

The Legend of Zelda - A Link To The Past
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The Story Thus Far

Approximately six hundred years ago, the Thief-King of the Gerudo, Ganondorf, broke into the Sacred Realm, transforming it into the Dark Realm. As he rampaged through it, the promise of power drew in a number of lesser evils, all thinking they could steal the light of the Triforce before him. They would become his army. But before the transformation from Ganondorf to Ganon, from Sacred to Dark, from rabble to army, could be completed, seven sages of great power and wisdom created a seal to lock he and his away. An order of Hylian knights assisted them in this task, most of them falling as they sought to defend the realm from the first wave of monsters already crawling out of the Dark Realm. But hold the line they did, and so time was bought for the seal to be made, and the troubled times were brought to an end, if only for far too short a time.

Ten years ago, a sorcerer known as Agahnim began to slowly make a name for himself. Wandering the lands and doing good deeds, slaying monsters, and even becoming close friends with a pair of knights descended from that ancient order. I think you'll find that such a claim of ancestry is something important in this world. But Agahnim's heart was dark, and a black desire lurked in his eyes. He cut his 'friends' down, and began to destroy the children of the Knights and of the Sages.

Today, Agahnim killed the King of Hyrule, finally and fully replacing his already eroded authority. The remaining soldiers are not themselves, taken over by dark magics, possessed by demons, or flat out slain and replaced with animated armor. Six maidens, the descendants of the Sages, are gone, and the seventh, Princess Zelda, awaits her 'execution' in the castle's dungeon. She cries out for someone, anyone, to save her. Two people will hear her.

Are you a third? Or are you the reason she cries? Or something else entirely? To help you decide, and to survive the next ten years, have these. It's dangerous to go alone after all.

+1000 cp

Age / Gender

Your age is 2d8 + 10, and your gender is the same as last jump. You can choose both for 50 cp.

Discount Rules

100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.

Origins

Drop In

While this world is paradoxically both young and old, the story it tells is somewhat set in stone. Certain events happening again and again, with minor variations. The hero saves the princess from the villain, but not before he runs rampant for a time. As someone from outside the world, you have a unique ability to upturn this cycle of events - or enforce it.

Drop In's may start anywhere in the Dark World or in the Light World.

Knight

Or Knight in training to be more precise, given that Agahnim has long since killed the actual Knights. Or perhaps not even that, and you are merely the descendant of one? Regardless, you will be taking up arms in short order. There's something strange going on, and you just had the oddest dream.

Knights may start anywhere in the Light World - Kakariko Village is recommended

Thief

It all boils down to greed, does it not? Ganon's desire for power, the folly of those who either followed or planned to steal from him, or even that of a simple group of bandits. All of them seem to have pledged their hearts in exchange for power. Will you be making such a deal?

Thieves may start anywhere in the Dark World or in Castle Hyrule - Thieves Town is recommended.

Sage

The Knights may have been the first and last line of defense, but it was the seven sages of old who actually won the Sealing War. And it seems that you are the child or grandchild of one of those sages. Be very careful with this origin, the younger maidens are already captured, and the elder sages are dead or in hiding.

Sages may start anywhere in the Light World - the Eastern Palace or Sanctuary is recommended.

Perks

Drop In

100 cp - Goodness Equals Beauty

Regardless of whether it's true or not, it's long been understood that the Princess and her Hero are beautiful and handsome, respectively, while the villain is an ugly monster. It would seem that you have the ability to enforce that particular rule as fact. When you are kind and loving, you beauty grows. Conversely, when you are a thief or a killer you slowly become monstrous. Perhaps not 'monstrous' as the case may be, but perhaps imposing or intimidating. Or slimy if you're that kind of person. You can imagine how this works I take it? But I did say that you could enforce the rule, not just enjoy it yourself. This effect will also hold true for those around you.

100 cp - The Man With Evil Eyes

Agahnim was supposedly a mortal man who became a great sorcerer by making a bargain with Ganon. Except for the times he's literally Ganon himself. But, regardless. The man wore a very heavy, very concealing robe at practically all times. How exactly did no one but Zelda think this was odd? Well, whatever, let's trust the clearly suspicious man who showed up out of nowhere with immense magical power. With that in mind, you are now extremely competent at calling people out on their bullshit. Sure Agahnim can say he's a good guy, but where's the proof. Oh, so the king wants to declare him a descendant of the Sages, but where's the proof. So on and so forth. Keep in mind they don't actually have to answer the question… but if they don't, it will linger in the minds of others until they can't afford to anymore.

200 cp - You'll Never Be My King

Agahnim eventually used his position as 'reincarnation of a Sage' and therefore the court mage to infect said court and brainwash the army. The king he flat out killed. And few, if any, seemed to notice. But not you! And more importantly, not anyone you point it out to. By presenting irrefutable proof of wrongdoing, corruption, incompetency, or something along those lines, you can convince the masses to rise up and dispose of their new kingslaying king. Or at least, you can try. You know, since a bunch of commoners with pitchforks and torches aren't much of a threat to Agahnim. But at least you can force them to acknowledge that something is wrong, and to take action to try and fix it.

200 cp - The True History

The story of the Light and Dark Worlds, of the seven Maidens, and of Link the apple farmer, is not exactly set in stone. After all, it's been retold no less than four times, and a technical fifth which drastically changes the details of the sealing war. It would be perfectly understandable for someone to get it wrong. With that said, you have an unnerving tendency to find the truth of which one - if any - are right. It's almost as if you can smell which parts of the story are lies. So the old man told you one version, big whoop. If you go searching for it, you'll find the other four as well, and from there you can begin to determine the truth of the matter. Oddly enough, not even going back in time and actively screwing with the 'truth' will prevent you from forgetting the truth once you've found it. Given enough time, you could write an unabridged history of Hyrule, accounting for the various time shenanigans, timeline splits and merges, as well as the times history flat out repeated itself.

400 cp - Good Old Fashioned Fisticuffs
During one of the four tales, Link actually had assistance as he went through the trial to acquire the Master Sword. A boy named Rasuka, and oddly enough he was some form of martial artist. As they fought their way through the Desert Palace, the two of them had a competition to see who could slay the most monsters. Link killed eighteen, while Rasuka only killed fifteen. For comparison, their third member, the captain of the royal guard, only managed eleven. For a kid fighting with only his fists, that's remarkably powerful. You're now his equal, able to quite literally smash through most lesser monsters and even a few bosses with nothing but power and skill - no weapon required. Just imagine, fighting on par with the legendary hero and his sacred blade with nothing but your hands, feet, and will.

400 cp - Four Endings, One Story
Ishinomori, Himekawa, and Cagiva. Three of the four tales about this world, all variations on the original. In the true tale, the ending is ambiguous. In the second, Link is forced to abandon Hyrule and Zelda. In the third, he never leaves Zelda's side. In the fourth, he leaves on a journey to train, and nothing is known past that. As you can see, each story plays out differently even if it runs on similar logic. That logic is something you can now reach out and touch. The aspects of the story told again and again, the rules taken for granted, what if they suddenly stopped being true? What if the hero didn't win? After all, that's how we got here in the first place. Or perhaps to enforce them? Both of those are something you can do. Altering the Genre and to a lesser extent the 'tropes' a setting runs on is now within your grasp.

600 cp - The Man Behind The Man
Let it be known that Agahnim is one hundred percent Ganon's man. How exactly is unknown, but the fact remains - Agahnim was empowered by Ganon, and seeks to free him. Ganon in turn… Well, that's a story for another day, but there is something behind him. And as it turns out, you have the unique ability to not only strike your foe down, but also the one empowering them. Obviously striking at them from such a distance is less than fully effective, but you *can* lash out at them. The more damage you deal, the more the both of them will take. If you manage to kill your foe… well, you won't kill them but you might just permanently weaken them. And the next time they come around and try to break into the world, they won't be as strong, or have the same amount of power to gift to whoever the new 'demon king' of the week is.

600 cp - No Gods Only Man
While Ganon may not be a god, nor the one who empowered him to begin with, the fact remains that 'demons' and other monsters have long threatened Hyrule. And they have been dependant upon the Goddess and her chosen Hero to defend them. Sometimes 'Sages' arise, but they are often blessed by some great spirit. In the end, wouldn't we be better off without any of this nonsense? Without magic? You certainly seem to think so. While you may not have anything in particular against magic in general, the instant that magic becomes, divine, holy, unholy, demonic, or anything else comparable to heaven and hell, then that magic begins to flicker out and die. Ten times weaker, a hundred, a thousand. By the time they're close enough to bring the blade to your throat, their divine blessing is gone and all they have a sharp stick.

Knight

100 cp - It All Falls To You

Agahnim has been systematically killing off or imprisoning anyone with a tangible connection to those who defeated Ganon the last time he threatened Hyrule. By the time Link draws the Master Sword, he will be the last descendant of the Knights of Hyrule left alive, bar one other. The Sages children fared better, but not by much given that they are 'only' crippled instead of erased. That's an awful lot of pressure placed on the shoulders of a mere apple farmer, and a child at that. But it seems that you handle that kind of stress admirably admirably, the immense pressure of your duty turning your will into diamond instead of dust. You don't stop to think of the consequences of failure, because they only make you fight harder.

100 cp - The Woes Of A Pink Rabbit

In a lovely inversion to Link's normal position of a whirlwind of death and holy smiting, his 'spirit animal' in the Dark World is that of a rabbit. A herbivore, probably a sign of his longing for peaceful days. That said, it's also awfully inconvenient given that a rabbit cannot hold a sword, and the Dark World is Ganon's turf. But rabbits are fast creatures, and now so are you. Being skilled at running away probably isn't something to be proud of, but when you're utterly defenseless it's not like you have a choice. Or maybe you don't feel like killing the brainwashed guards hunting you down since it's not actually their fault? On top of that, carrying large objects does not slow you down - you could carry a fish almost as large as you are, or a treasure chest and run just as fast.

200 cp - Trust Your Instincts

While Zelda's psychic prayer for help may have reached out to Link, it wasn't exactly a strong link in the beginning, their minds barely connected. And yet, with the simplest instructions and only a single hint on how to reach her, he managed to do it before the night was over. Similarly, you can reach your goals and destinations with nothing but a direction and your new sixth sense for navigation. So what if the way forward isn't clear, with a little luck, trial and error, and some divine favor that Link is somewhat famous for you'll be on your way in no time at all. Heck, you may just be able to go without a direction sometimes if you put your mind to it.

200 cp - The Truth Comes Out

So, funny story. After rescuing the princess, Agahnim had a bounty placed on Link's head for kidnapping her. And even funnier story, half the population of Hyrule immediately thought to themselves "there's no way he would do that", and proceeded to completely ignore that bounty. Whenever someone places a false accusation against you, it becomes a weak and feeble thing as your kind nature makes them doubt the validity of those claims. Accurate claims you have no defense against, but thankfully the more they fudge the truth the more this kicks in. Also, to give you a sword to go with the shield, people tend to believe you when you say something crazy yet true, like the court wizard killed the king.

400 cp - Pure of Heart
In truth, link actually has two ‘spirit animals’ in the Dark World, the aforementioned rabbit and a wolf. It depends on which version of the story you’re being told you see. Regardless, in the version where Link was a wolf, he wasn’t nearly as affected by the miasma. Turns out being a kind and loving dude who’s major concern is saving the pretty lady because it’s the right thing to do doesn’t leave much room for corruption to latch onto. It’s not a perfect defense as Roam and Ghanti could tell you, but it’s more than anyone else has. By remaining clear minded and staying away from negative emotions - greed, for example - you can become immune to mind altering and transformative magics. Even when you fail to be wholly pure, you’re still extraordinarily resistant. Roam actually turned this to his advantage, turning into a birdman and gaining the power of flight at times. Just be careful not to ‘cheat’ like that too often lest you invite the miasma in to stay.

400 cp - Many Hands Make Light Work
Link may have been in a desperate rush ninety percent of the time, but he still paused to help those around him, something Roam scolded him for. That said, the thanks of the common folk was inevitably something helpful and important later. For example, after reuniting a dwarven blacksmith with his brother who had been trapped in the Dark World, the two of them actually managed to upgrade the Master Sword, making it twice as strong. While not every John and Jane will be able to offer you something so impressive, the things your receive in return for your kindness will always be useful at least once or twice in the near future. Something as major as an equipment upgrade you’ll only be able to find a handful of times per jump.

600 cp - Born for Glory
This Era is one that places a heavy emphasis on legacy. The descendants of the Sages and Knights are everything, praising those they believe to exemplify their ancestors skills, and without them Hyrule would have been defenseless. While it really ought to not work this way, you can now inherit nonstandard things from your parents, grandparents, and even great-grandparents. Being the descendant of a Knight would offer you extreme growth in battle, defeating amatuer swordsmen after only a few hours of seemingly random swinging, or learning a family technique merely from hearing it described. And those are ordinary skills, you could ‘inherit’ a position at court despite being unqualified, or even the allegiance of a sentient blade that supposedly only served them. Keep in mind, this will not allow you to surpass them - becoming a legend in your own right will take far more effort.

600 cp - Wish for Peace
After Ganon’s defeat, the completed Triforce presented itself to Link and Zelda. A single wish, brought into being by the goddesses who created the world. Link wished for peace. For those who Ganon wronged to be righted, his crimes answered, a good deed to be done for every bad Agahnim had done. In one version of the story, this brought back everyone Agahnim and Ganon had killed, including Link’s Uncle. While you may not have the Triforce in this world let alone in future worlds, this wish will follow you. When you defeat a villain, some of the damage they did will be repaired. A punk straightened out might clean up some litter, a thief caught might return the stolen goods, and a murderer slain would bring his victims back. The more villainous the foe, the more is brought back, though I’m afraid it will never break even - you’ll be lucky to get half the wrongs they caused righted. Still, how appropriate for the Hero to wish for a happily ever after.

Thief

100 cp - You Missed One

Once Agahnim was accepted into the King's court, he set out on two very simple tasks. First, find the descendants or reincarnations of the seven sages, and throw them into the Dark World. Second, kill the descendants of the knights who served the sages. He came very close to succeeding in the first, and eventually did. The second task… well, he missed a few. Somewhere between two and four, depending on how you count. Regardless, you now have an instinctive feeling for whether you actually accomplished your goal or not, be it killing or just stealing all of the things from somewhere or someone. Sit down for a nice meal to celebrate completing your task? That sinking feeling in your gut says you missed one.

100 cp - Robbed Blind

With a thief origin, did you think you would go without the skills of one? Ganon may have long since abandoned such things for magical power, but even he had them in his youth. Much like the horde of 'adventurers' lured into the Dark World, you have a set of skills appropriate to the task of theft. From walking quietly and fighting with a knife, to picking locks and talking down hostages. Sleight of hand, cheating at card games, even skill at setting up ambushes and more are now yours to commands. You'd fit right in at the Village of Outcasts.

200 cp - Not So Ultimate Power

Ganon may be trapped in the hell he himself created from the ruins of heaven, but honestly? He's never been happier to be more powerful, better armed, and with more minions than ever before. The new atmosphere of the Dark World has transformative properties, turning even the weakest of men into monstrous pig beasts, or some other kind of were-creature. Or perhaps the more sly and sneaky might become a fox? You now have the ability to turn into an animal of your choosing, as well as a combat form halfway between man and beast that affords you a few advantages. Greater strength, speed, endurance, perhaps senses if your animal were famed for that. The Dark World will likely lock you into the form of a manbeast for now, but this way you get to keep the power when you leave.

200 cp - Fake Descendant

When Agahnim began to do his good deeds, he was eventually hailed as the reincarnation of one of the sages. Surely a wizard of such power, and of such kindness, could only be born from a kind yet powerful family line? What a foolish thought, though one you can take advantage of. You're now in possession of the gall and spite to prey on the inherent kindness of Hylians. Disguise yourself as just a man and do some good deeds and surely you'll be rewarded. Take it a step further and apologize even as you imply you need more and they'll eat it right up. Regardless of if evil pays for their crimes in the long run, it certainly pays more than proper heroism. Or you could wait a while and ask for even more later. Or simply take, once they've run out of things to give.

400 cp - Hearts And Minds
Darkness calls to the weak of mind and heart, to the greedy and the shallow. The lure of power, wealth and reward, reaching far and wide. How else do you think Ganon forged his army? And yet, not all of them willingly serve him. Agahnim also did something to the palace guards at Castle Hyrule to ensure they would not care enough to save Zelda - to assist him, even. You've mastered the art of forcibly invoking dark energy inside a person, turning even honest and kind men into a lazy and easy to trick fools. It helps if you can justify yourself, the great and powerful wizard who saved hyrule a dozen times is only trying to help, and the king needed to die to do it. But with enough power, even that can fall to the wayside. Be careful though, some hearts are just too pure to stain with darkness.

400 cp - The Great Wizard
Darkness aside, Agahnim was still a wizard of no small might. Fireballs and bolts of lightning seem to be his favorite tricks, and the both of them are now something you can command. But more important than those is what seems to be his speciality, barriers. Or more accurately, the breaking of barriers. Beyond those simple yet deadly magical attacks now in your possession, all of your magics now carry a secondary effect. When confronted with a barrier, a small part of your magic will slip through. A fireball might be reduced to a mild burn instead of instant obliteration, but no barrier will actually stop your attack.

600 cp - Blessing of Darkness
The wizard Agahnim was a great wielder of magic, make no mistake, but I think you'll find that not all his power and talent actually belonged to himself. You see, he had fallen prey to the same greed that drew in fools by the dozen to the Dark World. Yet, with the seal intact he was unable to reach it. How lucky then, that something reached out to him instead. Ganon offered him power without limit, and spells long forgotten in exchange for a simple task - break the seal and freeing him. Thus, this perk is twofold. First, you can sacrifice small parts of yourself to give to another, empowering them from mortal to monstrous. They will find themselves enhanced for every iota of power you strip away from yourself - until you decide to revoke that blessing. Secondly? If you should be the one being blessed, and lose that blessing, you'll find that not all of your ill gotten power will leave you. Most of it, yes, but not all.

600 cp - The Shadow Of The Enemy
The story of Agahnim was told four times. In one, he was a mortal wizard. In the second and fourth, his story was never elaborated on. And in the third, he was an extension of Ganon, a fragment of power given life and given purpose. Not unlike the Phantom Ganon's from another era, though admittedly far more powerful. Regardless, you may now cut away portions of yourself, a bit of raw physical might, a few years of studying magic, an afternoon or two of swordplay, and turn them into a person. They are ultimately you and as such can neither harm nor betray you, but are also NOT you, and as such can bypass defenses that would normally keep you out. Like a magical seal across an entire dimension, for example. Modifying them from far away is difficult, but not impossible, if you need to give them a bit more later. Like some dark magic after they've been declared holy or some rot like that.

Sage

100 cp - Someone, Hear Me

On the night before her scheduled 'execution', Princess Zelda sat down and prayed. A desperate call out into the aether for someone to hear her, for someone to come and save her. Luckily for her, the Sages both old and new seem to have latent psychic powers, because someone actually heard her. While you have no actual training in their use, you too now have those same latent powers. Some time studying under the Sages of old ought to fix that, but in the meantime… Well, you do know one trick. Zelda's prayer, a call for assistance when you are absolutely defenseless, out of options, and utterly alone. The closer to death you get, the more effective this call becomes. If you are living the high life, hale and hearty, it will fizzle out in mere feet. But if you, like Zelda, are about to die? It would rip past any barriers meant to keep it in until it found someone to come and save you.

100 cp - A Black Desire

Not so much a psychic power as it is a dash of common sense, you're now quite skilled at reading people. Not in the sense that you can read their poker face, though you also have a level of skill at that. Instead, this is more aimed at trustworthiness - are they lying to you? Do they speak softly even as jealousy rages inside them? Are they wearing heavy robes that conceal everything but their eyes, and refuse to take them off? Are their eyes evil? If even one of those is true, then this person probably isn't someone you should trust. ...But, at the same time, as much as you can see the darkness in a person, you can also see the light. That apple farmer, he burns so brightly doesn't he?

200 cp - Blockade Bloodline

According to one of the four tales, the seven Maidens to whom the seal on the Dark World is anchored possess a unique defensive measure. When threatened, they can turn into a small crystal about the size of an apple. While in this form they become stupidly resistant to functionally everything, the transformative miasma of the Dark World, Agahnim's mind magics, attempts to drain their magic, or even to simply kill them. In exchange, they have absolutely no offensive capabilities in this form. They can cast no magic, can't talk, or even move under their own power - thought they can float in place. Exiting this form is a slow task, and is extremely draining. Alternately, someone else with a touch of holy light could free you in an instant - another Sage or Maiden, or perhaps the wielder of the Master Sword.

200 cp - Kind Words Heal Hearts

While an artifact to resist the Dark Worlds corruptive aura does exist, it's entirely possible to resist it through sheer willpower and purity of heart. Link, Roam, and Ghanti managed it just fine, though admittedly Link more so than the other two, and even he almost fell to it. Thankfully, Zelda was there to assist him and to calm his rage, thus allowing him to break free of it's grasp. Much like her, your very presence is calming, bringing hope and the promise of peace. This works best when you are calm and confident, obviously. And of course if you were to open your mouth to reassure those nearby that all will be well… There's no reason for them to disbelieve you.

400 cp - Seven Sages Seal
While Zelda has always been, and will always be the strongest sage and the wisest old woman, the fact remains that she is rarely enough. Hence the necessity of the other six sages - or maidens, in this era. I suppose that if you tilt your head and squint, the real magic here is friendship. That of Zelda and the Hero, or that of the seven sages. Beyond simply being skilled at barriers and seals, your magic now has the secondary effect that makes it stronger when working in concert with others. And not merely in the sense of 'seven people cast this spell, so it's seven times stronger'. So long as you share a strong - and hopefully positive - emotional bond with your fellow caster, you would end up with a spell up to forty nine times stronger instead of just seven times stronger. Let's see Ganon break through that on his own.

400 cp - Ancient Bloodline
As strong as they are, the seals meant to lock Ganon away do have a weakness. Those who cast them. Or their children, as the case may be. You have the somewhat odd power of shoving your magical debts onto your children. A seal that lasts as long as you live can be transferred to your granddaughter, and she can transfer it to her child, so on and so forth. This does have the effect of vastly increasing the magical reserves and potential of any child you have, if only so that they can handle the threats this will inevitably draw towards them and that they might one day replace you as a sage. You don't even have to teach them anything and they'd still manage to learn at least the basics - what might they do with an actual teacher?

600 cp - A Shining Silver Prayer
You're taking my comment about friendship to a whole new level, aren't you? You're capable of modifying, repairing, or flat out creating holy weapons out of nothing but the power of friendship. The more pure of heart your allies are, and the more earnestly they want the weapon not for themselves, but for the safety of others, the easier this will become. At one end of the spectrum, and entire nation praying for the hero to succeed could be channeled into just the weapon he needs to save them. On the other hand, the heroes own remorse over being unable to find it - and thus unprepared to save them - could serve the same purpose. This likely isn't something you will ever be able to pull out on a whim, given that it all but literally runs on the power of friendship. Perhaps a temporary powerup might be possible from only your own pure hearted wish?

600 cp - Voice Of The Gods
According to the sage Sahasrahla, this is the true purpose for the Hylians pointed ears, that they might hear the voice of the gods in their time of need. Sadly, not all Hylians can do so. Thankfully, there are enough. The descendants of the seven sages who sealed Ganon all seem to have some form of psychic powers - enough to talk to Link from halfway across Hyrule at the bare minimum, a skill you now share with them. If you so wished, you could forge a bond between you and another that would never fade, allowing the two of you to speak and feel each others emotions no matter the distance. But that power is only a derivative of its true nature. With this, nature spirits, minor gods, wise old men who may be sages but aren't one of the seven sages, and all sorts of beings will conspire to add you to their circle of gossip. A dark power rises in the east, this year's harvest will be a poor one, the Hero recently slayed a monster in the far north… Some might mistake you for being able to use your psychic powers to see the future.

General

50 cp - The Fruits of One's Labor

No matter how great the hero or how dark the villain, there always exists something in their past that led to their present. The Hero, Link, for example, was an apple farmer before he heard the princess's telepathic call and drew the Master Sword. A task he returned to in that version of the story. Much like him, you are now extremely skilled at the cultivation of one simple crop. Apples are the obvious choice, but something simpler like one of the grains or maybe a vegetable would also be a decent choice. You can take this as many times as you like.

100 cp - Bash Brothers

In each version of the story bar the original, Link does not fight alone. First Roam joins him, then Ghanti. In the fourth story, he is joined by Arjuna, the captain of the royal guard, and Rasuka, his childhood friend and martial artist. Amusingly enough, the first two only help him for brief periods of time, mostly rescuing him in the nick of time. Arjuna and Rasuka on the other hand… The three of them fight their way through half the dungeons of the Dark World and cut down half of his army all by their lonesome. Teamwork was the key to that battle, and it is now something you are fully capable of, creating openings for your allies to strike though even as you take advantage of the ones they cause.

200 cp - Village of Outcasts

The Village of Outcasts is the Dark World's counterpart to Kakariko Village. Being the Dark World, it's mostly composed of thieves, bandits, and other unsavory types, the ones drawn in by the promise of the Triforce's power. Amusingly enough, Ghanti, the Knights descendant who was raised by bandits, was utterly welcome on account of being a bandit herself. She eventually dragged Link here after he was wounded immediately after entering the Dark World. They say like calls to like, and apparently it rings doubly true for you. In a city full of thieves, you would have nothing to fear were you one yourself. On the other hand, if you were a Knight? You could walk right into the royal court and be respected.

300 cp - Spirit of the Sword

The fourth tale was the only one to not immediately surrender the Master Sword to Link's hands. Instead, the spirit of the previous hero was summoned to kick his ass and test his worthiness. By approaching a clearly superior opponent without fear, Link's ancestor deemed him worthy. Regardless of whether you will be wielding the Master Sword or something else entirely, your own weapon seems to have a similar ghost inside of it. In an emergency - or if you need an asskicking to get over some sort of test of character - the spirit of your distant ancestor can emerge with their own copy of your blade and either test your worthiness or flat out go back to back badasses with you. However, due to the nature of you dead ancestor being dead, they can only emerge a total of ten times per jump.

Items

All Origins receive a +200 cp stipend for items only.

Drop In

100 cp - The Legend Of Jumper

Well this is an interesting thing to have, especially given that it was never made. It's the game this jump is based on, A Link To The past. But there's something odd about it. Specifically, you're in it. Actually, you're in all of them - or at least, all of the Zelda jumps you've been to already. Simply put this new version of the game takes the basic plot, and then adapts it to include your own actions during the jump. A sort of 'What If', if you would. These games come on multiple systems, both the original old school NES to the more modern re releases on the 3DS, with those systems being included in this purchase. There's even an Amiibo of you - possibly multiple.

200 cp - Prototype Weapon

While this too may never have been made, it certainly was designed at the bare minimum - though by Ganon and Agahnim or by the Sages, I couldn't say. Nevertheless, this weapon acts as much more dangerous bow and arrow - specifically, it fires large spiked balls approximately the size of a cannonball, something you have a seemingly endless number of. And it fires them with enough force to do a great deal of damage to anything - or anyone - unlucky enough to get hit. Beyond that... if you happen to have access to bombs, this handheld cannon can be easily modified to fire them as well. I'm not supplying you with them though, you'll have to find them on your own.

400 cp - Magical Clock

This item is an era before it's time, designed here and now but never successfully built. What you have now it the framework of a clockwork watch, one with quite a few pieces missing. Oddly enough, it seems to keep perfect time, its gears spinning despite the lack of connections between them. Whenever you slay a foe or defeat an enemy, you'll find one of its many gears in their possession. Quite odd, but not unrealistic. Simply touch the missing pieces to it and it will repair itself, and after sixty such repairs it will be complete. At that point, if you slide the dial to 'XII', time in a short radius around you, about 50 feet, will freeze. Unfortunately, after sixty seconds time will resume and the watch will explode, its many cogs and gears mysteriously vanishing. If you wish to use it again, gather them up once more.

600 cp - Four Sword

Well now, where did you acquire this particular artifact? I've not seen it for ages, ever since Vaati… Sorry, old news. Moving on, this sword has a rather interesting ability. Or it would, if it hadn't been enshrined in the Dark World - specifically, in the Pyramid of Power, practically right underneath Ganon's feet. It used to split the user into four. Now it creates four shadow copies of whomever you strike with the blade. Simply draw blood and watch as they are ganged up on by themselves. The only person this doesn't work on is yourself - attempting that will create four 'Dark Links' instead. Beyond that, the sword can only be used once per day on a specific person, and only one person at a time.

Knight

100 cp - A Light in the Dark

This version of Link began his adventure with but one piece of equipment. A lamp. In short order he also acquired a sword and shield from his uncle, and those three items saw him safely through his daring rescue of the princess. You now have your own set of these three pieces of equipment. Nothing special on their own, but if you have even a smidgen of skill then they'll see you through thick and thin. If you wish, you can trade the three of these for a single weapon of your choice, such as a crossbow or a flai. You need not limit yourself to something link had or acquired. Lastly, I suppose I should point out that whatever you end up choosing is in fact an ancestral weapon, something passed down from your great grandparents, if not even beyond that.

200 cp - Tools of the Hero

But of course a Knight may find themselves in need of more than just a weapon. A magic rod, boots of speed, a pouch of magical powder, or an enchanted cape. Any number of items might be needed along the way. So, please go ahead and pick any two such items, weapons, or equipment you think you might need. Or, actually, don't. See, this defaults to the Magical Mirror and the Moon Pearl. However, on a second purchase of this, discounted if it wasn't and discounted again if it was, you may pick any of the items Link himself collected. That said, you may not buy any upgraded equipment, only the base level. Additionally, some items are sold separately and are not available via this option.

400 cp - Book of Mudora

An ancient tome written by the Sages of old. A collection of thoughts and trivia on all topics, from the creation of the barrier that holds back Ganon, to the Hero's own words about the true power of the Master Sword. Some parts of it are written in riddles, while others seem to be prophecy of one sort or another, and a section of the tome is nothing more than a collection of myths and legends. Also of note is that some of it is written in ancient Hylian, and serves as a decent form of translation for the language. Put it all together and you have what amounts to an instruction manual on how to be a proper Hero, some of it clear to see and some of it more mysterious. There's no need to wonder how to do something, your ancestor already figured it out and wrote it down for you! In later jumps, the book will generate additional content around your new culture and one legendary weapon of choice.

600 cp - Silver and Gold

A choice of just two this time, between a golden sword or some silver arrows. The arrows are simplistic, but extremely useful. They are custom built to bypass as many of Ganon's defensive enchantments as possible, resulting in a weapon that can bypass almost any magical barrier or defense. Even most physical defenses will fail to protect against these. As a small quirk, the arrows will shift themselves to fit into any ranged weapon, be they an ordinary bow or a more advanced crossbow. Secondly, the master Sword. This is quite possibly the most powerful version of the blade I know of, boasting two upgrades beyond its normal power, leaving it four times as powerful. Beyond that, it also has a somewhat unique ability to channel and drain negative emotions from you and turn them into an electrical attack. However, this version of the Master Sword has a slightly different backstory than most others. Iit will also shut down the power of the Triforce should you come into conflict with it. In future jumps, this also affects stolen powers from you or from a patron deity of yours. You may purchase this under the same rules as 'Tools of a Hero' for the other weapon

Thief

100 cp - Concealing Robes

While it's all well and good for a thief to be a thief, there comes a time in which in order to steal more effectively, a thief needs to not be a thief. In other words, a disguise. That's where these come in. These robes can come with one of two effects. First, they excel at disguising you, smoothing over monstrous appearances and even turning a horrible monster into an innocent looking young woman. Or, if you have no need for that, you can add a weak defensive enchantment to them, such as a smoothing over of your words, deeds, and generally shifty looks, or perhaps they'll electrocute anyone who tries to remove them without your permission.

200 cp - Animated Armor

Ganon is fond of working through proxies, a habit that has bled over into Agahnim. This item can come in two variations. The first is a swarm of enchanted armor that will move on their own, follow your orders, and hunt down irritating heroic wannabes. On their own they are only equal to a normal knight, but there are at least 100 of them. Or the second choice, you may choose to have a statue of Ganon - or yourself. While this statue will lack any magical capacity, being only a statue, being made of stone makes it far more sturdy than almost all of the lesser armors put together. Each choice comes with appropriate weapons, swords, shields, and spears for the 'knights', and an utterly massive trident for 'Ganon'.

400 cp - Thieves Town

While the Village of Outcasts may be populated solely by outlaws, it was ruled by a thief by the name of Blind. You have two choices here, having one big hideout or having a number of smaller hideouts. The first takes the form of a real base of operations, full of minions, monsters, conveyor belts trapped with spikes, and plenty of space to store stolen goods. The second option is more… Distributed. A small cave here, a basement there, a hollowed out tree somewhere else, so on and so forth, all of them holding only a few thieves and a backup supply of gear. Hell, you'd have hideouts in both the Light and Dark Worlds. Regardless of which one you choose, your new second in command is a young woman in an orange dress. She'll keep the thieves in line and make them turn a profit even if you aren't available to lead them. How she got their loyalty I have no idea, but they obey her fairly easily.

600 cp - Dark World

The 'real' Dark World doesn't fully exist, as it is in fact the Sacred Realm after being heavily corrupted by Ganon's influence. With that in mind, I'm afraid the name is somewhat misleading. That said, the cause for corruption of anyone who enters, the dark miasma given off by the damaged lands? That I can offer you. This… energy field has two primary effects. First, it draws in anyone who fits a certain theme. Ganondorf, king of thieves, drew in more thieves, bandits, outlaws… Even a simple map maker with a penchant for overcharging. You can of course change that theme if you wish. And once that was done, the aura of evil he gave off began to transform them into monsters, most of whom were loyal to him. It's by no means the army Ganon had near the end, but it is the means to make one. For the sake of simplicity, this comes with a simple glass jar full of dark mist. Opening it up turns this on in about a country wide area, and closing it turns it off again, albeit slowly.

Sage

100 cp - Secret Passage

With Agahnim more of less in control of the country - and more importantly, it's army - the Sages and the Maidens needed to get gone while the getting was good. Unfortunately, the Maidens completely failed to do so. Thankfully the Sages managed to disappear into the night, taking refuge inside various hideaways such as the Eastern Palace and a cave in the Desert of Mystery. Zelda, once Link had rescued her, escaped the Royal Castle not through the front door, but through a secret passage to Sanctuary. Once per jump you can now declare such a passageway to exist between wherever you happen to be and one property that you own of your choosing. Amusingly enough, this passageway is never any longer than perhaps an hours walk through a mix of catacombs, sewers, and other tunnels.

200 cp - Sanctuary

And this is where the passageway that Zelda told Link about led. A small church to the north of the Royal Castle, tended to by one of the Sages. More importantly, it had enough magical barriers that not even Agahnim's new army could break through. He had to sneak in through an undefended entrance in order to get in. You might want to be careful to close that behind you by the way. But I digress - when your castle is taken, your home in flames, and as your other safe haven's fall, the barriers on this place will grow ever stronger. When you have nowhere else to go, when all else fails, you can always come here to take sanctuary.

400 cp - Proving Grounds

The Eastern Palace, a simple place where all you need do is continue to advance. The Desert Palace, a dungeon where you will need to force your way through. And the Tower of Hera, where the boss of the dungeon is just as much a puzzle as the dungeon itself. These three tests, of courage, of power, and of wisdom, are now yours to do with as you please. Each one contains a minor relic or artifact inside of it, as well as a pendant that serves as the keys to a fourth. Beyond obtaining those equipment, these places only serve one purpose. The testing of a would be hero, which is why anyone who enters this place with your approval cannot die.

600 cp - Ancient Stone Monoliths

In the land of Hyrule, there stand two monoliths, carved with a language most no longer remember. If you could read it, then it would be a simple set of instructions to obtain a pair of magical medallions. There also exists a third one in the Dark World, hidden deep underwater and guarded by a Catfish. However, these monoliths are not what truly matters. Instead, it is the medallions they contain - Quake, Ether, and Bombos - that have been gifted unto you. More importantly however, is the fact that you can take these three monoliths and three medallions and change them. Three spells of your choosing, set to be granted only to those who meet your criteria. Perhaps you would replace the fire creating Bombos with a healing spell? Or the earth moving Quake with a magical shield? The only real drawback is that whoever wields the medallions will also be paying the cost of the spell, and might be incapable of doing just that.

General

50 cp - Map and Compass

Something like these should be a part of any adventurers kit, if only so that you know where you are. This map of Hyrule has a very minor enchantment woven over it to help you navigate. Specifically, the map always show a simple image of your face in estimation of a ‘You are here’ sign. Secondly, it will do the same thing for the locations of things you are currently seeking out. A sword floating over the Lost Woods, a pendant over the Desert Palace, so on and so forth. Of note is the fact that the map will update itself slightly - head to another country and suddenly the map is of that land. Simple but useful, no?

100 cp - Comfork

A rather oddly shaped tuning fork made out of crystal, and in roughly in the shape of a ‘C’ instead of the normal ‘U’. It was given to Link by one of the seven Maidens after rescuing her from the Dark World. Simply put, it’s a fork that communicates, hence the name. You now have a set of two such forks. To use them, simply ring them as though they were an actual tuning fork, and it’s counterpart will ring in response. Heck, they’ll even generate a minor illusion of the person holding the other one. Of note, the two forks will respond to each other regardless of any physical barrier - such as the walls between dimensions, the Light and Dark Worlds.

200 cp - Apple Orchard

When all was said and done, two versions of Link chose to leave the land of Hyrule in an attempt to protect the Triforce from any more would be thieves. The other two stayed with Princess Zelda, and of those two only one remained a knight. The other one went back to the life he had before hearing her voice in his head, that of an apple farmer. You now have a small plot of land containing a small home fit for two, and of course a decently sized orchard of apples. Said trees will grow into delicious fruits will the bare minimum of care, and if you take great pains to give them the best you can give, they will occasionally pop out an enchanted apple, capable of healing any injury short of death. If you took ‘The Fruit of One’s Labor’, you can change this from apples to whatever you chose previously.

300 cp - The Courts of Queen Venus

While the Hero is often aided by the Fae, it's not often that he interacts with the greater fairies. However, on this special occasion the queen of the fairies, Venus, has taken up residence in Hyrule. There are five aspects of her power that are on offer, of which you may choose three. Venus's own residence, the Pond of Happiness. Throw some money in, and she will increase your ability to carry bombs and arrows, or any other 'ammunition' you might have. Another greater fairy, residing in the Mysterious Pond. Throw in a piece of equipment and she will upgrade it for you, once per item and up to three times per jump. From the lesser fae, a set of caves with fairy fountains inside, who will offer to heal you should find them. From a lone fairy, the offer to travel with you and use what little healing magic she knows. Lastly, a single fountain containing a beehive. Catch one of them and the Golden Bee will fight alongside you for a time.

Companions

50 cp / 300 cp - Companion Import
The Hero often travels alone, though he will occasionally have a single companion at his side, often a fairy. You on the other hand do not need to do such a thing if you don't wish to. By all means, feel free to bring some companions of yours with you into the jump. For 50 cp each you may bring a companion, or for a slight discount you may bring eight companions for 300 cp. Each one gains 600 cp to spend on items and perks, though they cannot take Drawbacks or Companions, and they do not get the Item stipend.

100 cp - Canon Companion
Have you ever heard the saying 'strangers are just friends you haven't met yet'? Because while that does occasionally get you a rotten egg like Agahnim, it also gets you people like Link. Similarly, should you make a friend or acquire a lover during your time here, you can choose to take them with you for a simple 100 cp. It can be anyone in the Light or Dark Worlds, though I'm afraid that they do have to actually show up in the game (or have damn strong proof that they were there) in order to be valid for this option.

200 cp - Someone Who Doesn't Exist
Over the course of the four timelines that describe the tale of the Hero of Legend, there were three people who joined him on his quest. Roam and Ghanti, fellow descendants of Knights, and Rasuka, a childhood friend of his who stuck by his side and was unwilling to give up. These three people cannot exist in the same time and place - their existences are mutually exclusive. With a certain drawback, one of them might be able to be purchased via the above option. Should you not take it, or want more than one, you will need this one.

Drawbacks
Need more Power? Make things harder!

+0 cp - Another Story
By default, the story you would live through was the first and simplest of the four. However, should you wish it then I offer you the opportunity to live through one of the other three. There are ups and downs to such a choice - a sad ending saved many lives abroad, while a happier one may have left such plots unresolved. Either way, I leave the choice to you. As noted above, this has a minor effect on the companion option 'Someone Who Doesn't Exist'.

+0 cp - The Legend Continues
The hero of the ancient past, who fought against Ganondorf and eventually fell… Perhaps you walked the world during his lifetime? Perhaps you even fought alongside him? Normally such changes would have been washed away by the river of time, but with this some of your history may remain. While I'm afraid that the world very nature would prevent you from helping him win, I have no doubt it will remember you as a valiant knight who fought alongside him… or a monster who laid him low.

+0 cp - A Jumper Dressed In Green
Oh? Well, if you so desire then I see no reason to stop you. If you have taken the 'Knight' or 'Sage' Origins, then you have the option of being the hero himself, Link, or the seventh maiden, Zelda. I would be wary of such a choice however, as both would place a heavy burden on your shoulders. ...If you are brave enough for that, then if you wish to go even further, and have taken the 'Thief' Origin, you could place yourself into the shoes of Agahnim. Be very careful with your actions, Jumper, lest the former king of thieves decide you move too slowly - or too arrogantly.

+100 cp - Oh, Japan
I - I don't know quite how to respond to this. While the world itself is just as dangerous as before, it would seem that all activities, from simply walking down a road to a battle for the fate of the world, take place while dancing. You heard me right, dancing. You can't stop, they don't seem to notice, half of your battles are reenactments of thriller or somehow boil down to a dance off while desperately looking for a chance to stab them. Cinematically of course. Wouldn't want to break your choreography.

+100 cp - Weak To Light
Light is the antithesis of the dark. Dark cannot exist without light. Darkness came first and then there was light. There are any number of phrases or sayings to describe the relationship between the two, but rarely if ever do they get along. And it would seem that you are a being of darkness, for you now have issues with the light. Much like Blind, when in direct sunlight your powers seem to take a nosedive in effectiveness. Your body won't fail you, but I hope you're okay with having most of your magical powers fail you.

+100 cp - Lost and Aloof
And this would be what happens when you forsake a chance for love in order to answer the call of duty. I hope you weren't planning on wooing the fair princess after you rescue her, because she's not interested and you don't have time. Any attempt at romance on your part will cause events to conspire to separate the two of you, potentially up to a brand new apocalypse. You could intentionally friendzone yourself, but at that point something would happen to cause her opinion to sour or the two of you to drift apart. Basically, no romance.

+100 cp - Destined for Glory
How utterly arrogant of you, Jumper. Are you so sure of yourself that you'd forsake common sense in exchange for more power? "It's my birthright", you say, well then why not. If you haven't gathered, you're far more arrogant than before. No enough so that you'd completely forsake a friend of yours for being too weak, but teamwork no longer makes the dream work. As a Knight you'd be utterly convinced you were the Hero, despite all evidence to the contrary, or perhaps constantly rubbing it in if you actually were. As a Sage... well, you are the wise man, so clearly you know best and have no need for the opinion of lesser beings. You can imagine what a Thief might be like.

+200 cp - Wanted Men
Maybe you legitimately pissed off the King, or maybe it's Agahnim up to his dirty tricks. Either way, you're now wanted by the realm for a major crime - and unlike Link, a good reputation won't protect you from these weak minded fools. Heck, maybe you did actually do it? Expect to see pictures of your face in every major settlement, and for everyone in those settlements to scream for the guards the instant they see you. You might be able to clear your name on a person by person basis, but doing away with these accusations entirely is impossible.

+200 cp - Damn Retcons
I've said it before and I've said it again. There are four versions of this tale. If you count the not-entirely-compliant-with-the-backstory prequel, there might even be five or six. It only makes sense that even someone who knew all four would get things wrong. Like, crazy wrong. Agahnim might be a good guy, 'Blind' actually is one of the seven maidens after being seduced by Ganondorf and his stupid sexy Gerudo abs, Link is about to launch a hostile takeover of the kingdom to preemptively prevent any nonsense involving the POWER OF DARKNESS, or maybe Zelda ran away to become a pirate. Wait, that last one is at least partially true. In short, everything you know is wrong. Have fun with that.

+200 cp - Turn Into A Rabbit
Transforming? Other races? Don't be silly Jumper, you're a bog standard Hylian. Nothing special about you at all. On the other hand, you seem to have a unique reaction to the Dark World, turning into strange and wondrous creatures seemingly at random. Certain emotions will cause some results more than others, but there's no rhyme or reason to what powers you can or can't use at any given time. And of course, this only works inside the Dark World, and only thanks to Ganon's miasma.

+300 cp - The Heart Of A Hero

More often than not, the Master Sword will require the Hero to pass a trial of some sort. Sometimes it's as simple as being past a certain level of strength, and others require the blessing of a number of Sages. Other times he can simply draw the blade with nary a worry. In this case, he had to fight his distant ancestor, one of the Knights who fell against Ganon, and the previous Hero. Similarly, you are going to be getting the shit kicked out of you by your ancestors on a regular basis. Want to wield the family sword? Grand Dad's ghost jumps out and yells en garde. Find some bombs in the woods? Your third uncle twice removed starts throwing some at you while quizzing you about bomb safety. Want to woo the fair maiden? Your mom unleashes her frying pan of doom while giving you the birds and the bees. And yes, it only gets sillier from there.

+300 cp - Cut Content

Jumper, what is *that*?!? Did you maybe bring *technology* to this jump? How dare you! Away with it, away I say! Anything more advanced than early medieval era technology, such as crossbows or drawbridges and portcullis is no longer allowed to you. Remember the Prototype Weapon up above? Thats was planned, but was removed on account of being insufficiently fantasy. Worse still, certain other powers or items will vanish from your grasp as time goes by. I know Rasuka was a martial artist, so I guess you can keep that… No, I've changed my mind, begone with it! So on and so forth. The farther out of theme it is, the more likely it is to get cut from the final product.

Variable cp - The Randomizer

Alright, this one's a bit of a doozy. Almost as popular as the original game itself is a particular spinoff, known as the randomizer. Not unlike the 'Damn Retcons' Drawback above, it's a version of the game that changes a few details to make the game more interesting. This drawback is broken into smaller chunks in reflection of the many options the randomizers actually has. You may take as many or as few as you like, but some of them require other Randomizer Drawbacks. Please note that each drawback will either nullify or strip you of any method you might have to bypass the drawback.

Also, the randomizer has a few other options which are not present here, such as having Luigi being the hero in green, or changing the color scheme on a massive scale. Feel free to use those as you please, so long as you take at least one of these.

+100 cp - Items
The first and most basic of randomizations, the items. The very first chest of the game, in Link's own house, contained the Lamp. It became relevant rather quickly, as the sewers beneath Castle Hyrule were rather dark. Now, that chest might contain any item in the game, from the Silver Arrows to the Magic Hammer, to 500 Rupees to just one. And so will every other chest in Hyrule, or anyone who would have rewarded you with an item, or even a few of them just lying on the ground. It's entirely possible you might fight your way through two thirds of Ganon's forces without ever finding a sword. Additionally, you can choose to either lose or have any items you already own from previous jumps tossed into the mix.

+100 cp - Keysanity (Requires 'Items')
Normally the keys and big keys that are needed to navigate a dungeon are found within that same dungeon - under a pot, hidden in a crack in the wall, occasionally even eaten by monsters. This is no longer true, as those keys have now been scattered across all of Hyrule. You might find a key to Castle Hyrule inside Ganon's Pyramid of Power, or vise versa. You might find the key to the big chest in the Eastern Palace being dropped by the boss monster of the Desert Palace. The long and short of it is that keys have been added to the item pool to be randomized, and are no longer limited to their own dungeon.

+100 cp - Enemies
Have you ever noticed how Ganon's forces are almost color coded? The green knights are the weakest, the blue knights are stronger, and the red are even worse. God forbid you find a golden one. Well, that simple and easy to understand ranking system… is now completely useless. While the type of monster hasn't changed at all, their health and attack have been all swapped about. That green knight? It might have Ganon's health and attack. And Ganon might have the power of a blue knight. If you're careful and prepared this won't be an issue… just make sure to actually be prepared.

+100 cp - Doors
This option is downright non-euclidean. You see, doors no longer connect to each other properly. Open the door of your house. You see that beautiful sunrise, the fresh morning air? Take one step forward, and suddenly you're in the Dark World! Try to go back and you're on top of Death Mountain! If you find a staircase going up, you might end up going down a floor - if you're even in the same building. As you might imagine this is going to wreak havoc on your ability to navigate in a timely manner. Hop to Hero, you have places to be.

+100 cp - Bad Logic (Requires at least one other 'Randomizer' Drawback)
By default, while difficult, the game is still winnable. A certain logic is applied to where something might end up - if you need a specific item to enter a location, the item won't be in that location. If you enter a room that can't be exited without a key, you won't be able to access it unless you can also access the key. These rules aren't meant to prevent the game from becoming unwinnable. These rules… No longer apply. You're playing without a safety net, which means you might just be dooming all of Hyrule on a gamble.

+100 cp - Replay (Requires at least one other 'Randomizer' Drawback)
Now this one is quite frankly just for shits and giggles. Whatever difficulties you gave yourself above, they are now three times worse. Instead of simply solving the issue of Ganon (or helping him, that's also valid) once, you now need to do so three times. And as you might imagine, due to the random nature of these drawbacks, it will be a completely different journey each time. You must really like this game if you're willing to do this three times in a row.

The End?



Stay Here - Live out your life in Hyrule

Go Home - Return to your place of birth

Move On - Go on to the next world

Shipwrecked - Go directly to Link's Awakening

Notes

Q - Can I leave early with 'Shipwrecked'?
A - Assuming you've finished with the plot, yes.

Q - Does 'Turn Into A Rabbit' effect more than altforms?
A - It affects any power which affects you body, or is drawn from your body.