hyrule are kaleidoscopic - it has many small stories and unique peoples as well as the potential for new heroes and villains to arise in the diorama of fate taking place in its green lands. As such, you may choose to have a history or not here - and what's more, instead of your abilities being tied to your path of light...you may choose the favor of a Goddess. These favors will guide your path, though be wary - they will lead you into a destiny you may not necessarily be ready for. Each one has their strengths and their follies.

Courage: The blessing of Farore - Courage will put you on a path of glory and many heroes have had some of the elements of Courage within them. However, it would not be courage without fear...the path of those blessed with Courage is a dangerous one, and heroes are venerated as much for standing tall when faced with an inevitable defeat as they are for overcoming impossible odds.

Wisdom: The blessing of Naryu - Wisdom will give you the path of insight and discovery, allowing you to learn the depths of Hyrule's nature. However, Wisdom is coveted and feared - something to be seized for yourself or destroyed if it would be wielded against you. As someone blessed with it, you would share in being treated so roughly.

Power: The blessing of Din - Power will lend to rulership and conquest, without power order cannot be kept...but those with power who make their own wicked desires into law are worse than the ravages of chaos. Power can turn one into a tyrant, and when that happens all it takes is someone who values freedom and justice over their own life to topple your throne...and you with it.

THE BLESSING OF COURAGE

Gold and Glory(100): A hero's journey is laid with praises and treasure, if they put their efforts into it - you now have a nose for buried valuables and shiny objects usually hidden away from prying eyes, as well as a very good instinct for when people need errands run and tasks completed (and approximately how rewarding it'd be to follow through). It's all well and good to be hailed as a hero - but a bag of rupees is as fine as any well wishes, isn't it?

On Dangerous Ground(100): You wouldn't expect it, but adventuring takes a lot of finesse with moving around more than sword swinging. Between a slow blade hand and two left feet, the latter is far more likely to get you killed before the former ever could. With this, maneuvering in hazardous places like temples or harsh environments is much easier, and you're now acrobatic enough to do things like backflips or walk tightropes if need be - and take big leaps of faith when the time comes...

Rough and Ready(200): Like many heroic types, you've got a hard head. And everything else, really. Your skeleton's very durable - while you might take a sword better than an ordinary man (not by much, mind), more important than that is that you can keep yourself moving even after rough and powerful hits - even if you were sent flying into a wall by a hefty swing you could dust yourself off and go back for more with nary a broken bone. Wounds that leave you unable to fight or move are rare, and even scarcer are permanent ones.

Striking Hero(ine)(200): Perhaps it's a noble soul, or those wonderful eyes...You're very attractive and can make anyone you'd like swoon - even haughty princesses would be left wanting to be your wife within the hour, especially if you did something dashing like sweep them off their feet in a daring rescue. What's more, you give the impression of being a good potential spouse - fathers and mothers would be proud for their children to bring you home and will readily give their blessing for marriage. Moreso than power, destiny appears to be a greater allure than any other...

Jack of All Trades(400): Master of none - but far better than a master of one. You're a fair hand at almost any mundane skill you care to try -be it swordsmanship, horseback riding, archery, fishing, free climbing, and much more. If it's a skill or trade a native of Hyrule would be likely to learn, then it's within your grasp.
While an expert or master in any of those things could outdo you, the sheer breadth of your natural talent is without equal. As a side effect to this, you can easily pick up and use any tool for its intended purpose and (mostly) without hurting yourself.

Adventurous Spirit(400): You're a natural born temple raider and seeker of fortune - your keen mind is able to find and decipher the patterns in both the layout of buildings and any security they might have - as well as where both treasure and traps would be hidden in these guarded places. Even complex mechanisms such as the workings of the Water Temple and the hazardous Shadow Temple would be a simple matter for you to plunder. When it comes to delving the depths, you're a true blue expert. Of course, these kinds of skills would also make you great at infiltrating castles and keeps with less monstrous denizens than the dungeons of Hyrule.

The Destiny of a Hero(600): Courage and Power are separate for a reason. Though Courage's holders are still mortal, by putting themselves on the line for the sake of others they often gain the title of hero. You have what it takes to enter legend - your bold nature and its resultant fortune allow you to overcome even the slimmest of odds - things that would be impossible for the less valiant. Because of this, you can often find the path to your goals - though they're never easy paths to walk or safe ones, they'll lead the way. Your confidence and selflessness also means that your soul shines with an odd light, something that speaks on an invisible level to those around you that you are a noble soul - The most exceptional side effect of this being that magical creatures such as the fairies of Hyrule like your presence and the blessing of deities(especially those benevolent) will fall on your shoulders more likely than anyone else's. The mantle of hero is a dangerous one to assume - but one that will never fail to reward you.

The Duel of Fate(600): While you may not be a powerful destroyer who could kill the armies of Hyrule...you have the determination and fighting spirit to defeat those who could. When facing a single opponent, your focus becomes razor sharp, as well as the precision of your strikes. While your raw force doesn't become greater necessarily, what does happen is that you could quite easily "read" the intent of your foes and escape their attacks - or learn how to interrupt them from attacking if that's not possible. Beyond that, using this focus to spot and exploit vulnerabilities in your opponents no matter how seemingly unconquerable is within your grasp. Even if those

moments of weakness are fleeting, you can find a way to use them - if you can survive to do so.

THE BLESSING OF WISDOM

He's Got Evil Eyes(100): The wicked hide their schemes under fake smiles and benevolent hand-wringing, but you can see the truth. The lies and pretenses of those around you won't help anymore - your intuition into their "morality", be it selfish or truly benign, is stronger than the lies of men. Only magic could hide their intents.

Jumper's Song(100): It's said that the royal family was bequeathed a certain lullaby that only those who truly are favored by them could play...A similar gift has been extended to you. There is now a unique musical motif that carries your essence with it, when played by those who you allow to learn it - people will recognize that it's "yours" and whoever plays it (with your blessing) will be able to prove they are your chosen.

The Hidden Princess(200): It is the job of heroes and villains to raise their flags and bellow their titles. The wise, whose job is to arm the heroes (or provide counsel to villains) should stay out of sight, where they can do the most good and keep their knowledge out of their enemy's hands. This is no different for you - taking on a new name and staying to the shadows is within your abilities, allowing you to avoid the grasping hands of fools and ambitious men alike.

The Legends of Hyrule(200): The land of Hyrule has its esoteric lore - mystical phenomena, ancient history, and hidden palaces. You now hold this knowledge in your mind, of all those things - though the details may be somewhat blurred by the fog of ages. What's more, a similar knowledge of myth and mystery will always follow you from world to world.

The Hero's Tools(400): The tools by which legends are made don't come from thin air - The Megaton Hammer had to have been forged once upon a time, and the potions that the hero uses to continue the fight were brewed by a crone at one point. It is the place of the wise to arm the strong and worthy - a place that you are well suited for. You've acquired a good sense for infusing magic and spells into objects or creating new objects with some knowhow of tinkering. Be it the water-breathing Zora tunic, the Hookshot or a potion to restore magic power, that which you make by your hands will surely be valued. While this alone doesn't give you knowledge of a trade, it does allow you to augment what you do know with enchantments and magic - even being able to create magical sweets if all you knew to do was bake bread.

A Sacred Soul(400): Born with inherent magic similarly to Zelda, you hold a heritage capable of using magic naturally without the need to call upon the powers of nature or the goddesses...though not quite on par with the Sorcerer King utilizing the Triforce of Power. With this noble lineage, you can perform a variety of magical phenomena such as ghost lights, phantom images, magical sounds and with training and time could even replicate weaker versions of the 3 Goddesses' spells(Naryu's Love, Farore's Wind and Din's Fire) without using magical energy. Finally, you are able to use this magic to weave power into notes and songs - such as those of the Bolero of Fire or the Nocturne of Darkness. Who knows what more you could do if you borrow the powers of the heavens and earth for your cause?

To Protect the Light(600): The Wise are needed to safeguard the power of the world - and the fruits of their own knowledge from the short sighted and greedy. You have mastered the ways of "protection", which manifests in a few ways. First, you now know a form of protective magic similar to Nayru's Love which can protect others from all harm- as long as they do not raise a hand to defend themselves or fight their attackers.
Similarly, you have learned how to create extremely powerful barriers and enchantments - so strong that once created you couldn't even remove them without risking your life with the amount of power needed to break them. These barriers can be given magical "locks" and "keys" to ensure that they are not infiltrated by some petty thieves with lockpicks - utilizing irreplaceable and mystical things such as a certain song or special magical stones - or both if the need arises. These very same barriers can be also shifted to instead sense the contents of one's heart - allowing only the truly noble or wicked to pass, and warding off all those who do not pass the test. There are some things in this world that must be guarded at all costs - and the heroes of courage only last so long. The walls raised by your hands could stand for thousands of years, in comparison.

To Cast Away the Dark(600): One of the biggest responsibilities of the Sage, the ultimate wise man, is to seal away that which is too dangerous for the world and restore the world after the evil is defeated. This tradition is strong with you - the arts of sealing/banishing away beings of great power such as gods, their power or powerful monsters are in your hands. With this, you could leverage magical energy to seal away even a powerful sorcerer like Future Ganon with the power derived from the goddesses. Beyond that, using similar power to break curses, purify the land of corruption and restoring it from a broken or rotten state is within your grasp. Of course, if you were doing this only a meadow at a time it'd be tiring, so with this comes

the capability to spread such blessings and enchantments across the width of even an entire country such as Hyrule.

THE BLESSING OF POWER

Where There's a Will(100): Everyone wants to rule the world, when it comes down to it...which often requires breaking quite a few eggs. Even those with smaller goals still have plans that require some blood spilled - but not everyone has the mental fortitude to sacrifice people for their own ambitions. You can gladly proclaim you have no such troubles. The kind of fortitude it takes to make your desires come true - it settles like a crown into your mind, and deep in your heart.

Those Blinded by Ambition(100): The ambitious are so useful...They often will turn against those who trust them to get ahead. It isn't difficult for you to nurture these feelings and turn envy or distaste into outright betrayal. Of course, fully putting your faith on people who would do this is as foolish as trusting a scorpion - so you've also learnt a few tricks to ensure their greediness doesn't burn you in the process.

I Owe It All To You(200): Your mind is now a great deal more manipulative and pragmatic. Power comes in many ways, after all, and making your enemies spend their strength for your goals is the greatest power - to win without fighting. If you were careful, it'd be a cinch to make even your enemies who know your intents play into your hand - though without all the information, of course, miscalculations are possible...

The Power of Trust(200): The mighty dragon is not to be feared as much as the snake in the grass...the former can be confronted and slain but the latter is often only seen right before it strikes. The nature of the snake is your own to claim - you can hide your intentions beneath a diplomatic guise, an exemplary one that will put you as an honored guest at even the King's table with good reason.

Forsaken Fortress(400): While you understand the need to protect certain things from interlopers similarly to the arts of the wise, you rely on more...pragmatic means of doing so. You have an eye for constructing elaborate, dangerous and trap filled dungeons with esoteric and unclear security measures - the less intelligent would regard them as puzzles and riddles, if they had to describe them. While you could do this normally, you can also speed up the process or even bypass mundane bricklaying altogether via magic.The larger and more elaborate you make these dungeons, the

more time and energy-consuming it is for you - however it'll often be much faster than if you were to do so by hand.

King of Evil(400): The frustration point with lording over people who would bow to power alone is that they are often craven, If they sense weakness or softness, they'll do some fool thing and try to bid for their own power. Only lesser tyrants would allow this to happen, and you are not lesser tyrant. Fear alone enables you to rule efficiently- without fear of your underlings acting against you... A virtuous ruler may be feared the same way an avenging angel would if you don't wish to be known as a pure tyrant, but either way, your subordinates do not betray or work against you unless you personally and intentionally wrong them. Sometimes, it's good to be king.

Power of Darkness(600): While the Triforce of Power may be difficult to reach without the proper channels, you'd be a prime candidate for it's inheritance with your vicious, fiery desire - and in the meantime you have some other ways of approaching the Sorcerer King's strength at his peak.
By harnessing the life energy and light of the the land around you, you can gain greater physical and magical might, allowing you to perform destructive magical attacks and float upon your own power - this draining process turning the land into darkened wasteland fit only for the dead and the dying. Though if you wish to spare the land this destruction, you could take this suffering upon yourself - forcing yourself to suffer the inner pain and darkness of the people in order to claim this strength. This is more merciful and seen as noble - but if you lose your composure in the face of this agony yo could cause even more damage in your panicked throes.
You could easily replicate Ganondorf's prime strength in combat by taking this to its limit and as part of this set of abilities, you can tap into this strength without restraint for the final burst of power -transforming into a monstrous titan capable of sending even Hyrule Castle crashing down. Power comes from being willing to sacrifice, be it yourself or others...wield it as you wish.

We Are Legion(600): Personal power is great, but to have the hordes at your side is surely to be admired. You have an eye for picking out minions, and what's more you can easily make your own either by using your magic to revive the dead(either as undead or fully formed, depending on how much energy you expend) as mindless and evil minions, using a similar amount of energy to seize control of existing creatures, or summoning from the depths of darkness beasts of shadow and evil. They are often simply brutes with the occasional one capable of skill and low cunning, you would personally have to attend to creating a powerful "Boss" that is miles more intelligent and a bit stronger than the average minion you acquire with these dread powers. You

could even expand his power to spread across the breadth of a country, plaguing the land(save for places protected by divine or benevolent magic) with beasts and monsters - all of whom serve your will.

The Paths

The paths are general "tempers", often connected with those of Hyrule's various cultures. They are associated with the following races, and all of their specialties and attitude.

Fire: The Gorons
Water: The Zora
Forest: The Kokiri
Spirit: The Gerudo
Light: The Hylians
Shadow: The Sheikah

THE PATH OF FIRE

Explosives Expert(100): An expert handler of the Goron's special crop, you know how best to leverage bombs to achieve your goals. You could expertly toss one just where it needs to be at the right time.

Heart Heat(200, Free Goron): Your body is made for the greatest of heat - you could stand in the caldera of Death Mountain with no fear of harm, the superheated air holding no issue for you...though immersing yourself in molten rock is still not a wise decision, even like this.

The Big Forge(400): Fire and metal go together well - and you know how to combine the two to create amazingly tempered steel. With your mastery at blacksmithing, crafting weapons with the power and size of the Giant's Knife and the Biggoron Sword with the proper tools is well within your grasp. What's more, weapons created by you seem to have an odd tendency to be used by those who would best be able to use them.

THE PATH OF WATER

Through the Waters(100): The flow of the waters of both the Zora Domain and Lake Hylia are your home - you could swim with the majesty and control of the Zora if you

wanted, even being able to maneuver and dodge if need be. You could even match the fastest of the merpeople in a race!

The Blue Depths(200, Free Zora): Either by a blessing from the Zora or a series of experiments with mystical potions, you are no longer in danger of drowning - you can spend hours underwater without needing to take a gulp of air...useful, especially if you expect to spend a long time in Lake Hylia.

Tending to the Gods(400): Of all the races, only Zora's patron deity still remains within reach of this world - Jabu Jabu, their protective beast. This is due to one talent they often aren't noted for...they know how to please and care for the spiritual. Similarly to the Zora, you have a great skill in tending to the needs of spiritual beings, able to understand when a small god or an elemental being is in danger or what would best please it.

THE PATH OF FOREST

Sticks and Stones(100): Steel is useful, but it's surprising what can be done with stones and wood - slingshots, deku sticks, and even boomerangs are all not to be taken lightly, not to mention how handy a deku nut can be in a pinch. Your know-how of how to best take advantage of naturally grown materials and their properties is greatly enhanced, from here on out.

Not So Lost(200): The Kokiri forest is rightly given a wide berth - the winding trees and cospes of the forest are dense and difficult to navigate, even the native kokiri can find themselves lost in the deepest parts of the Lost Forest...though that isn't something for you to worry about, you can navigate the untouched wilds with great ease.

The Great Forest(400): The plantlife of the Kokiri forest is something to behold - from the industrious plant people known as the deku scrubs to the vicious power of the deku baba, as well as the useful properties of both the wood and nuts of the forest's trees...Wouldn't being able to grow such things be a great boon? With the wisdom of the Great Deku Tree now passed down to you growing and nurturing plants such as that which grows in the Kokiri Forest only requires a bit of magical energy from within imbued in a few seeds and perhaps a song played over the planting of said seeds - after that, it only takes water and sunlight like any other plant.

THE PATH OF SPIRIT

Dance through the Desert(100): The Gerudo Desert is a harsh place, without mercy for those who live within it or pass through. It's little wonder that they envied the Hylians and their green land so - but they survived, and so will you. You could make a living even within the most inhospitable of sandy wastelands, being able to find or gather what little water there is and cultivate some kind of way to get through another harsh day.

Thief of the Dunes(200, Free Gerudo): Of course, not everyone is content to live out their lives as near skeletons in a dry land. Between dying honestly and living as outlaws, the Gerudo chose life, and you've joined their ranks as a band of brigands. The skills necessary to be a bandit - intimidation, brutality, and making a getaway...you're quite talented at all these, being able to get away with daylight robbery if you so chose.

The Noble Burglar(400): While criminality is part of how the Gerudo make their living, there is still an honor among thieves...and while this isn't appreciated by all, you can act with these morals in mind - your dedication to being a noble thief giving you the knowledge and intuition on how to perform crimes and criminal acts while still appearing or even being well intentioned...minimizing the innocent bystanders harmed in the process. What's more, beyond this you have a greater sense of justice. You can tell right away what's wrong and what's right, even in murky situations.

THE PATH OF LIGHT

Allow Me to Explain(100): While there are few people who would say they enjoy being lectured to, for you...they'll make an exception. You have a vivid way of explaining all kinds of matters, and your exposition is rather enrapturing.

Life in the Sun(200, Free Hylian): You are an honest member of the society of Hyrule - you may choose one skill that would seem appropriate for a member of the kingdom, such as the trade skills granted by "Jack of all Trades." You are a bright prodigy or wizened journeyman in that field, far beyond what a mere Jack of your trade could accomplish - if you aren't a master already, you're well on your way.

Heart Filled With Light(400): The light is strong within you, very strong indeed..While it does nothing against those who are just, this skill with light magic allows you to restrain and stun the wicked, with great effectiveness on those born of shadow or the

living dead - being completely frozen by such a momentous light. If you were to truly harnessing the light of your soul, you could even bless weapons and arrows to carry the potential of the Arrows of Light, though reaching the level of the Master Sword's ability to cut through darkness would take quite a bit of sagely knowledge to accomplish.

THE PATH OF SHADOW

No Stranger to Death(100): The Sheikah were rumored to be the secret enforcers of the throne, and what's more were always seen as those who watched the night - imagine the nerves of steel to face things that many only had seen writhing in Kakariko's well, or sealed within the Shadow Temple? To have that fearlessness is admirable, and something you now hold within - the terrors of hyrule will not stun or send you into helplessness anymore.

Sheikah Arts(200, Free Sheikah): The combat arts of the Sheikah were not like that of the Hylian knights - their style revolved around speed, stealth, and acrobatic skill that made them difficult to pin down...their use of esoteric tools to distract their enemy. While paired well with strength, these arts alone could be used to fight against the hordes of evil. Your training in these arts makes you at least as capable as Sheik, the warrior who fought Ganondorf's rule from the shadows.

Confronting the Specter(400): The Specter of death looms heavily in the history of Hyrule - the ghosts of its past are both figurative and very real, resulting in the influx of both the skeletal Stal and the remnant spirits known as Poes...to say nothing of whatever dark creatures lurk in the dungeons where it was whispered the enemies of the crown were granted a fate worse than death. As horrible as these truths are, you are chosen to inherit them, giving you great knowledge of the weaknesses and strengths of the deathly, terrifying phenomena of Hyrule such as the Poes and Stalfos as well as how they were created.

While that alone would be very useful, as the undead are a chief part of Ganon's forces, you also have learnt some techniques to see that this phenomena can be replicated and observed in other worlds...though why you would do that is left to your own discretion.

GEAR

This gathering of treasures great and small is too varied to be specified to any one path or blessing, as such you will be allowed to pick and choose what you'd like - you may take 4 100 CP items for free, take 4 200 CP items at a discount, 2 400 CP items at a discount, and finally choose two 600 CP items to take at a discount. For items such as weapons, shields, the steed and boots, you may freely import any existing items that fit those categories.

Fairy Slingshot(100): A favorite weapon of the young and an excellent holdout, you get a bullet bag of 50 deku seeds with this slingshot. It does a lot more damage than you'd think, though the seeds don't hold up well against armor.

Deku Nuts(100): This is a bag of 10 Deku Nuts, which have the special property of acting as a natural "flashbang" when they burst against a surface - just remember to cover your eyes! Most creatures get stunned by this, though there are a few that are tough enough to handle the light and noise.

Magic Beans(100): These beans don't seem very special, besides being multicolored and when eaten rather sweet and chewy like candy. When planted and fully grown, however, they sprout into hefty flying platforms! The leafy platforms don't reach very far, and have to return to the plant after reaching a certain distance, but they're VERY fast. You could go across most of the lost forest in less than minute at the speeds the platforms could reach.

Bottle Set(100): A set of 4 clear glass bottles, they're rather strong and can survive getting struck against the ground with intent to break - and can hold both fairies and magical fire within safely!

Fairy Ocarina(100): A simple Ocarina, this musical instrument is popular to play in Hyrule...this one has the unique property of being rather easy to play - even rank amateurs in music could find that as long as they remember a few notes, the rest of the song will come naturally.

Happy Masks(100): The Happy Mask salesman appears to have cut the middleman and let you collect all the masks - every mask he sells has been offered to you, great for fun games...including the ever popular Keaton Mask!

Lon Lon Milk(100): A delicious drink, this milk is hearty and kept warm within its bottle...it's enough to soothe pains and even mend minor wounds, and even in the middle of a hard day's work it could give a boost of energy to keep you going. This bottle will refill every night.

Pocket Cucco(100): This tiny fowl can comfortably fit in most pockets as a constant companion, and what's more it's both a happy little creature that can crow whenever you want it to - loud enough to wake the dead, even!

Kokiri Sword(100): A very short sword - alternatively, a very long knife. This blade may be an actual Kokiri Sword if you're one of the fairy children, otherwise it may just be called that for it's size. Despite that, it's still a fine method of self defense - you may have to get close to do the damage, but it still hurts as much as any other blade.

Deku Shield(100): A thick slab of wood, this shield is made from some of the most durable wood that can be found in Hyrule. It will stand up just well to the attacks of most wild beasts and undead claws in hyrule as well as the bullet seeds of the Deku. It is wood, though, with all that implies -chiefly a weakness to fire and lack of real effect against the heavier of weapons.

Hookshot(200): A spearhead connected to a spring loaded chain, the hookshot has a strong enough burst of propelling power that anything on the other end is sure to have the spear buried into it, and a strong enough pulling force to allow you to either drag yourself towards whatever you hit or drag it towards yourself.

Fairy Bow(200): This reliable bow comes with a quiver of 50 arrows - perfectly balanced and easy to use, you'll find yourself quickly hitting bullseyes and taking down the more evasive foes you'll find in Hyrule. As a bonus, this comes with both Fire and Ice arrows already prepared - requiring a bit of magical energy to create more within the quiver, but well worth the price.

Zora Scale(200): The shining scale of a Zora, this strange artifact allows you to survive deep water pressures as well as ignore water currents while you swim -even allowing you to swim up a waterfall!

Hylian Shield(200): A shield more typical of Hyrule's martial citizens, it's a sturdy shield that can stand up to some of the most vicious blows you'll experience - the only thing that could reliably get around or through it would be magic.

Special Boots(200): A pair of iron boots and hover boots, the former allows you to weigh yourself down while the latter gives you a few moments of airtime after walking off sheer faces and otherwise cushions falls...though not by much.

Large Wallet(200): A large wallet, for the rich and those who want to look rich! This wallet converts any money placed into it into rupees, the accepted currency of Hyrule and all those that trade with it. It can carry a few hundred comfortably as well.

Agony Stone(200): The Stone of Agony is the companion relic to the Lens of Truth, created by the Sheikah as a way to seek out the hidden corners of hyrule and what they hold. While the Lens allows its owner to see what normal eyes can not, the Stone lets its owner feel a powerful trembling when something strange is near. It vibrates whenever it passes near hidden treasure or a secret grotto - useful for treasure hunters.

Bomb Bag(200): A bag of 50 bombs, these bombs will allow you to destroy soft or cracked walls in order to access hidden places, and the bombs themselves are damaging enough to be able to heavily damage foes - if you're clever, you can use their timed nature to set off distant switches that can't be reached by arrows.

Boomerang(200): If you throw it, it comes back! The Boomerang can stun or defeat unarmored enemies, and what's more it can easily snag small loose items like rupees or bombs and return them to you in a way that's difficult for the Hookshot to - after all, the hookshot starts its latching process by jabbing directly into the object.

Goron Bracelet(200): A bracelet said to be forged by the heart's heat of a Goron, it lets even the young and weak lift hefty weights - and gives those who've already grown a great store of endurance, allowing you to push and pull for hours without tiring out.

Mighty Steed(400): The lands of hyrule are wide - a powerful steed with the endurance, speed and majesty of the legendary Epona is now your loyal companion, ready to ride at the sound of your whistle. If this steed were to die, it will return when you whistle for it once more.

Mirror Shield(400); This shield's polished surface can reflect both light and energy - the former could easily be used to blind enemies and manipulate the reflection for certain puzzles while the latter is ideal in overcoming the magical energies of mystic

enemies. However, it should be noted that it doesn't do as well against solid projectiles - it does well against its chosen enemies, who are dangerous. Just pack a spare shield.

Bombchus(400): A mouse shaped bomb, Bombchus are a type of mobile explosive that travel along the ground (and can even crawl along certain walls and ceilings) until they either detonate or collide with an object or enemy. They can be used to deliver explosive power to areas that regular Bomb cannot reach and even have a bit of a heat-seeking nature, adjusting their motion to collide with enemies in their sights!

Lens of Truth(400): A Sheikah Artifact that allows one to see the invisible and spiritual, it can also be used as a sort of "X ray vision" in addition to seeing past mystical deception.

Megaton Hammer(400): A hammer once wielded by a powerful Goron warrior, its heft makes it less agile than a sword but more than capable of bringing to bear a mighty force - capable of caving in strong armor and shaking the earth with each smash!

Farore's Wind(400): A spell handed down by the goddess, this power allows you to create "warp" points in nearby safe places, allowing you to return to points you've already passed in case of emergency.

Din's Fire(400): A spell handed down by the goddess, this power allows you to manifest a dome of massive fire around you and creates an 'explosion' of flame - it requires a bit of your energy, but it can be an amazing way to create breathing room if you're surrounded by foes.

Naryu's Love(400): A spell handed down by the goddess, this power allows you to surround yourself in a diamond shaped barrier. While you aren't able to attack or cast spells in this state, you can rest assured as there are almost no attacks in this world that can harm you while Naryu's Love is active.

Biggoron Sword(600): A mighty blade forged by a master Goron craftsman, it can bring to bear greater raw power than even the Master Sword - though it lacks the powerful holy blessing the legendary weapon has. This power also comes with size - you'd be hard pressed to find a larger blade, and wielding it to its full potential requires both hands in many cases.

Sanctuary(600): There are things that need to be protected - and places where you must retreat in the event your enemies are surrounding you. This can take the form of

a themed sanctum similar to that of the Fire, Water or Forest temple or a steadfast keep such as Hyrule Castle if you so wish.
Either way, it will be difficult for all but the most intelligent and capable of people to infiltrate these places without dying - as you can determine they are patrolled by loyal minions in approximate effectiveness as Hyrule's castle guards with traps and security measures appropriate to how they manifest!

Great Fairy Fountain(600): This hidden underground cavern that will appear in every world from here on out is the home of the powerful magical beings, the Great Fairies - you have their loyalty now and while they may be able to grant you a few boons if you've shown yourself worthy they will always freely restore your stamina and heal you fully if you arrive here. The fountain's water is crisp and refreshing as well, and the Fairies beyond their magical assistance are very helpful, willing to address any need you have within their power - though they remain very much rooted to this secret place.

Home(600): A place to rest your head, and where you are among those you're loved -that's home. Not everyone can find one, but you're among the lucky ones who have. This can manifest as either a prosperous ranch, farm, or a bustling town populated or staffed by any of the races outlined earlier. For an extra +100(undiscounted) you can ensure the cooperation of two different races who have found some way to work and live in harmony! The former two estates will always be expansive and bring health to whatever is raised on them, while the latter will start at the size of Kakariko village after the exodus from Castle Town and have much room to grow from there on out. Those who immigrated to the village from the other parts of Hyrule or were born in the village will join you as followers as well!

The Ocarina of Time(600): A unique instrument, the Ocarina of Time is one of the vital keys to opening the Door of Time and accessing the Sacred Realm. For this reason alone it is quite a treasure of the Royal Family - but even beyond that, you'll find that magical music played upon this Ocarina is enhanced greatly, to the point of being able to turn day to night with a song usually meant to summon the light of the Sun for a brief moment.

The Master Sword(800, 600 for "Get Up, Link!", 400 if "The Hero of Time" is taken): The sword of evil's bane, this holy weapon is storied for its power and the heroism it asks of its wielders - only the truly worthy may normally be capable of wielding it. The Master Sword is unbreakable and untouched by the ravages of time, its edge keeping forever...and holds a power that rightly earned it its name.

The power to repel evil, a blessed light within the weapon that can pierce the defenses of any evil being it encounters as well as overcoming magical barriers - by drawing upon its light, a wielder could break through even the near impenetrable defenses of Ganondorf at his peak. This same light also repels any malicious magic that would hope to target its wielder - giving the Master Sword's holder a strong resistance against curses and forced transformations. The final gift of this power is that even normally unkillable enemies with evil in their heart could be "sealed" if they were defeated by this blade, essentially trapping them in a state where they can no longer harm anyone. This is the sword of the hero, Jumper. Take very good care of it.

COMPANIONS

Fairy Follower(100, 1 free for Kokiri and if you have taken The Hero of Time): A small fairy, the kind that usually follow the Kokiri, has become your new friend! This small creature isn't much physically, but she's a great source of counsel and what's more when she "targets" someone by circling around them you'll find it much easier to hone in and focus on them as a foe.

Destined Companion(200): Someone from this world has, through a special bond, become a trusted companion that will join you in your travels from here on out! You can choose a character who appeared in *The Ocarina of Time*, and if you are in good rapport with them at the end of your stay here and they survive till that point, they will join you as a companion with all that entails.

The Company of Friends(100): You have not come to this place alone, have you? You can purchase this multiple times, and each time import or create two companions who gains both a Blessing and a Path, and 600 points to spend on perks and items. They do not get the discount picks however.

DRAWBACKS

Return to the Past(+0): Normally it would be assumed that you follow the first path time has taken, the path where Ganondorf successfully infiltrates the Sacred Realm and reigns for 7 years while Link grows into the power of the Master Sword...known as the "Adult" timeline. Even after Link would normally be returned to his child life, you will remain in the aftermath of Ganon's reign. With this option, you choose to instead live in the path of time where Ganon is averted early - the child timeline. This may have other ramifications, so keep this in mind.

Link, Get Up!(+0, requires Blessing of Courage, Hylian Race, Return to the Past and Childish Games): You awaken in Kokiri Forest, in a much different form...Young, small, and among the fairy children. You have taken the place of Link! While many of your abilities may be weakened by a great deal, you still may have some advantages on your side. In either case, this may have a few effects. The "Fairy Follower" for example, will simply be Navi in this case. For the purposes of your time here, the time "skip" performed by the Master Sword will not count towards the time spent, though your time in the "future" will.

The Hero of Time(+200, requires "Link, Get Up!"): Well. This might be a bit more of a problem. You now are completely without your skills and powers from other worlds - and even your memories of your travels in other worlds are gone, with only the memories of your life before taking the journey. Perhaps you can take advantage of this to change the course of time, if nothing else? What's more, you are alone in this world save for any companions you have taken in this jump. Can you walk the path of the Hero of Time with all that he started out with, and come out on top?

Farore's Silence(+100): You do not walk tall or valiantly - you'll find yourself much easier to shake and scare, and truly putting yourself at risk will be very difficult. It's okay to be afraid, but history and myth are not kind to those who cower.

Land of Legends(+100): Have you not heard of the Unicorn Fountain? Or the elusive gold tunic? They even say that an artifact of great power lies within a desert pyramid... Myths like these and more are common in the lands of Hyrule, and while before you might've had some strong idea of what is real and what isn't, you'll find that the line of what is real and what isn't has shifted somewhat. While the broad strokes of Hyrule's nature remain the same, the details are changed - and what was once considered a legend may in fact be real.

Would You Like Me to Repeat That?(+100): How are these people still talking...oh no, here we go again! While this mercifully won't be an issue during critical moments such as battle or split second decisions, in general everyone you come across is much more rambling in their speech and will take about 20 words to say what could be said in 7. What's worse, you better listen good - if you don't pay careful attention and look engaged throughout their conversations they're going to assume you didn't hear them...and repeat the entire thing over again. It's enough to turn someone mute, really.

Childish Games(+200): While normally you may have begun your stay here as a hearty and hale adult, now you are reduced to a weaker, slower child body where your control over your abilities and your own skills is fuzzier - if you have them at all, many of them not activating until you come of age. A once mighty fireball may be a burst of flame and master craftsmanship at a task may simply regress to being a prodigious novice. You will grow naturally back over the course of time into your full potential again, at the 7 year mark returning to normal, but are vulnerable in the meantime.

Din's Ashes(+200): You've spurned violence for a while - perhaps as a protest of the war that destroyed so much of Hyrule's peace of mind - but for whatever reason, you now hate using force to solve problems. You've become an out and out pacifist, and will only ever lift a hand to defend yourself or others if it's the last resort. While you may use magic and similar powers to restrain or seal others, you will find that in general it is also difficult to hold true anger or desire to harm in your heart -extending peace and forgiveness even to those who would only turn on you for it.

A Golden Opportunity(+300): Your greed for more has extended the Curse of the Skulltala house to you, now. While you aren't transformed into one of the spidery beasts, the curse is more dire - if you cannot find every Golden Skulltala in the land of Hyrule by the end of your stay here, your journey will end here. What's worse, the Skulltulas will react to knowing you are cursed and begin moving from the places where you know they are in Hyrule originally - forcing you to truly commit yourself to the search.

Naryu's Scorn(+300): A lack of Courage makes heroism difficult. A lack of Power can make one easily overcome. But a Lack of Wisdom? The consequences of this could echo even throughout time...from here on out, *y*ou're a fool, even if you're bright - your priorities are in the wrong place even if they're otherwise well intentioned and you're very short sighted. All your intelligence will enable you is to make even more dire mistakes. Through ill thought out actions, you could hand your enemies the keys to your defeat with this level of foolishness. While one could truly be strong enough to be a fool, do you really wish to test your ability to survive mistakes - and the suffering it could bring to others?

The Second Unification War(+400): Hyrule's troubles are not solely at the feet of the King of Thieves. It struggled with civil war and conflict with its neighbors for some time, and while the aftermath of Ganon's reign in the Adult timeline or the prevention

of his intrusion into the Sacred Realm in the Child timeline may have given the grounds for an era of peace…
it is an elusive thing that this world has not known for very long. The perceived weakness of the Royal Family and of Hyrule in the wake of Ganon's ascent will stir those who disagreed with it, such as the outcome of the Unification War over intervening in the Zora/Goron conflicts...and the Gerudo problem of course. While Ganondorf's conquest was painful, a country and its neighbors torn apart in war after such a thing will be more destructive - the bones of the dead still lie in Hyrule Fields even now, and they will be joined by more due to this conflict. Even in the Child timeline of "Return to the Past" this will happen, manifesting as criticism from the Zora and Gorons on the Royal Family of Hyrule for being so ready to execute Ganon for a crime not committed and blame the Gerudo - and similar sentiments within the kingdom. No matter how it plays out, the kingdom of Hyrule will be covered in total war - and in this state it will be even more dangerous to live within its borders than under Ganondorf's heel.

ENDING OPTIONS

Go Home: You wish to return home? Very well. You will take all that you have purchased so far and return to your original world.

Stay Here: Have you truly felt at home in Hyrule? Then take this small gift of +1000 CP and enjoy your stay in this legendary land. Perhaps further adventures will await you here…

Move on: You take everything you've purchased here and move on, continuing your journey into new worlds.

NOTES

- "Land of Legends" essentially makes it so that various schoolyard myths like dummied out contents and what have you are closer to the truth - and specifics of where things like golden skulltalas, hidden chests, and even whole new routes in the world are shifted around so that it's very different from the game proper.