THE LEGEND OF ZELDA®

By Pokebrat_J

A hero. A princess. A villain.

An endless cycle, one that has lasted for countless centuries. One that has inspired many stories, many I'm sure you've experienced. These stories most commonly focus on the fantastical land of Hyrule, one filled with magic and myths, though there are others out there. Termina, Holodrum, Labrynna, and many more make up this world.

Yet it is not just the lands that are strange and unique, but the many peoples and races. Hylians, Goron, Korok, Rito, Zora, and so many more live amongst the land. But there are monsters as well, from Moblins to Lizalfos to the terrifying Lynels.

What role shall you play in these lands? A Hero? A Villain? A merchant? A bystander? Or perhaps something completely different?

You receive **1000 cp** to help you create your own legend.

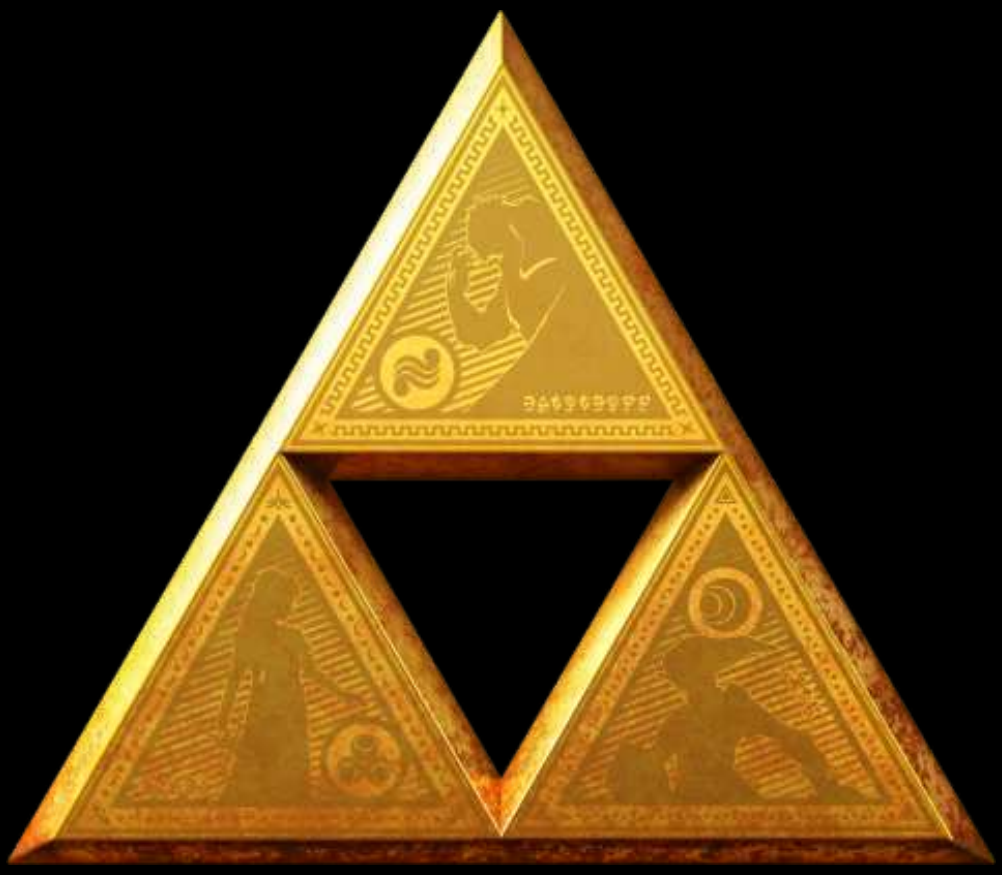
ASPECT:

There are three aspects in this world that stand above all others. Which one calls out to you?

Courage: The path of Courage is not an easy one, one filled with as much danger as there are rewards. Many proclaim themselves as courageous, only to flee at the first sign of real trouble. But perhaps you are not one filled with false bravado, if the look of steel determination is anything to go by.

Wisdom: The path of Wisdom is one few go down, unwilling to acknowledge their failings and accept when they do not have all the answers. Many forget that wisdom is not gained from always being correct, nor does it allow you to pick the perfect choice, only the best option currently available to you.

Power: The path of Power is an enticing one, to be sure. Yet power on its own is useless without direction, without a greater goal to work towards. Still, it is a path many seek out due to its very nature, and are forever changed if they do not possess the Courage and Wisdom to properly wield it.



RACE:

Age and gender may be chosen freely.

Hylian: With pointy ears and fair skin, the Hylians are the primary race of Hyrule, and are the chosen people of the Goddess Hylia. They are the most numerous race you will find on your journey, containing many unique individuals.

Sheikah: Ivory haired and crimson eyed, they may look similar to the Hylians, but there's more than enough to distinguish them. Their natural aptitude for stealth and technology has kept this clan as close allies to the Royal Family for millenia.

Gerudo: A dark skinned, amazonian race of humans, the vast majority of the Gerudo are female. It is believed that only a single male is born every hundred years. Still, they are adept in the arts of combat, making them dangerous opponents.

Korok: The Children of the Forest, their laughter and joy echoing through the trees. Seemingly made of plants, their agility is only matched by their childishness. If you do not wish to be a korok, then you can instead be one of the Kokiri, or a Deku Scrub.

Goron: A mighty race who call the hearts of volcanos home, none are mightier than the Goron. With skin of the toughest stone, they can comfortably survive in most areas too dangerous for the other races, though they can, and will, sink in water like rocks.

Zora: Under the lakes and rivers, the Zora make their home. This race of humanoid fish people are deeply spiritual, often revering powerful entities of the waters.

Rito: On swift wings do these bird-like people fly through the air, the winds offering them a freedom that few could ever experience. Though it may not look like it, their wings function as arms and hands just as effectively as any Hylian’s.

Twili: Banished to the Twilight Realm long ago, the Twili are a race who have adapted to the shadows, the light of our world impalpable to their dark complexions. But there is a certain beauty to be found in this darkness, no?

Fairy: So you are counted as one of the elusive fairies? Though you may not be as physically imposing or capable as others, your innate ability to heal others is invaluable, regardless of who you are.

Zonai: An ancient tribe who came from the heavens and are said to be descended from the gods, you are one of the last members of this camelid race. They are defined by many things, from their arcane technology to their powerful magics. It is no wonder that some believe them to be descended from the divine.

Sword Spirit: A soul within a blade, a weapon with a voice. You are a spirit attached to a weapon, be it one you already own or have purchased here, given life through some divine, demonic, or arcane means. Perhaps you may one day be a match for the Sword that Seals the Darkness.

Robot [Free/100/400]: Though this world may seem fantastical, it has many forms of robotic intelligence. You are one of these sentient creatures of technology, your body unyielding steel and capable of incorporating upgrades, should you deem it necessary. For **[Free]**, you could be akin to Scrapper or Dreadfuse. For **[100]**, you can take on the form of a guardian. For **[400]**, though, you would be able to become a Divine Beast.

Monster [Free/100/200]: Many monsters for these lands, coming in many shapes and sizes. For **[Free]**, you can be any basic monster found in Hyrule, like a Bokoblin or Chuchu. For **[100]**, you can take on the form of any advanced enemy, like Lizalfos or Stalfos. For **[200]**, you are the very peak of monsterhood, like the destructive Lynels or Hinox. At this level, you could even be considered a boss amongst other monsters.



TIME PERIOD:

You may freely choose which era you start off in, or roll a 1d10 to gain an extra **[100]**.

1) Age of the Sky: The very beginning of the cycle, centuries after Demise's rampage against the world. The Goddess is said to have been reincarnated into a maiden living above the clouds, and a demonic sword seeks to ressurect his master.

2) Age of Force: One of the earliest points in the timeline, where the land of Hyrule was beginning to properly form, and the first instances of the reincarnations of the Hero, Princess, and Villain.

3) Age of Time: The most famous era, where the incarnation of Demise's wrath took on the form of a man known as Ganondorf, who sought out the Triforce. But as this evil rises, a young boy living in the forest finally receives his very own fairy companion.

4) Age of Twilight: More commonly known as the Child Timeline, this era is darker than those that came before. When an ancient evil seeks to cover the world in Twilight, and to take what so rightfully belongs to him.

5) Age of the Great Sea: This is the Adult Timeline, one where the land of Hyrule has long been changed, overtaken by a great flood. Old Hyrule was submerged, now only spoken of in ancient legends and half-forgotten tales.

6) Age of Light and Dark: The timeline where the Hero of Time failed, and Ganondorf cast aside his gerudo form, becoming a true monster. But just because he won once, does not mean that a Hero won't rise up again.

7) Age of Decline: An age of tragedy, where Ganon has conquered all of Hyrule, and monsters roam the whole of the land. But even still, hope remains, a Hero rising to the challenge in order to slay the malicious monster.

8) Age of Calamity: The end of all timelines, where Ganondorf has given up reincarnation completely, and became a being of pure Malice. Whether it's when the ancient machines are first being restored or a hundred years afterwards, there is still much beauty to be seen.

9) Age of Warriors: How strange, as it is unclear where on the timeline you are. It looks as though you have ended up in an age where the fabrics of time and space are fragile, bringing together some of the greatest heroes and villains from across time.

10) Age of the Unknown: You can freely choose when and where in the timeline you start your journey. You can even appear in cycles and legends not yet shown to us.



GENERAL PERKS:

Basic Magic [Free]: Magic is a wonderful force, but everyone needs to start somewhere. You know how to channel magic at a very basic level. Perhaps you could cover the edge of your weapon, making its range longer and deal more damage. You could also improve any racial attributes with this, such as a goron creating temporary spikes while in a ball and rolling. This is only the basic stuff, but it's more than enough to work with, if you're clever.

Divine Beauty [50]: Beauty is often said to be dependent on the eye of the beholder, with what constitutes beauty changing from person to person. Yet none can deny that you are a beauty that transcends such preferences, hair eternally silky and lush, while your body is automatically cleansed of all filth.

Master Chef [50]: So many unique Ingredients to be found in these lands, so many tasty dishes to create. And there are few as qualified to make those dishes as you. You could make superbly delicious meals out of even the most grotesque of monster parts, to say nothing of what you could create with the high quality stuff.

Soundtrack of Legends [50]: Across all peoples and all times, music is something that many can appreciate. It can sway the heart and bring people together. How lucky you are, to now have a mental playlist of all music from the Legend of Zelda series that you can play whenever you want. This will even include remixes of other songs, and will add in more music as time goes on.

Traversal Expert [50]: Walking the land, taking in the sights and experiences of it at your own languid pace can be enjoyable, but you can only go so far so fast with just your feet. Thankfully, you are highly skilled in the use of all kinds of mounts and vehicles. You could ride a horse or loftwing as easily as you could sail a boat or handle a train.

Animal Form [100]: How many people ever look at their pets and feel envy, for their simple lives and enjoyment of each day despite what came before or will come after? Through some method, you can now assume the form of a mundane animal of your choice, from a mouse to a bird to a shark to an elephant. While in this form, you can also converse with other animals. Should you end up being cursed to change your shape, this will be the form you automatically turn into.

Minish Blessing [100]: Fairy tales of the Picori are many, with the most common being that only good, well-behaved children can see them, being completely invisible to adults. After a chance meeting with one of these, you know the truth. They are just really, really small. And now, you can be much like the people of the minish. At will, you can shrink down to the size of a person's thumb, along with all the equipment you have on your person.

Old Age [100]: The passing of ages can be a rough process, with ancient lore and knowledge forever lost or forgotten as they simply fall to the wayside, no longer as important to catalog anymore. But for someone like you, there's a chance for the past to forever live on. You are now ageless and immortal, forever in your prime until someone or something finally manages to kill you.

Profit Making [100]: There's nothing more satisfying than the sound of clinking rupees at the end of a hard day's work, so how fortunate you are that you've got the skills to make a lot? For a skilled merchant such as yourself, you could probably sell sand to a person in the desert, all for a fairly decent price. Honestly, it would be shorter to make a list of the ways you couldn't make money.

Fashionista [200]: Magic can be used for a variety of effects, though perhaps one of the strangest ways would be the imbuement of magic into clothing, of which you are a master of. This magical clothing can hold a numerous amount of effects, with the better your skill equating to the more potent the effect. The quality of the materials is also taken into account, with certain materials synergizing better with certain effects, greatly improving their potency.

Painted Form [200]: If you wanted to blend into the background, there are easier ways, though admittedly not as fantastical. You can now meld into walls and structures at will, taking on the form of a painted version of yourself. While like this, you could slip between cracks to gain access to hidden or barred areas, or even traverse near impossible gaps. What's better is that you cannot be harmed through conventional means while in this form.

Draconic Form [400]: Are there any creatures as powerful and majestic as the dragons? Though a number of people have shown desires to become one of these flying serpents, you are the one who has made that dream into a reality. You can, at will, take on a serpentine dragon form, imbued with an element of your choice. A dragon imbued with lightning would electrocute any who dared get close, while possessing the ability to generate thunderstorms. A dragon imbued with fire could set an entire castle ablaze with frightening ease. A dragon imbued with darkness would be able to blanket an entire city in pitch black darkness, while being able to meld into the shadows.

COURAGE PERKS:

Discounts for Courage are 50% off, with the [100] perks being free.

Combat Ready [100]: Combat can be frightening, attempting to slay your enemy while they do their best to kill you in return. Yet Courage is with you, allowing you to adopt a calm demeanor, locking away the fear one would normally experience, allowing you to have no hesitation in doing what needs to be done in battle.

Iron Will [100]: Courage is not the lack of fear, but the willpower to face your fears and succeed. You exemplify this better than anyone else, your will unbreakable. You will not bend or break, be it through tragedy or torture, you will stand tall with your spirit still intact.

Knight [100]: It's a dangerous world out there, regardless of how it may appear. As such, you need a way to protect yourself from all the monsters that are roaming around. Now that is not something you never have to worry about, seeing as you are an undisputed master of the sword, shield, and bow. With these, there are few who could stand against you.

Dungeon Delver [200]: You would be surprised by the amount of dungeons and catacombs and ancient labyrinthine temples dotting the land. You'd be even more surprised by how much loot is in there, just waiting to be plundered. How lucky you are, then, that you're amazing at navigating these winding structures.

Heroic Charm [200]: All girls one-day dream of a knight in shining armor to come along and sweep them off their feet, off to a romance story for the ages. Well, you may not have the shining armor, but you've got all the charm needed. Your preferred demographic just can't help but fall head over heels for you, and as an added bonus, your skills in the bedroom are no joke.

Puzzle Master [200]: Why is it that so many locked doors require puzzles to be solved before they open up? Who knows, but you've got all the skills to make it through. You're a master at solving puzzles, big or small, easy or difficult. You could easily turn this expertise towards making your own puzzles.

Fairy Shield [400]: You have been blessed by one of the great fairies, it seems, and have been imbued with their protective magics. This will reduce all damage you take by half, in addition to giving you a decent resistance to magic. This won't make you invulnerable, but every little bit helps.

Hero of Legend [400]: Legends often tell of the hero receiving some sort of supernatural aid on their journeys. A concept you are intimately familiar with, as most benevolent supernatural beings tend to like you and are willing to help you out, especially if you do them a favor. Additionally, picky magical artifacts tend to like you very much, seeing you as their true wielder.

Quick Study [400]: During your time here, you might run into some cool new item or a really weird weapon that you just want to use, but might end up being really bad at it. Thankfully, you can quickly master any tool or weapon you can get your hands on within a day or two, regardless of how exotic and strange it may be.

Blessing of Farore [600]: You have been blessed by the Goddess of Courage, Farore, her green mark now on the back of your hand. With this blessing, you are capable of perfectly mimicking and replicating any action you see performed. Whether this be some sort of secret weapon move, or the proper way to take a fall, or crazy fast hand movements, the only thing that could hold you back would be your physicality.

Mighty Champion [600]: Courage is meaningless without the power to support it. You are, quite simply, a beast at combat, capable of taking on twenty monsters at a time and emerge victorious and unscathed. Even the fearsome Lyonels would be a speed bump for you. Additionally, should you time your attack just right, you could unleash a flurry of blows faster than the eye could see.

Three Hearts [600]: What's that at the corner of your vision? It looks like three hearts, though they do offer you a useful ability. You are capable of surviving three fatal wounds, getting hit by them before your body restores itself to peak condition. You could even lose your head and still only lose one heart. And should those three not be enough for you, then it's possible to increase that amount by collecting pieces of heart, or by defeating bosses. By the end of your time here, if you put in the effort, you should get a total of twenty hearts.

Spirit of the Hero [800]: For as long as history has been recorded within Hyrule, there have been legends of a warrior in green, fighting against the forces of darkness when he is needed most. You are now the inheritor of this ancient legacy, and as such you will forever be known as a true Hero. Should there be a prophecy, then you can step into the role with ease, regardless of whether you truly qualify. Additionally, fate itself seems determined to push you towards success, putting everything you need to succeed along your path, be it divinely destined or self chosen.

WISDOM PERKS:

Discounts for Wisdom are 50% off, with the [100] perks being free.

Clear Mind [100]: Wisdom is often equated to intelligence, though for good reason. To be intelligent is to figure out numerous solutions, but wisdom helps you decide which solution would be best to use. Your mind processes information three times faster than before, and you possess a photographic memory.

Magic Meter [100]: Magic is a fantastical force, capable of so much, a seemingly limitless potential. Which makes it all the more frustrating when you run out of it without even realizing. Not anymore, as you can now accurately know the exact amount of magical energy you possess at any given time. This doesn't just affect magic, either, but rather any energy source you possess, be it ki or psionic energy or something weirder.

Subtitles [100]: Don't you just hate it when people are trying to talk to you, but you can't understand a word they're saying? Well no longer, as no matter how quietly they're talking, or which language they use, you can perfectly understand what anyone is saying. If you want, you can even have their words appear as text in your vision.

Animal Whisperer [200]: It's not just people you want to communicate with, but animals too? Well, stranger things have happened. You are now capable of communicating with animals, with them understanding your words and their meanings much better than before.

Magic Sense [200]: Though magic can be bright and flashy, it is just as often subtle and easily missed, but not by the likes of you. You can always tell then there is something magical nearby, which direction it is, and how close you are to it. If you focus, you can even tell what kind of magic is at play.

Potion Brewer [200]: Fireballs and illusions may be the kind of magic you're more familiar with, but there is another, far more mundane kind. Potions. You are a skilled potion maker, able to craft drinks and elixirs for all sorts of uses, such as healing or better defenses for a time. You can even make such potions from mundane ingredients.

Divine Favor [400]: In these lands, the gods are real, as are powerful spirits that represent the forces of nature. Such beings often favor certain mortals, and you are one of them. Not only do all divine beings greatly sympathize with you and understand your mindset, but they are more than willing to grant you a portion of their power should your goals align with theirs.

Phantom Armor [400]: Is this what they call an out of body experience? I would assume so, because otherwise the implications are horrifying. You can take on a ghostly form, capable of both invisibility and intangibility, though you will find it difficult to interact with the world around you. Fortunately, there is a solution to this problem, as you can possess objects and simple creatures.

Weak Points [400]: Wisdom is useless without the Courage to act upon it, though perhaps the knowledge of an opponent's weaknesses will be of some comfort. How fortunate then that you are skilled in figuring out these weak points, be they on a living thing or a robot or even a whole society.

Ancient Artificer [600]: The technology devised by the Ancient Sheikah are as wondrous as they are powerful. One need only look at the Divine Beasts to see this. You are a master of this magical technology, capable of creating and improving weapons, armor, vehicles, and so much more.

Blessing of Nayru [600]: You have been blessed by the Goddess of Wisdom, Nayru, her blue mark now on the back of your hand. By asking a question, mentally or out loud, you can determine their percentage chance, down to the nearest thousandth. These predictions are extremely accurate, and there is no limit to the amount of questions, only limited by which questions you ask.

Golden Princess [600]: It takes a good ruler to ensure that their kingdom is prosperous and happy, one such as you. Your skills at rulership are simply sublime, capable of efficiently and effectively ruling an entire kingdom on your lonesome. The people you rule will never even conceive of turning against you, their wholehearted devotion and loyalty to you is as unending as the Cycle itself. Should you put the effort into it, you could easily ensure that any country or government you rule will experience a golden age that could last hundreds of years, so long as outside forces do not interfere.

Blood of the Goddess [800]: The Goddess Hylia was forced to reincarnate herself after her battle with the Demon King Demise, and it seems as though you are that reincarnation. This divine heritage has many perks, such as your extraordinarily powerful holy barriers and sealing magics. Sealing away the Demon King for a hundred years would be easy, while your barriers could block a continued barrage from four Divine Beasts for hours on end without faltering. This will also vastly improve any holy and luminous abilities you already possess.

POWER PERKS:

Discounts for Power are 50% off, with the [100] perks being free.

Brawler [100]: Even when you have been stripped of your weapons and magics, your body is still one of your best assets, and one of your deadliest tools. You are a master martial artist, striking with the force of a hammer and redirecting blows with just your bare hands.

Evil Eyes [100]: When others look into your eyes, what do they see? Apparently something they really don't want to mess with. You have an intimidating aura surrounding you, capable of cowing the weak willed into doing whatever you say, lest they suffer the consequences.

Great Might [100]: Power can come in many forms, though the most popular would be through pure brute strength, something you have in spades. You are an exceedingly strong person, capable of lifting three times more than you could before, and striking with that much force would leave most dead or severely wounded.

Curse Your Name [200]: It all started with a curse, with a demon condemning the spirit of the Hero and the blood of the Goddess. Though not yet to the same extent, you are quite skilled in casting curses, though the more time you have to prepare and the more energy you pump into them, the more effective and lasting your curses will be.

Even Playing Field [200]: Honor and chivalry are meaningless in the pursuit of victory, the only thing that truly matters in a fight. You do not play fair at all, and are skilled in all sorts of underhanded tactics and tricks to get the leg up on your competition. Victory will only come to those who use every advantage they can.

Silver Tongue [200]: Power is not just found in might, but connections as well, regardless of if they're legitimate or faked. You are a convincing liar and a masterful actor, able to convince even the ruler of a rival kingdom that you are a trusted friend with contemptuous ease, no matter your actual allegiances.

Demonic Forms [400]: Who cares about appearances when results are the only thing that count for something. You can cast off your standard form for that of a demonic beast, one of immense power and durability. Which animal this beast is depends on you, though you can combine it with any other form you possess, creating a hybrid with all of the strengths and none of the drawbacks.

Keen Mind [400]: Power must be tempered by Wisdom, for the easy path may not be the best path. Such a lesson you have taken to heart, you mind just as fearsome as your might. You possess cunning that few could match, and are quite skilled at planning. With such skills, even heroes attempting to stop you could be made to do all the hard work for you, without them ever realizing it.

Might and Magic [400]: Magic is a powerful force, and the body is willing, so why not combine the two into one? You can seamlessly mix magic into any of your fighting styles. Shooting fireballs while coating your blade is well and good, but so is utilizing telekinesis to mess with an enemy's footing, or enhancing your own strength.

Blessing of Din [600]: You have been blessed by the Goddess of Power, Din, her red mark now on the back of your hand. Though you will see your stores of energy replenishing at a ridiculous rate, going from empty to full within a minute, regardless of how much you have, that is not the only benefit. The power behind all of your attacks will increase five-fold, be they physical or magical in nature.

Demon King [600]: Few are worthy of such a title, but you are one of those few. You can control all but the most willful of monsters, regardless of size or number. Monsters under your control will also be better in general, stronger, faster, smarter, more durable. With such forces behind you, the world is right to cower in fear of your might.

Monstrous Durability [600]: What use is strength when the body is not fit to handle it? Your durability is, quite frankly, utterly ridiculous. You can easily withstand an entire castle falling on top of you, and could even survive being *stabbed in the face*. The only way you're going to be put down is through means specifically designed for you, or with an ungodly amount of punishment.

Incarnation of Hatred [800]: When the Demon King Demise was sealed away for all eternity, he placed a curse upon those who defeated him. You are the manifestation of his hatred and Malice, and can bring his dreams of destruction to life. Not only will all of your dark and evil powers be greatly empowered, but through expending power you can create monsters of your own, or corrupt others to change their forms. The strength of the monster created depends entirely on how much power you spend. Should you spend every last scrap of power you have access to, you could create a being that could only be described as a calamity.

HYLIAN PERKS:

Discounts for Hylian are 50% off, with the [100] perk being free.

Professional [100]: Everyone has to make a living somehow, even the past reincarnations of the Hero were a blacksmith or a ranch hand. You are highly skilled in one mundane profession of your choice, be it blacksmithing or writing or shopkeeping or plumbing or anything else. You can purchase additional skill sets for an undiscounted **[50]** after the first.

Friendly Face [200]: Why is it that the hylians are the premier race, the one most pivotal to the fate of the land? Maybe it's how friendly their usual demeanor is. Most people will instinctively feel inclined to like and trust you, even if you've only just met.

Hylia's Light [400]: Through long study, you have come to master the holiest of magics, light magic. With this, you can fire off beams of light that sears steel as easily as flesh, barriers of light that block both magic and weapons, gentle rays of light that heal wounds, even solid weapons made from this holy light, and so much more. So many possibilities for those who have seen the light.



SHEIKAH PERKS:

Discounts for Sheikah are 50% off, with the [100] perk being free.

Sheikah Training [100]: The sheikah are primarily known for their skill at stealth, in remaining unseen and unheard, in being one with the shadows. Thrown weapons, unarmed combat, and even torture and interrogation are integral parts to their skill set. You have been fully trained in these arts, and are now considered a master ninja.

Faithful Shadow [200]: One of the most famous of the sheikah, Impa, was known as the loyal guardian of the royal family, more specifically Princess Zelda. Much like her, you would make for a fantastic bodyguard. You can now 'mark' a person, and can tell their exact location and how much danger they are in. Always. You are not limited to a single person, either, though it can get a bit difficult managing so many.

Sheikah Arts [400]: The sheikah arts of stealth are quite impressive, though they truly shine when incorporating their unique style of magic into it. You can magically disguise yourself to be a completely different person, dramatically increase the height of your leaps, cast subtle illusions, minor telekinesis to change the direction of your projectiles, and can even use short range teleportation.



GERUDO PERKS:

Discounts for Gerudo are 50% off, with the [100] perk being free.

Upon Warm Sands [100]: Living in the desert is not an easy experience, but the gerudo have been doing so for centuries, and have even thrived at times. You are such a skilled survivalist that you could live off even the most barren of lands, you aren't as affected by the heat, and you need less water in general to survive.

Spirit Thief [200]: The gerudo have made a name for themselves as thieves and raiders, taking what they need to survive. You're the poster child for such stereotypes, as you are a master thief. Picking out targets, breaking and entering undetected, picking locks, hell, you could probably steal the clothes off a man's back without them realizing it until you're long gone.

Twinrova [400]: A unique spell created by two sisters, it seems like their legacy lives on in you. You are capable of fusing with a willing target for as long as you want, your strength combined and multiplied to new heights, even unlocking new abilities due to your new fused state. Enough damage could knock the two of you out of your fusion, but that would require them even standing a chance against the two of you.



KOROK PERKS:

Discounts for Korok are 50% off, with the [100] perk being free.

Children of the Forest [100]: There is a very good reason why the koroks have such a title, their childlike view of the world hardly wavering. You now possess such an outlook, able to find wonder and enjoyment out of even the simplest of activities, your imagination just as powerful as that of a five year old.

Lost Woods Resident [200]: Only the koroks and fairies are capable of properly navigating the winding woods they call home, all others getting lost before turning into stalfos. Much like them, you are immune to such magical disorientations, able to navigate just as you would in any normal location. This not only affects the woods found here, but all methods of keeping invaders away through such trickery in future worlds.

Forest Guardian [400]: No mere korok are you, but a mighty Deku Tree. In addition to your new, towering form, easily sixty meters tall, you are capable of controlling an entire forest worth of plant life just as easily as if they were your own fingers, as well as greatly accelerating their growth. Making houses out of living trees, entangling foes within thick grass, moving trees around to create a constantly shifting maze, or numerous wooden spears to impale invaders.



GORON PERKS:

Discounts for Goron are 50% off, with the [100] perk being free.

Stone Body [100]: Few are as sturdy as a goron, and for good reason. For a race that needs to eat stones to survive, they need to be just as tough. Not only are you just as durable as stone, from your skin to bones to organs, you are also highly resistant to heat and fire. It wouldn't be too outlandish for you to take a nice relaxing bath in a pool of lava.

Volcanic Smith [200]: With their stony durability and fire resistance, it's only natural for them to become talented smiths, capable of forging some of the greatest weapons and armor in the land. You are one such smith, masterful in both creating beautiful and functional works, as well as further enhancing them by imbuing them with magic during the creation process. With the right materials and magical knowledge, you could one day create a weapon on par with the Master Sword.

Biggoron [400]: It is said that within each goron is the beating heart of a mountain, and now it seems like you've got the body to match. You can now grow to be thirty meters tall, with an appropriate increase to your strength and durability. Though unlike the walking mountain you appear to be, you have not lost any of your speed, still able to move and fight just as quickly as one of your smaller brethren. You can shift between your giant and normal forms at will.



ZORA PERKS:

Discounts for Zora are 50% off, with the [100] perk being free.

Blue Waters [100]: The zora are a race of anthropomorphic fishes, so it would only make sense that they're able to breathe underwater. You too are capable of this, regardless of if it's fresh or saltwater, and can even see perfectly underwater, no matter how murky it is.

Beneath the Depths [200]: The zora are without a doubt the best swimmers in all of Hyrule, but sometimes even they have their limits. Well, you're not one of those, and have pushed your swimming capabilities to the max. You are faster than almost anything on the planet while underwater, and are capable of swimming up even waterfalls. Additionally, you are completely immune to the pressure of the deep sea, allowing you to explore everything the oceans have to offer.

Water Dragon [400]: Long ago, the zora were once the parella, personal servants to the Water Dragon Faron, a being capable of flooding an entire forest. It seems her legacy has endured within you, as you are capable of flawlessly controlling a similar amount of water. Tendrils that attack enemies, creating whirlpools, making small pockets of air, and so much more.



RITO PERKS:

Discounts for Rito are 50% off, with the [100] perk being free.

Ride The Wind [100]: With such graceful wings, is it so surprising that the rito are capable of flight? You now share this ability with them, able to soar through the skies like the swiftest of birds, completely untethered to the ground below.

Eagle Eyes [200]: No one has eyes as sharp as the rito, who are capable of picking apart individuals in a crowd from up on high. Much like them, your vision is quite impressive, allowing you to see up to two miles away as clearly as if they were right in front of you.

Storm Rider [400]: It is not enough to ride the winds, to know that the very air itself supports you in the air? Well, if you so desire, then there is another option. You are fully capable of manipulating the winds and air around you, at about a mile radius around you. Bursts of air that propel others into the skies, extending your weapon's reach, taking away your target's access to air, and so many more things besides, should you be creative enough for it.



TWILI PERKS:

Discounts for Twili are 50% off, with the [100] perk being free.

Hide From Light [100]: The twili are a people of shadows, a metaphor that is, at times, quite literal. Well, at least for you it is. You are capable of turning into a living shadow, unable to be harmed through mundane means, but incapable of doing the same. Still, it's a way to escape combat and retreat before anyone realizes what just happened.

Hair Extensions [200]: Are you enjoying your new burning orange locks? Because if so, then you're going to love the fact that, not only do they look great, but they have a really cool ability. You are capable of extending and manipulating your hair for a number of purposes. And if you ever wanted to rip something out of the ground, have fun, as your hair can lift nearly five times more than you can.

Twilight Sorcery [400]: The magic of the twili has changed significantly since they were cast into the Twilight Realm. A magic which you are now a certified master of. Creating portals between long distances, transforming others into beasts or spirits, walking through walls, temporarily disguising yourself, and creating dark energy bolts to attack foes.



FAIRY PERKS:

Discounts for Fairy are 50% off, with the [100] perk being free.

Healing Waters [100]: Fairies are highly sought after for one reason above all else; they are unmatched in the art of healing. Even the smallest of fairies are capable of restoring a nearly dead man walking back into perfect health with but a touch. You are capable of doing this, too, though you will be unable to heal your own wounds.

Upgrades [200]: There are so many weapons of great power and priceless artifacts running around, it can be a bit hard to decide which ones to use, and which to throw away. Well no longer will you have to consider tossing aside your ancient family heirloom for a magic sword you just found in the woods, as by pumping magical energy into an object, you are capable of upgrading them to new heights of power and durability. You may see diminishing returns, but this will be limited only by the amount of magic you're willing to pump into it.

Great Fairy [400]: No longer are you one of those itty bitty little sprites, but a great fairy that towers above even most gorons. In addition to greater stores of magical energy, you are capable of shattering yourself into dozens of ordinary fairies, each one merely an extension of your will. You can recombine whenever you like, but it only takes one of them to survive for you to return to your natural form. You will also receive the multitasking capabilities needed to control dozens of bodies at once, as well as process all that information without sensory overload.



ZONAI PERKS:

Discounts for Zonai are 50% off, with the [100] perk being free.

Hailing From The Sky [100]: When the last of the zonai descended upon the ancient lands of Hyrule, they were quickly accepted, with one even being named king. You will find that no matter your form, your looks or nature, so long as you do not act maliciously you will find yourself accepted and welcomed in all kinds of communities.

Divine Mind [200]: Whether or not you have mastered the ancient technology of your people is irrelevant, for you could easily learn it or even create your own type. You have a mind for machinery that cannot be matched, easily picking up all mechanical and engineering knowledge at a fraction of the time needed. Yet it is your creativity, your endless capacity for technological advancement that is truly impressive.

Arm of the King [400]: Your right arm has been infused with the power of the founding King of Hyrule, granting you a number of powers. The Ultrahand ability allows you to magically lift any number of objects with ease, up to a tonne. Fusing allows you to combine objects, either for building or empowering your weapons. Ascend allows you to dive upwards and pass through solid objects to appear at the top, so long as there is a somewhat flat surface above and below. And finally, there is Recall, which allows you reverse the flow of time to send a variety of inorganic objects back from whence they came.



Sword Spirit Perks:

Discounts for Sword Spirit are 50% off, with the [100] perk being free.

Bonded Blade [100]: You are but a sword, a weapon to be wielded by others. But why must that be all your relationship is? No, the bond between wielder and blade are much deeper than that, one merely the extension of the other. You are capable of bestowing and adding your skills to that of your wielder, be that combat skills or any others you deem necessary to give.

Skyward Strike [200]: For as dangerous as a sword can be, all weapons have their limits, a sword especially. But what if that was no longer the case for you? Now, you can unleash beams of energy, each as sharp as the edge of your blade, dealing just as much damage. Additionally, you have aligned with one type of energy, either holy or demonic, allowing you to deal extra damage against the other. This will affect your beams, imbuing them with that alignment.

Unlimited Blade Works [400]: As powerful a weapon is, it is but only one weapon. Though perhaps that is no longer the case for you, now, is it? You are capable of conjuring slightly weaker versions of your weapon form, or small dagger versions, that you are capable of mentally controlling. Use them as a projectile, create a spinning field of blades around you, or attack from unexpected angles. And should your weapon form be capable of any ranged attacks, such as firing of lasers, then these ones can do much the same.



Robot Perks:

Discounts for Robot are 50% off, with the [100] perk being free.

Heart of Steel [100]: Well, it's not just your heart, but the entirety of your body. Your chassis and inner framework, or skin and bones if you're a fleshy person, are as durable as steel, making you quite difficult to damage. Additionally, you will be highly resistant to electrical damage, no matter the source. You would most likely ignore being struck by lightning.

Interface [200]: It's all just technology, yeah? Those buckets of bolts all work on the same principles, and so do you, so why shouldn't you be able to interact with them on a deeper level? Due to a magitek upgrade on your person, you can now directly interface with all but the most primitive or secure technology you encounter. I'm certain I don't have to explain all the trouble you can pull off with this, now, do I?

Power House [400]: The various robots found around Hyrule, regardless of their creator, can trace their origins all the way back to the Thunder Dragon Lanayru, the first artificer of artificial life. Maybe you were one of his finest creations, or one that has been imbued with a fraction of his power? Regardless, you are capable of generating and controlling an obscene amount of electricity. Firing off bolts of lightning is child's play, as would be coating yourself and your weapons in fields of electricity, making it difficult to harm you directly.



Monster Perks:

Discounts for Monster are 50% off, with the [100] perk being free.

Malice [100]: All monsters are imbued with a fraction of a sliver of the malice of the original Demon King, Demise. Such hatred is built into them on a fundamental level. Due to this malicious connection, you are capable of sensing nearby negative emotions, and even determining which emotions they are exactly. This can, of course, be toggled on and off at will.

Hatred [200]: Anger, spite, hatred, such was the foundation behind the cursing of the spirit of the Hero and blood of the Goddess, and now such hatred empowers you. Once per Jump, or every ten years, whichever comes first, you may designate a specific demographic or group of people to deal extra damage to. This effect will get stronger the more specific and directed it is. An entire race of people would see only the barest of increases, while a singular person would see you become their bane incarnate.

Demon [400]: No longer are you simply just another monster, but a true demon. In addition to greatly increased physical prowess, your control over darkness is second to none. Manipulating the shadows, giving them the substance needed to affect the world is your bread and butter. To create tendrils of darkness, trapping foes in cocoons of shadow, creating an arena that none but you can see through, so many toys to play with for a being as dark as you. As an added bonus, you are also capable of seeing perfectly in even magical darkness, as though it were under the midday sun.



GENERAL ITEMS:

All will gain an additional **[600]** *to spend on items only. You may freely import any related items you own at your discretion.*

Starting Gear [Free]: Very few start their journey truly deprived, and you are no different. You possess a simple outfit and a steel weapon of your chosen design. It's not much, but it's better than nothing.

Boomerang [50]: What may at first seem like a children's toy, this boomerang is razor sharp and easy to use. No matter how you throw it or how many targets it hits, it will always return to your height.

Crafting Supplies [50]: For those interested in the arts of creation, there is no shortage of resources one can use in the land of Hyrule. From diamonds to bright bloom seeds to chuchu jelly to everything in-between, you receive a stockpile of all crafting materials to be found in Hyrule, numbering fifty each. Should any be used or destroyed, you will find them replenished after each week.

Dungeon Compass [50]: A bronze tool meant to help those navigate their surroundings, you could never go wrong with a compass in hand. It always points north, regardless of how much an environment *should* be screwing with it.

Endless Wallet [50]: So many clinky shiny rupees for you to find, but so few places to store all of them. No longer, as this pouch can contain any amount of money you collect, regardless of if it's rupees, gold, or paper bills. It will hold them all and never get heavier. It will also convert them into any other types of currency you need at the moment.

Fairy Lantern [50]: A lantern that was blessed by fairies, it was gifted to a courageous explorer who desired to plunge deep into the dark. It glows with a fae light, never going out no matter what may happen to it.

Hyrulian Resources [50]: There are many resources to be scavenged across these lands, each of them imbued with some form of magic. From mushrooms to fish to apples to poultry to peppers, you receive a stockpile of all food items to be found in Hyrule, numbering fifty each. Should any be used or destroyed, you will find them replenished after each week.

Insect Collection [50]: For all of those avid bug collectors, this is something that will make you happy. This massive box is filled with numerous bugs and insects found in these lands, all organized perfectly. If you have any use for them, like potions or research, then they will replenish when taken out.

Legendary Games [50]: All stories need a medium to be told through, and many are the stories of Hyrule and its heroes. You now have all of the games belonging to the Legend of Zelda franchise, as well as the systems needed to play them all.

Magic Bottles [50]: What seem like ordinary bottles to some, these have been specially enchanted to contain and preserve anything that can fit inside. From hot soup to fairies to magical fire, the only way it's getting out is if you let it.

Premium Lonlon Milk [50]: For when you want to unwind after a long day's hard work, Lonlon Milk is there to help you along. Ice cold and delicious, this magically enhanced milk has an almost alcoholic effect on those who drink it, and will replenish afterwards.

Slingshot [50]: Though it may look like a children's toy, never underestimate the power of a slingshot. This one hits with a surprising amount of force, and can hit a target from a hundred meters away. You will also receive a satchel filled with fifty deku seeds to use as ammo, which will replenish daily.

Three Gems [50]: A beautiful emerald, a blazing ruby, and a brilliant sapphire. Three gems connected to the three aspects of the Triforce, and believed to open the way to such a wondrous prize. You now possess the three spiritual stones of the Kokiri, Goron, and Zora respectively, and together have a small empowering effect on magical music.

Ancient Whip [100]: An ancient treasure from the Era of the Sky, the end of it has an orb of light that grabs tightly to whatever the user desires. It is also possible to hang on poles, branches, and other things with the whip and swing in the air with it. This whip can extend to reach up to twenty feet, and can be used for a number of other purposes, should one be clever enough.

Ball and Chain [100]: Are you ready to cause some extreme damage and mayhem? If so, then there's no better weapon for you. A steel ball as big as a man's torso, yet light to you, it can be swung around to great effect using its extending chain. Use it to smash rocks and ice, or twirl it around to smash any monsters foolish enough to get close.

Elemental Enchantment [100/50]: By far one of the most popular kinds of enchantments to be found, there are a number of weapons that have been permanently imbued with the power of the elements. A weapon of your choice now holds one of these elemental powers, be it fire, ice, lightning, darkness, light, or something else. Alternatively, this can be used to boost a pre-existing enchantment of a similar elemental nature. This can be taken multiple times, costing **[50]** after the first.

Environmental Clothing [100/50]: Some areas in Hyrule are most certainly not for everybody, being much too dangerous or inaccessible for most. But the people of these lands have found a clever solution for some of these problems. With each purchase of this option, you can grant any clothing or armor one of the following benefits; heat immunity, cold immunity, shock immunity, or water breathing. Each one will change your clothing red, white, yellow or blue, respectively. This can be taken multiple times, costing **[50]** after the first.

Golden Gauntlets [100]: Crafted by the ancient gerudo, a set of beautiful golden gauntlets with a ruby embedded into it, they will grant a great boon to its wielder. While wearing them, you will see an exponential increase in strength, enough to toss around a massive pillar of stone, though the magic within makes it so this strength cannot be used in combat.

Gust Bellows [100]: An item commonly used in ancient times by miners in Lanayru, it draws in air using a vacuum mounted at its rear and then blows it out at high speeds. This tool can be used to clear away sand and dust, revealing the objects buried beneath, as well as knocking over enemies, so long as they're smaller than the average bokoblin.

Magical Instrument [100]: It is often said that music is its own kind of magic, capable of moving the hearts and souls of any who listen to it. And when played through an instrument like this, that claim becomes a bit more literal. Not only will this enhance any music based magic when played, but the music played will always be pleasant to hear, even from a complete novice.

Master Ore [100]: Perhaps the rarest material in the land, it is from this metal that gave birth to the Master Sword. It is very durable, it holds its edge extremely well, and is highly receptive to and even boosts enchantments that are placed on it. You will receive a stock of one metric ton of this metal, which will replenish weekly.

Pegasus Boots [100]: A long time ago, mortals began to walk. And then, they ran. Ever looking for increased speed, they have crafted these leather boots with wings on the side. Wearing them will triple your speed with no loss of control.

Royal Stones [100]: A set of nine charms, crafted by the Royal Family of Hyrule. Crafted from arcane stones and enchanted with sophisticated magics, they will allow you to communicate with anyone else that is holding onto another. This communication may only be done through voice, but it is instantaneous, regardless of the distance between them.

Set of Potions [100]: It takes a special kind of fool to travel these lands without any kind of support, and few are as good as these. Within your possession are six glass bottles, each filled with potions. Three options to restore health, and three to restore stamina. They will refill themselves after a day, so don't worry about running out in the long term. Thankfully, they actually taste pretty good.

Spinner [100]: An ancient item created long ago, for when you don't want to walk but don't have a horse to ride. The platform you stand on is unaffected by the rapid spinning of, well, everything else. It is faster than a horse, allows you to drift on quicksand or similarly dangerous surfaces for a time, and reduces the impacts of great falls. Of course, it would be very harmful to enemies should you run into them.

Timeshift Stones [100]: A unique black stone only found in the ancient Lanayru Desert, these have a unique ability to alter the flow of time. The refined stones can revert an entire area back into what it used to be hundreds of years ago. They also make for amazing power sources, and many more uses for those creative enough. You will receive twenty of these stones each week.

Treasure Chart [100]: An old map that shimmers with magic, it will allow you to find any nearby hidden treasure, be it rupees or magic items. Though it can only chart an area the size of Hyrule, those willing to go out and explore will find it charting new lands and marking where their treasures are.

Elemental Rod [200]: Magic is a difficult art to properly learn and master, and some are either much too busy or too impatient to take the time to do so. Thankfully, there is a workaround. Magical rods, much like the one now in your possession. This rod is capable of unleashing powerful elemental blasts, or offers some measure of control over them. The fire rod can summon an inferno to burn away all before you, while the ice rod freezes them in place. The lightning rod sends out powerful bolts of electricity, and the sand rod can manipulate sand for a number of uses. You are not limited to just the elements mentioned here, though each rod can only have one effect. This can be taken multiple times.

Four Sword [200]: Though this magical sword is not as famous as the Sword that Seals the Darkness, it's still an incredibly powerful weapon. In addition to being completely indestructible and incapable of losing its edge, this blade will allow the wielder to create up to three copies of themselves, each as capable and powerful as the original, though they only have a quarter of the durability. They are even color coded, ensuring that all of them know just who is the original.

Master Key [200]: Throughout your journeys in this land, you will find many locks blocking your path. Fear not, though, for you possess this. A golden, ornate key that shifts itself to perfectly fit into any physical lock.

Owl Statues [200]: Owls and birds in general are thought to be mentors and guardians, shepherding those promising to far away places on their swift wings. Perhaps those legends have some truth, for these statues outside of major settlements and cities or important landmarks will allow you to travel to and from them almost instantaneously.

Roc's Cape [200]: A beautiful cape crafted from silk and bird feathers. It has been enchanted to vastly increase the wearer’s jumping capabilities. Additionally, you can become one with the wind for a time, becoming intangible and immune to harm, though in return you cannot cause harm, either.

Sheikah Slate [200]: Created by the ancient sheikah, it is a useful tool and a deadly weapon in the right hands. This magitek tablet contains an updating map, camera, video recorder, and a journal. But most impressively are the four runes, each with their own effects. Magnesis allows you to manipulate metallic objects. Remote Bomb allows you to place round and square bombs. Stasis temporarily stops an object in time while storing its kinetic energy. And Cryonics creates a pillar of ice.

Crystals of the Goddesses [400]: A trio of crystals, believed to have been blessed by the Three Goddesses. The red crystal will allow you to unleash a massive inferno, incinerating everything around you in a flood of fire while leaving you untouched. The green crystal will allow you to temporarily enhance all of your physical attributes, most noticeably your speed. And the blue crystal creates a magical shield around you, making you invulnerable for a time. You can activate these three at any point you wish, so long as they are on your person, though do require a bit of time between uses to recharge. Perhaps you could make them into a necklace, or embed them in a set of armor?

Jewelry Box [400]: Jewelry may look like it won't offer much use beyond just looking pretty, but that's where you'd be wrong. This box contains sixty-four magic rings, each one with its own magical effect. From increasing the damage you deal with swords to improving your defenses to granting a healing factor to even transforming you. You can only wear ten of them at a time, though that might not be much of a problem with so many powerful options.

Medallion Collection [400]: Much like with jewelry, you'd be surprised about the amount of utility these small medallions found around the land actually are. This box contains numerous medallions, each with their own magical effects. From increasing your vitality to blanketing the area with explosions, the effects are as numerous as they are powerful.

Secret Stone [400]: The ancient treasures of the zonai, they were given to those who would be named Sages. Possessing one will see all aspects of your power vastly increase, be it physical or magical. A fireball could become a raging inferno, and a simple punch could shatter boulders. Their greatest capability, though, is also one that should only be a last resort; draconification. When consumed, you will have to give up your mind in return for the power and form of a dragon. Should you consume one, the effects will be undone at the end of your Jump.

Spirit Train [400]: Though you may not expect much from a train, this purchase is sure to surprise and exceed your every expectation. Swift as the wind and durable enough to plow into a mountain at full speed with no damage, it requires no fuel nor any tracks to function. In fact, it's just as maneuverable as any horse, perhaps even more so under a skilled driver. There are also ten cars, each with their own uses, such as storage or firing powerful weapons. These cars are largely customizable, and easy to modify.

Wind Waker [400]: A magical conductor's baton, one made of the purest silver. The user of the Wind Waker is capable of altering the winds and weather, as well as being able to call upon and borrow the power of the gods. Simply move it in the correct positions and in the right order, and the very winds themselves will obey your every command.

Divine Beast [600]: The very pinnacle of sheikah technology, you now find yourself in possession of one of the highly vaunted and extraordinarily powerful Divine Beasts. Whether you own a pre-existing Beast or one of your own design, each is well worth the cost. They are incredibly durable, surprisingly maneuverable for something so large, and can fire off a laser capable of blasting straight through a mountain with ease. You can directly pilot this Beast from within a protected cockpit.

Gate of Time [600]: A magical gate that is potentially older than even the Goddess Hylia herself, shaped like a massive gear with arcane sigils adorning it. This will allow you to travel through the currents of time, from present to past, up to a thousand years, in all worlds you visit. The future, for some reason, seems to be blocked from you. Actions taken in the past will not overtly affect the present, not where it truly matters.

Hyrule [800]: There is so much beauty to witness and many mysteries to uncover within this land, so much that it's unclear if you'll be able to see all of it within just ten years. But what if you didn't have to leave, instead bringing the whole of Hyrule with you? From the Kokiri Forest to Death Mountain, from the Gerudo Desert to Zora's Domain, even the cavernous Depths below, you can take all of it with you, the civilized inhabitants of the land seeing you as their newest ruler, pledging their eternal loyalty to you. This land will be bigger than what you may have previously thought, but that just means that there's so much more to explore.

Moon [800]: Gazing down at us from up on high, many look to the moon for comfort at night. Though, this one is not exactly what we would expect. This moon is now yours to do with as you see fit, able to be summoned into the atmosphere whenever you wish, greatly enhancing any lunar related abilities you may have, and sent hurtling towards the planet below. Within the moon, however, is a pocket dimension, an endless field of grass and trees, a peaceful place. Simply being here will alleviate any stresses, worries, or mental issues a person may have in an afternoon. The demonic face is optional.

Triforce [1000/500]: Three golden triangles created by the goddesses Din, Nayru, and Faron, no treasure in this world is greater than these. Their power is immense, capable of granting wishes that can affect the whole of the planet. After each wish, they will be rendered inactive for a time, requiring an entire year before they can be used again. And should you bond yourself to one of these golden triangles, or perhaps even all of them at once, then the power you would wield would be beyond any but the actual gods themselves. Alternatively, instead of buying the entire thing, you can purchase only a single part of the Triforce for **[500]** each.

Courage Items:

Discounts for Courage are 50% off, with the [100] items being free.

Adventure Pouches [100]: There are so many neat goodies and tools to be found while adventuring the land of Hyrule, so it's always a shame when you can't carry more. Never again, as these three hip pouches are practically endless, able to hold whatever you need without any increase in weight, so long as they can fit into the opening. If you're looking for a specific item, just reach in while thinking of it, and it's there.

Hero Outfit [100]: If you want to play the part of a hero, then you're going to need to look the part. This set of green clothes are perfect for long adventures, resistant to wear and tear, very breathable, and very comfortable. The boots won't ever leave you with blisters, and the hat never seems to fall off.

Bomb Pouch [200]: If there's any kind of weapon that's extremely fun to use, it would almost always be explosives. The loud noise, the flash of light, the pure devastation they leave behind, the only downside is that they're single use only. But now you'll never be running out any time soon, not with this. This leather pouch holds fifty bombs within while weighing like it's empty. The bombs you pull out will already be lit, so fire away and watch the fireworks. These bombs will replenish hourly.

Claw Shots [200]: Have you ever wanted just a slightly longer reach, just enough to get to the top shelf? Well, this may be a bit too much, then, but helpful nonetheless. These two gauntlets have a grappling claw device each, capable of being shot forward a good distance away, before grabbing onto whatever may be in their way. They also retract at a rapid pace, making it look almost instantaneous. You could use these to grab far away objects, or latch on to propel yourself forward.

Automatic Crossbow [400]: Bows are all well and good, but do you know what's even better? A crossbow. They shoot farther, hit harder, and are easier to use than standard bows. Your crossbow is a rapid fire one that has infinite ammo. Simply pull the trigger, and watch the bolts fly. And should the standard bolts not be enough for you, a button on the side allows you to switch back and forth between bolts with small bombs attached to them.

Hylian Shield [400]: A shield created by the Thunder Dragon Lanayru for the Hero of the Sky, no other shield comes close to matching this one. It is completely indestructible, nullifies most of the kinetic force behind whatever hits it, and it can even protect against magic or elemental attacks. Though it may seem a bit lacking, it should be more than enough to help protect you.

Master Sword [600]: The Blade of Evil's Bane. The Sword that Seals the Darkness. The very pinnacle of holy weaponry, it was forged by the Goddess Hylian and enhanced by three divine flames. It can slice through steel with ease, fire off beams of potent holy energy that are just as sharp as the blade itself, deflect magical projectiles, interact with spiritual entities like poes, and is practically indestructible. Perhaps, with time, you could awaken the slumbering spirit within.

Terminian Mask Collection [600]: Are you a collector, because it certainly seems that way. Within your possession are twenty-four magical masks, each with their own abilities. The Deku, Goron, and Zora mask will let you transform into their respective races. The Bomb Mask lets you unleash explosions at will. Bunny Hood increases your movement speed. The Stone Mask makes everyone ignore you. The Giant's Mask lets you grow to immense size. But all pale in comparison to the Fierce Deity Mask, which will enhance *everything* about you to new heights. The single downside is that you can only wear one mask at a time.



WISDOM ITEMS:

Discounts for Wisdom are 50% off, with the [100] items being free.

Noble Attire [100]: Should you desire to present yourself as nobility, then you need to look the part. Thankfully, this fine set of clothing is exactly what you need. Extremely comfortable and made from high quality materials, it accentuates your best features, making you seem slightly more beautiful than before.

Treasury [100]: Rupees are quite a strange currency, being small gems rather than coins or bills. But hey, you certainly aren't going to be complaining, what with how much you've got now. You now have over a thousand rupees, more than enough to live luxuriously for a few weeks. And don't worry about running out in the long run, as they will replenish monthly. Just don't spend it all in one place, yeah?

Royal Tiara [200]: Heavy is the head that bears the crown, or so you have been told. Truthfully, the problems of rulership often come from people not listening to your decrees and advice. A golden tiara inlaid with gems, wearing this will see a noticeable increase in your charisma and oratory skills.

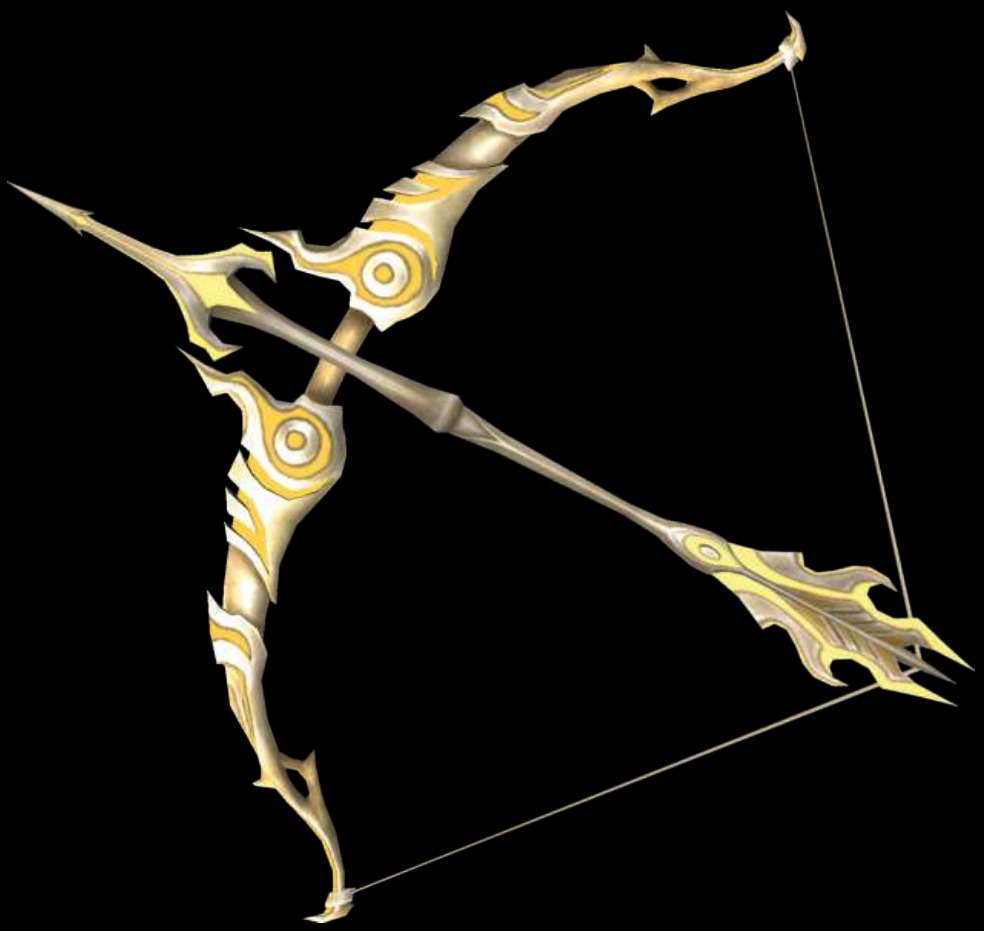
Signet Ring [200]: To prove yourself as the royal you are, you bear this golden ring. Bearing the royal insignia of your chosen race's royal family, or one of your own design, those who wear it will find themselves immune to disease and poison, as well as resistant to all kinds of curses.

Pirate Ship [400]: No self-respecting royal would find themselves on a pirate ship, but there are quite a few who are the adventurous sort, like you I would presume. You now find yourself as the proud owner of a magically enhanced frigate, capable of cutting through the waves with ease and surprising speed, and highly maneuverable despite its size. It even comes with cannons that have a replenishing stock of ammo. Strangely enough, you only need one person to sail this effectively.

Royal Blade [400]: Though appearing as a fancy rapier, this is perhaps one of the deadliest weapons around. It has been enchanted with holy magics, capable of smiting most evils that are unfortunate enough to touch its blade, but that is not what makes it special. It is capable of flight and independent movement, directed by the user's intent. Your intent. In the hands of a skilled and cunning fighter, none would stand a chance.

Bow of Light [600]: Imbued with the holy light of the Goddess Hylia, there are few bows who could match this artifact. All arrows unleashed from this indestructible bow cause a massive explosion of holy magic, and anyone unlucky enough to actually be hit by them will feel like they just got slammed by a ship. How fortuitous then, that you will never run out of arrows, as the quiver will automatically replenish itself after each use.

Ocarina of Time [600]: An azure instrument, only the symbol of the triforce on the mouthpiece hints at just how unique it actually is. This is the Ocarina of Time, a magical relic passed down through the royal Hylian family for generations. By playing the correct songs, one is capable of amazing feats, such as speeding up or slowing down their personal experience of time, alter the weather, ease regrets and soothe the souls, and even going back in time by three days. Perhaps more magic can be performed, should you seek out how.



POWER ITEMS:

Discounts for Power are 50% off, with the [100] items being free.

Demon Armor [100]: Should you wish to play the part of the conqueror, then you need to look the part. You now possess a set of imposing and durable armor, one that makes you seem slightly more imposing, more intimidating than before. It even comes with a cape bearing a sigil of your choice.

Topaz Headdress [100]: A magical gem, able to be placed upon the forehead without it ever falling off. By wearing this, you will find it easier to channel and use magics of all kinds, regardless of their origins or effects. In battle, every little bit helps when the end goal is victory, regardless of the cost.

Raiding Horn [200]: A decorated horn crafted from the remains of a lynel, its sound capable of being heard clearly even across an entire battlefield. With this, you are able to accurately directe your forces by just blowing into this horn, no matter the din of battle. They won't even question it, only their new orders should they be foolish enough to go against your clear wisdom.

Shadow Puppet [200]: A life-sized marionette crafted in your own image, it has been magically bonded to you. Upon activation, you can act through this puppet, able to channel all of your powers and capabilities through it as though it were actually yourself. It can even disguise itself as you, being indistinguishable if not for the fact that it won't be as durable as you yourself are.

Dungeon [400]: You can find innumerable structures dotting the landscape, temples and ruins just waiting to be plundered and explored. You now possess one of them, an elaborately designed complex with numerous enemies, puzzles, and loot within. Should you manage to clear it out, then it will replenish itself within a month, even changing the layout within should you wish for something new.

Ganon's Trident [400]: A golden trident, one owned by a version of the demonic Ganon himself. It can pierce through goron hide with surprising ease, though that is far from its only use. When thrown, it will return to the user's hand whenever they desire. Additionally, it is fantastic at channeling magic, reducing the cost while improving the desired effect. With such a weapon by your side, it's guaranteed for victory to be within your grasp.

Majora's Mask [600]: A cursed mask, one that comes from a doomed world and once inhabited by an evil spirit. Although, it seems as though the spirit within is long gone, yet retains all of its abilities. Curious, but also useful. While wearing this mask, you will find the power of all your magics greatly enhanced at a significantly reduced cost, especially those of curses and magic considered dark or evil. Additionally, it gives the wearer the power of telekinesis, enough to throw a goron around with contemptuous ease.

Zubora Gabora [600]: A demonic greatsword, once owned by the Demon King Demise, a dark mirror to the Master Sword in every way. Its ebony metal can cut through steel with ease, fire off beams of dark energy that are just as sharp as the blade itself, leaves devastating wounds that are nigh-impossible to heal, interact with spiritual entities like poes, and is practically indestructible. Perhaps, with time, you could awaken the slumbering spirit within.



HYLIAN ITEMS:

Discounts for Hylian are 50% off, with the [100] item being free.

Cozy Home [100]: Everyone needs a place to call home, where they can rest their laurels and relax after a hard day's work. You now find yourself the owner of a decently sized home, with four bedrooms, two bathrooms, and a fully stocked kitchen. It is already furnished, and all yours to do with as you see fit.

Paraglider [200]: A glider with the symbol of the Hylian royal family on its cloth, it is perfect for anyone who's not afraid of heights. Simply having it on your person will allow you to reduce the speed at which you fall, while actually pulling it out will allow you to glide for however long you can hold on.

Hyrule Castle [400]: This will certainly make you feel like royalty. You are now the proud owner of Hyrule Castle, though its size makes it more akin to a small mountain than any conventional building. It's filled with all the amenities you'd expect from a structure like this, from armories to kitchens to living quarters to so much more. The royal bedchambers are the absolute peak of luxury, fit for a king. It will come with its own staff and guards, the demographics of such up to you to decide.



Sheikah Items:

Discounts for Sheikah are 50% off, with the [100] item being free.

Sheikah Armor [100]: The sheikah are known for their skills with stealth, and as such need the proper clothing to do it in. This skin tight suit is designed with stealth in mind, it's dark colors helping it to blend in with the shadows. It even helps with disguising your true identity, such that it would be difficult to even tell your actual gender.

Ancient Schematics [200]: Looking back to the past is a common occurrence, especially when it seems much better than your current circumstances. You now own a piece of that ancient past, in the form of schematics detailing how to properly construct and power the weapons and armor of the ancient sheikah.

Trial Shrine [400]: The ancient sheikah created numerous trial shrines all across Hyrule, meant to test the future incarnations of the Hero. You now possess one of your own, a hidden complex made just for you. It can change between one-hundred and twenty layouts, each meant to train your skills, be they complex puzzles for your mental abilities, or a gauntlet of enemies for your combat skills. Over time, you may even find new layouts added to your collection, ensuring that your training won't go dull.



GERUDO ITEMS:

Discounts for Gerudo are 50% off, with the [100] item being free.

Desert Attire [100]: The desert lands that the gerudo inhabit are harsh lands, where the sun shines always. With such a dry and arid homeland, they needed proper clothing for such an environment. This set of gerudo clothing was made for the desert, keeping you cool in even the hottest of environments. It will even lower your need for water.

Flying Broom [200]: The gerudo are well versed in magic, often being some of the most potent of sorceresses around. This is proof of their magical expertise, a seemingly ordinary broom with a magical ability. It is capable of flight, being just as maneuverable as a horse, and fast enough to fly across the whole of Hyrule in half a day.

Urbosa's Armaments [400]: The weapon and shield of the gerudo champion, Urbosa. The Scimitar of the Seven is a highly decorated blade, imbued with her connection to lightning, electrocuting the target with each strike. The Daybreaker is an enchanted shield adorned with a jeweled gerudo emblem. Should any be foolish enough to strike it, they will find themselves electrocuted. The two of them together will enhance their effects to new heights, as well as making it easier to channel any electrical abilities and magics you may possess.



Korok Items:

Discounts for Korok are 50% off, with the [100] item being free.

Deku Nuts [100]: A special kind of nut found primarily within the Kokiri Woods, they are about the size of a child's fist. When thrown, they will unleash a bright flash of light, capable of blinding most who look upon them. You are immune to these flashes, and your cloth sack holds twenty of these nuts, which will replenish hourly.

Korok Leaf [200]: An enchanted leaf taken from the Great Deku Tree the size of a child's torso, it has been imbued with the power of the winds. When swung, this leaf will create a gust of wind powerful enough to knock even a goron over. You could also use it as a makeshift paraglider, slowing your falls and gliding in the air for a time.

Kokiri Woods [400]: The emerald green trees, rivers of clear blue, black dirt filled with nutrients, and the sounds of childish laughter drifting in the wind. Attached to your Warehouse is an absolutely massive forest, filled with all kinds of life that can be found in these lands, both flora and fauna, deku scrubs and fairies. And to protect it, the outer reaches of the forest have been enchanted to confuse and distract anyone you don't want within, making them incomprehensibly lost before finding their way directly outside of your forest.



Goron Items:

Discounts for Goron are 50% off, with the [100] item being free.

Gold Dust [100]: A unique magical gold found close to the hearts of volcanoes, you now possess a large bottle filled with this gold dust. Using it in smithing will find your creations stronger, more durable, and much more accepting of any enchantments you may want to place onto it. This bottle will replenish each day.

Biggoron Forge [200]: The goron are famous smiths, due in part to their resistance to the heat needed for the process. You now have your very own forge, the magical lava within making anything crafted with it of much higher quality than it otherwise would have been. This forge will come with all the tools needed to properly utilize it, though you may need to purchase or craft specialized tools for specialized projects.

Megaton Hammer [400]: A warhammer rumored to be from the days when gorons were first pulling themselves out of the primordial magma, its craftsmanship is on par with that of the Master Sword. Imbued with the heat of a volcano, anyone unfortunate enough to get hit by this will not only feel the tremendously powerful impact, enough to behead a lynel with one swing, but it will also set your targets ablaze.



Zora Items:

Discounts for Zora are 50% off, with the [100] item being free.

Water Dragon Scale [100]: An ancient necklace made using the scale of the Water Dragon Faron, it grants the wearer some measure of her grace underwater. While worn, it will increase the wearer's swimming speed, as well as their mobility under the water. A normal hylian may even find themselves on par with some zora, to say nothing of what would happen if one of the fish folk were to wear it themselves.

Aqua Bombs [200]: There aren't as many options for fighting underwater as there are on land, though one particularly inventive zora tried fixing that problem. This fish-shaped bag contains twenty bombs that can be used underwater, their explosions on par with their land varients even when submerged. Don't worry about running out either, as they will replenish hourly.

Lightscale Trident [400]: The personal weapon of the zora champion Princess Mipha, this expertly crafted trident is perfect for any who call the water their home. It has been enchanted to greatly increase any water abilities the user may possess, be they magic or something else. This will even affect their swimming speed and maneuverability, making them almost untouchable when submerged. Even still, it can easily pierce the thick hide of a hinox with ease, making it just as deadly as it is beautiful.



Rito Items:

Discounts for Rito are 50% off, with the [100] item being free.

Warm Wrappings [100]: The high altitudes that the rito constantly fly at are not as pleasant as one might assume, being colder the higher up one flies. To combat such an occurrence, these clothes were created. Specifically designed to protect against windchill, they will keep the wearer comfortably warm in even the coldest of environments, as well as lowering the amount of air they need.

Hawkeye Mask [200]: More of a helmet and goggles than an actual mask, it is a highly prized tool by archers of all stripes. Made in the shape of a hawk's head, wearing this will double the user's range of vision, capable of seeing much further than before. It also helps to protect the eyes against wind and other obstructions.

Great Eagle Bow [400]: The personal weapon of the rito champion Rivali. Though arrogant, his pride in his skills was not unfounded, especially with this bow at his side. In addition to firing off arrows at much greater speeds and striking with much more force than they have any right to, the user of this bow is capable of altering the trajectories of their arrows mid-flight, ensuring that they will always hit their target.



Twili Items:

Discounts for Twili are 50% off, with the [100] item being free.

Shadow Crystal [100]: A black, twisted crystal crafted through the use of dark twili sorcery. By embedding this into someone, they will take on the form of an animal of your choosing. You can take it out at any time, and even give them control over their transformation. You will receive twenty of these, which will replenish should any of them be destroyed or used.

Fused Shadow [200]: An ancient helmet created by the ancestors of the twili during the Interloper War, it has been imbued with dark power. Simply by wearing it, the user will find their twili sorcery more powerful than before, as well as being less costly to use. But this does not just affect twili sorcery, but rather any kind of shadowy and dark or forbidden magics you may know.

Mirror of Twilight [400]: A massive mirror, easily as wide as a zora is tall. It was crafted in the image of the ancient Gate of Time, though this one is connected to space instead. By using it, you are able to create a gateway to a realm of perpetual twilight, with its own strange environment and an obsidian city. This realm is as large as that of Hyrule, though strangely devoid of intelligent life. Perhaps you could fix that?



FAIRY ITEMS:

Discounts for Fairy are 50% off, with the [100] item being free.

Fairy Bottle [100]: Fairies are often captured and placed within jars, useful for storing them for later when their healing is most needed. You have a similar jar in your possession, able to shrink both yourself and allies, holding and preserving them until you let them out. Thankfully, it is also indestructible.

Great Fairy's Sword [200]: A chromatic greatsword imbued with the power of four great fairies, it would rival the Master Sword if not for its simplistic capabilities. It is nigh-indestructible, can cut through steel with ease, and weighs less than a feather. Other than that, there isn't much to say about it.

Fairy Fountain [400]: Hidden away in various areas of the world, the fairy fountains are the homes and sanctuaries of all fairies, sacred places few others ever set foot in. Now you will find one of these fountains connected to your Warehouse. The waters within will cure all ailments and heal all wounds, as well as giving off an aura of peace and tranquility, letting all know that this is a sacred place not to be tarnished with violence. You will even find a number of fairies have made themselves at home here, willing to obey the master of the fountain.



Zonai Items:

Discounts for Zonai are 50% off, with the [100] item being free.

Energy Cells [100]: An item with eight green cells, it is a portable power source charged with the energy needed to use some zonai devices, though yours can affect any form of technology. It doesn't need to connect physically with the device you want charged, capable of lasting hours on end, and it will automatically recharge any spent energy over time.

Zonai Dispenser [200]: A massive contraption filled with strange orbs, each of which can be broken to obtain some device that the zonai used. You just need to hook it up to some form of power source and it will produce as many of these orbs as you want. What insights you could gain, or monstrosities you create, all depends on how you use them.

Sky Island [400]: Look to the skies, and tell me what you see. If you see a floating mass of rock, then congratulations. You are now the proud owner of a floating island, large enough to house a large city and then some. It has lush plant life, and a never ending pool of clear water. It’s actually quite difficult to see from the ground, almost invisible, though those flying through the air will see it clearly. What use for this, only you can say, but it is a wondrous thing, a home in the sky, is it not?



Sword Spirit Items:

Discounts for Spirit Sword are 50% off, with the [100] item being free.

Sheath [100]: All swords require a sheath, a container for their blade lest they become damaged or dull. This sheath is designed in a manner of your choosing, and will keep whatever weapon you put within fully maintained and ready for battle. Should it be the sheath for the blade you call a body, then it will be extremely comfortable for you.

Extra Blade [200]: In time, even the mightiest of blades may one day break and corrode, even ones as mighty and ancient as the Master Sword. Should such an event transpire for you, you may move your consciousness to this blade, ensuring that you live on even after your original flesh has been shattered.

Sacred Flames [400]: Though the Sword that Seals the Darkness was forged by the Goddess Hylia, it still needed to be quenched within three sacred flames before it could take on its final form as the Master Sword. Sacred flames that are now within your possession. Green, red, and blue, these flames will exponentially improve the quality and power of any items placed within, though can only be used once per flame per weapon. You could even improve your sword form, greatly improving your own capabilities and potentially even unlocking new powers.



Robot Items:

Discounts for Robot are 50% off, with the [100] item being free.

Repair Kit [100]: Machines are not like organics, unable to simply cast a spell or lay down for a few days in order to heal themselves. No, it requires actual effort to keep in tip top shape, so it is vital that you have one of these. An all purpose tool kit, made to repair all kinds of machines with the right knowledge.

Digging Mitts [200]: An invention made by the ancient and long forgotten mogma, a race of mole men. Wearing these gauntlets will allow the user to dig at an incredible speed, about as quickly as they are capable of sprinting. Whether it be for digging trenches, mining for rare resources, or utilizing the sharp claws in combat, there are few who would levy complaints toward such a tool.

Ancient Factory [400]: How strange, it is, to think that the past was so much more advanced than the present, perhaps even the future as well. Now, though, you have yourself a sliver of that glorious past, one where the Thunder Dragon Lanayru spurned on innovation and creation. A massive factory complex that is connected to your Warehouse, it can be used to manufacture just about any technology you desire, though the higher quality the longer the process will take. Will you craft weapons not seen in millenia, or perhaps revive an ancient race of robots, or some other purpose that comes to your mind? Either way, you won't ever have to worry about the materials, seeing as the factory will supply those on its own.



Monster Items:

Discounts for Monster are 50% off, with the [100] item being free.

Crystalized Malice [100]: Shards of demonic energy, it is said that they originate from the Demon King, each carrying some of his immortal evil. When placed within a machine or person, they will become corrupted, their actions and thoughts more malicious. Should they be consumed, though, you will find your magic becoming stronger and darker in nature. You will receive ten of these crystals, which will be replenished weekly.

Monster Huts [200]: Though most seem like wild animals, there are actually a number of monsters who prefer shelter to living under the bare sky. You have a number of these simple structures, easy to set up, pack up, and carry with you. They will protect you from any weather, and the inside is extremely comfortable to be in regardless of the environment outside.

Serene Arena [400]: A replica of where the Demon King Demise was sealed away, a seemingly endless realm where there is only the water below, and the cloudy sky above. Should you so desire, you can set up challenges with others to take place within, be they any current enemies or summoned copies of those you've fought in the past. You can also alter the weather within, the clouds above roiling darkly before unleashing a storm, firing off bolts of lightning every few seconds. The best part is, there is no interference from the outside. Only you and your opponent, until one falls.



COMPANIONS:

Champions of Jumper [50/100/200]: In a world as large as this, would it not be better to travel with those you consider friends? Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion can choose their race freely, and receives 800 cp to spend on perks, and a stipend of 200 cp for items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Sages of Jumper [300]: But maybe you have more than just eight companions. Maybe you would like to bring in ten, twenty, maybe even a hundred to stand by your side. You may now import an unlimited amount of companions. Each companion can choose their race freely, and receives 800 cp to spend on perks, and a stipend of 200 cp for items.

Forces of Jumper [Free]: But what of those loyal souls who follow you from world to world, without complaint or promise of reward? Should you be so kind, you may import any number of your followers, giving them a background and race of their choice.

Loyal Steed [Optionally Free]: The best way to travel these lands is not by foot, but by house. How fortunate, then, that you have one of your very own. A strong beast, she is fully trained, capable of all kinds of tricks and maneuvers. She will always be faster than you, regardless of how fleet you become, though she strangely seems to teleport to your side when called.

Ancient Spirit [50]: The sister of an ancient king, this zonai ghost spends the majority of her time tinkering and advancing her understanding of arcane technology. Despite being long dead, her spirit can possess a custom artificial body that allows her to interact with the rest of the world. Whenever she speaks of the past, it is always a melancholic experience filled with bittersweet memories.

Bound Blade [50]: It seems as though a spirit has bound itself to one of your weapons. It is only a young one, barely having a personality, though depending on how you treat them and the type of weapon they are combined with. Should you use this on the **[Master Sword]**, then the spirit will be Fi. Should you use this on the **[Zubora Gabora]**, then the spirit will be Ghirahim.

Cuddly Remlit [50]: A species of feline native to the floating land of Skyloft, few are as lovable as the remlits. Puffy coat, fluffy tail, and big ears make it a popular pet. It can even fly using those ears, though not for very long. Do be sure not to wake them up at night, though, as they can get a bit grumpy.

Dragon Warrior [50]: A warrior who uses his magic to harness the power of a dragon, though some say he is a dragon who bargained with a witch to gain human form. In battle, he relies on powerful attacks to devastate his enemies, using his magic to breathe fire and turn into a dragon, and even turn certain parts of his body into dragon limbs, such as his arm.

Graceful Loftwing [50]: A relic from the Age of the Sky, the loftwings have long since gone extinct. Strange, then, how you have come into possession of one. Being of a color of your choosing, this massive bird is your trusted mount, carrying you into the heavens above at ludicrous speeds, faster than even you, regardless of how swift you may become in the future.

Intelligent Wolf [50]: A strangely intelligent wolf, one bearing odd markings and a manacle around his front leg. Still, he's big, fluffy, listens well to orders, and is absolutely viscous in a fight. Some nights, he can be heard howling a pleasant melody into the night sky.

Royal Boat [50]: Of all the companions you could have made, I bet you'd never have expected a talking boat to be counted among them. Yes, this single person boat can speak, its lionesque head being quite verbose while traveling the waves with you. He's even amenable to incorporating upgrades into him, or even importing another ship option. When he rarely sleeps, he can be heard whispering apologies to some long gone memory.

Skull Kid [50]: Do you need a best friend, one who'll pull you into all sorts of trouble, but will be absolutely amazing to reminisce about later? Well now you've got one, as this skull kid is ready to pull off all sorts of mischief with you. He occasionally has nightmares, something about a mask?

Twilight Princess [50]: An imp claiming to be a cursed princess, few are quite as sassy as she is. She seems to think you're the key to something she won't speak about for now, but is willing to assist you for now, so long as you can help her out. She's usually hiding as part of your shadow, the light of this world not quite agreeing with her, though can deal with it if the need arises.

Wind Sorcerer [50]: An ancient sorcerer belonging to a long lost race known as the minish. He has pledged himself to you, hoping that his incredible arcane prowess will earn an eternal place by your side. With such magics ranging from powerful torrents of wind to shapeshifting to casting dark curses and many more, it is no wonder he could threaten even a Hero in battle.

Champions of Hyrule [100]: In the Age of Calamity, there were five champions from each of the major races, though only four of them are now your companions. Urbosa, the chief of the gerudo, who wields lightning like a man might wield a spear. Daruk, a goron as strong as he is lively. Mipha, princess of the zora, whose kindness and healing capabilities are unparalleled. And Rivali, a rito whose pride can only be contained in the boundless skies.

Chosen of the Triforce [100]: Three figures, showing up throughout history again and again. The Hero. The Princess. The Villain. With each purchase of this, you may take with you either Link, Zelda, or Ganondorf as your newest companions. Which version of them you take is ultimately up to you, but you can only have one of each.

Army of Warriors [200]: Sometimes, personal strength will not bring you victory. For those times when your sword arm or magic spells aren't enough, you may call upon your forces. You now possess an army of followers, numbering ten thousand strong, each fully trained in various forms of combat, from swords to bows to unarmed. Their exact demographics are up to you, whether you want an army filled with the very best of each race, or a horde of monsters to unleash onto your enemies. All of them are unflinchingly loyal to you, willing to follow you into the very bowels of hell without a second thought.

Sages of Hyrule [200]: The six sages who were instrumental in sealing away Ganondorf in the Era of Time, they have agreed to join you on your travels. The hylian Sage of Light, Rauru. The kokiri Sage of Forest, Saria. The goron Sage of Fire, Darunia. The zora Sage of Water, Ruto. The sheikah Sage of Shadows, Impa. And the gerudo Sage of Spirit, Nabooru. They will work to ensure that any world you visit is in harmonious balance, for as long as you'll have them.



SCENARIOS:

Trials of the Aspects

There are three aspects in this world that stand above all others. Courage, Wisdom, and Power. Separate, they are formidable, but together, they are unstoppable. Should you believe yourself to possess a true mix of all of these aspects within you, then may you find success on this challenge. You must go to three remote areas in the world, and undergo three trials. You may only take each trial once, or face failure.

The Trial of Power is a seemingly endless gauntlet of combat, facing off against hordes of enemies without a break, though some say that there might be a way to succeed this trial by slaying a particular monster. The Trial of Wisdom will see you within a massive temple complex, built like a maze that you must shift around from certain points within the complex itself. Find the exit, and you will succeed in this trial. None have successfully completed the Trial of Courage, either running away in pure terror or are never seen again. What you face in this trial is unknown to all, as the story always changes as to what made them flee.

Rewards:

Incredible, you have managed to complete all three trials? Then you have proven yourself to have a **True Balance** of the Aspects. You can seamlessly combine even disparate or opposite forces you have access to, like light magic and dark magic, to create something new and powerful. You will never suffer the downsides associated with such magics either, regardless of their origins.

Ah, but you require a more tangible reward? Very well, the **Magic Armor** is now yours. Made of red cloth and golden metal, few can match its protective capabilities. It negates seventy-five percent of all physical damage, reduces the effects of hostile magic by half, and will shift to match with whatever form you take on.



DRAWBACKS:

Continuity [+0]: The history of Hyrule is a long one, one that spans countless millennia. Have you been to the land of Hyrule before, by chance? If so, then the weight of your past actions will be remembered, be it in legends or something more tangible.

Lost Legends [+0]: The stories told in this land are fantastical, no stranger to the bizarre or outlandish. The world you now inhabit is one of these stranger variations of the world. Perhaps the Hero of the Wilds is trapped in a time loop, a teenager from under a broken moon has found himself in Termina, or some story even stranger?

Supplement Mode [+0]: The stories of Hyrule are manifold, even bridging the gap between time and space on the rare occasion. Is that what happened here? Have you been transported to some other realm, bringing with you your purchases here? Or maybe it is the blending of two worlds, to create a new, unique story all on its own.

Trials of Heroes [+0]: But maybe you don't want to carve out your own legend, instead filling the role of someone else, believing that you would be just enough to elevate it to new heights. So long as you are the proper race, and exist in the proper time, you may take on their role in the story.

Childish Games [+100]: I'm sorry to say, but you're going to have to ignore your age roll. See, you are actually quite young, around ten years old as a matter of fact. Due to this, almost nothing useful comes in your size, and very few adults will give you the respect you actually deserve, at least at first. You will eventually grow up, but that will take a good while.

Destined For Greatness [+100]: If there was anyone whom fate has chosen as her favored champion, there would be no better choice than yourself. Or, at least, that's how you see yourself. The ego and self-assuredness you possess is staggering, your pride as grand as Death Mountain is tall.

Extended Stay [+100]: There is so much to see in this world, such vastness that cannot be explored in just ten years. If you want to, you may extend your time here by an additional decade. This can be taken multiple times, though you stop profiting after taking it nine times.

Heroic Duty [+100]: Despite the name, it seems as though all stories in this land revolve around a young boy, a hero amongst men. Whether you have taken the place of the Hero, or desire to emulate him, you feel an almost compulsive need to play the part of a hero. Doing good for goodness sakes, without promise of fame or reward, regardless of who it is for.

Legends of the Lands [+100]: Sure, everybody knows about the Hero, Princess, and Villain, but what about the legendary Solar Bow, or perhaps the great octorok beneath the waves that's larger than a mountain? Needless to say, this world is filled with all sorts of myths and legends, the kind that make it difficult to tell which are real, and which are false.

Rupee Troubles [+100]: See, while normally you could collect rupees through cutting grass, killing monsters, or running into a tree or something, that is no longer the case. The only way you're going to be getting more rupees is through being paid and rewarded, or delving into dungeons to sell whatever you can loot.

Puzzled [+100]: What is it with all these ancient builders and their love for puzzles, making their structures almost incomprehensible to navigate? This is a question you're going to be skiing yourself a lot, as you just cannot stop running into these sorts of puzzles, regardless of where you go.

Silent Protagonist [+100]: The hero is often believed to have a way with words, able to change the world and the characters within with a heartfelt speech, but you don't seem to fit that mold. No, you are muted, silent. Sure, you may roar in the heat of battle, or scream in terror, but you cannot speak, no words passing from your lips.

Unrequited [+100]: Love is something both potentially wonderful and thoroughly miserable, such passion driving many to the highest highs, and the lowest lows. Such passion has gripped you, having fallen deeply in love with someone. How unfortunate, then, that your love will be unreciprocated, no matter what you might do.

Without Courage [+100]: You have been deprived of Faron's gift, stripped of what you have come to know as courage. Now, you are a coward, one who runs away at the very sight of monsters or danger. You may act out when given no choice, but fear grips your heart more tightly than most others.

Cursed Form [+200]: Well, it looks like *someone* got on the wrong side of a witch. You have been cursed, stuck in either the form of a mundane animal, or an imp. As far as you can tell, there is no way to reverse this curse, not even through the Triforce.

Dead or Alive [+200]: I don't know what you did, but it definitely angered someone. You are now a wanted criminal to one of the races of Hyrule, with a sizable bounty on your head if anyone were to bring you in. And rupees make even the cowardly brave, so expect quite a few to go after your head. This can be taken multiple times for different races, so long as they have any power in the Era you find yourself in.

Iron Feet [+200]: Water is vital for the survival of most, a substance that is found practically everywhere in these lands. How unfortunate, then, that you will sink like a stone, unable to swim or float. I certainly hope that you can breathe underwater, or at the very least avoid large bodies of water.

Latecomer [+200]: Why is it that you always feel need to rush around like a madman? Well, it's because you just cannot get anywhere on time. Regardless of what you may try, you are always late, be it by minutes or hours, though this is especially true when it's something important. But hey, the hero always arrives late, so you can at least find some solace in reinforcing that old stereotype.

Monster Magnet [+200]: There are monsters that infect this land, beings that can be found in nearly every nook and cranny a person may search. And now they seem to hunger for one thing, you. Your scent to them is like honey to flies, making it so then you will have to deal with thrice as many monsters as before, all highly resistant to any method you may have to control them, but not immune.

Obvious Weakness [+200]: Everybody has their weaknesses, be it lacking in some vital skill, a mental issue that can be exploited, but in your case this is extremely literal and very obvious. Be it a glowing mark or a massive demon eye, you have a severe point of weakness, one that will be unaffected by any defenses you have. Any attacks on this noticeable area will deal additional damage to you, though that requires them to actually hit it.

Rental Equipment [+200]: Wait a minute, did you think you actually *own* any of your stuff? See, all of your items, not counting your freebies, are currently rented, meaning that you have to pay a monthly fee if you want to keep using them, the larger the fee the more rare and powerful they are. Yes, this even affects stuff in your Warehouse if you actively use them here. Just having them sit in storage is totally fine.

Questing Hero [+200]: It is difficult, taking up the mantle of the hero. Though a story may have a concrete start and end, it is the events in between that truly matter, though that may not seem to be the case from your perspective. Events and situations often force you to go about your goals the long way, such as necessitating you to go down a dark temple filled with danger just to get the right item to open up the way to your next mandatory trial. It will be very tedious, but at least you'll always have something to do.

The Legend of Jumper [+200]: Did you really think you could hide away in some dark corner? That you could actually retire after going on one measly adventure? How naive! There is always another story to be told, another journey to undergo, another villain to defeat. You will always be pulled into these adventures without end, whether you like it or not.

Without Wisdom [+200]: You have been deprived of Nayru's gift, stripped of both wisdom and knowledge, at least in one particular area. You have lost all knowledge you may have had of the Legend of Zelda series, from the storylines to the background lore. All you know is the general stuff that would be common knowledge for the average member of your race at the time.

Curse of Hatred [+300]: Your potential is like no human or demon I have ever met. Though this is not the end. My hate never perishes. It is born anew in a cycle with no end! I will rise up once more. Those like you, the essence of the Jumper, shall face the incarnation of my wrath, a force to match your own. They will doom you to a miserable death, where your blood spills the earth. Unless your power eclipses my hatred.

Jumper's Mask [+300]: Long ago, an ancient hero slew a great beast, and made a mask from its remains. Somehow, it seems as though something similar happened to you, turning you into a mask. This cannot be reversed, though that does not mean you aren't powerless. You simply need a host to act through, someone to wear the mask for you to control and channel your powers through. Although, this does mean that if you were removed, you'd be completely powerless and extremely vulnerable.

Master Mode [+300]: Many would have already experienced tremendous difficulty in these lands, so why would you desire for it to be more challenging? All enemies you face will be stronger than before, dishing out and taking more damage than before. Even the rank and file would be a challenge for most, to say nothing of those who lord over them.

Tower of Ordeals [+300]: If you want to test your new abilities before starting the Jump proper, you will find no better opportunity. You are now trapped within a massive, obsidian tower with one hundred floors, each filled with all manner of beast, monster and machine meant to test you, push you, and break you, growing progressively stronger the higher up you go. While within this tower, undergoing this trial, you will only have your Body Mod, mundane skills, and whatever you have purchased here. Your goal is to get to the very top of this tower before you can begin your actual adventure.

Without Power [+300]: You have been deprived of Din's gift, stripped of the otherworldly power you bring to this world. You have been stripped of all outside powers and abilities, leaving only your Body-Mod, mundane skills, what you have gained here, and any purchases you have made in the Legend of Zelda universe.

History Repeats, Cycles Collide [+600]: The Hero. The Princess. The Villain. Again and again, this cycle has been born anew, leading to catastrophe after catastrophe, crisis after crisis, in an endless loop. But such cycles have consequences, as you may be experiencing now. Time is breaking, blending the past and future and alternate into the present. A spirit sword attempts to bring back his master. A mage wishes to control all. A cursed mask desires destruction. Twilight is enveloping the land. Many areas will experience floods, forcing the residents into higher land. Many heroes and villains and bystanders from all across time and space are conjoining onto one point, armageddon on the horizon. But perhaps there is a way to avoid such a disastrous future, should you possess the wisdom to find a way, the courage to walk down that path, and the power to overcome whatever may attempt to hinder you.



ENDING:

When your time here comes to an end, you will be faced with a choice.

Stay: Has this world captivated you, making it impossible for you to leave?

Go Home: All legends must end, the hero returning home with their spoils.

Continue: This was but one stop on your journey, a legend that has not ended just yet.



Notes:

-Thank you to all of the other Zelda jumps, many of whom I shamelessly stole ideas from.

-You can freely decide which version of your chosen race you are. Do you prefer the fish-like Zora of the Age of Time, or the more colorful, sharklike ones of the Age of Calamity?

-Yes, a **[Robot]** that takes **[Draconic Form]** can become a robo-dragon.

-If you want to become an equal to Demise, you'll need the **[200 cp Monster]** race, and the **[Incarnation of Hatred]** and **[Demon]** perks.

-Magic energy will replenish over time, going from empty to full in around an hour.

-Yes, the **[Draconic Form]** and elemental perks stack, making you even more OP than before.

-The marks you get from the **[Blessings of Farore, Nayru, and Din]** are optional, and don't appear unless you want them to.

-Should you possess **[Spirit of the Hero]**, **[Blood of the Goddess]**, or **[Incarnation of Hatred]**, then you may freely take on the role of Link, Zelda, or Ganondorf respectively in any Legend of Zelda jump you take part in.

-The hearts you gain from **[Three Hearts]** will replenish, at a rate of 1 heart per week. However many hearts you collect during your time here is all you get.

-**[Twinrova]** is basically DBZ Fusion, only instantaneous, no time limit, and you can eventually be punched out of the fusion.

-The **[Hyrule]** you purchase has the same general layout as the map from BotW/TotK, except that it is slightly larger than the state of Texas.

-Regarding **[Companions]**:

- **[Ancient Spirit]** has all of the Zonai perks and items.
- **[Bound Blade]** has all of the Sword Spirit perks and items.
- **[Dragon Warrior]** has the **[Draconic Form - Fire]** perk.
- **[Twilight Princess]** has all of the Twili perks and items.
- The **[Champions of Hyrule]** and the **[Six Sages]** have all of their respective racial perks and items.
- **[Chosen of the Triforce]**:
    - Link is a **[Hylian]** that has all of the **[Courage]** perks and items
    - Zelda is a **[Hylian]** that has all of the **[Wisdom]** perks and items
    - Ganondorf is a **[Gerudo]** that has all of the **[Power]** perks and items

-You can use **[Supplement Mode]** multiple times for multiple Jumps, but you will not get any CP except through Drawbacks after the first use.

-**[Curse of Hatred]** is your standard scaling enemy. They are the Ganondorf to your Link, a powerful being who can match and even defeat you, should you be careless. They will seek your death, but it is not impossible to defeat, trick, seal, or even kill them.

-When in doubt, fanwank. It just works.

-Have the day that you deserve~

Change Log:

Update 1.1 “Tears of the Kingdom Update”

- Fixed grammar and replaced some images
- Added Zonai race, perks, and items
- Added tiers to the Robot race
- Changed the pricing of [Golden Princess]
- Added new [800] perks to [Courage] and Power]
- Changed [Divinity Reborn] to [Blood of the Goddess] and made it [800]
- Added new items
- Added shock immunity to [Environmental Clothing]
- Moved [Royal Palace] to Hylian items and renamed it
- Moved [Sky Island] to Zonai item tree
- Added new companions
    - Ancient Spirit - Mineru
    - Dragon Warrior - Volga (Hyrule Warriors)
    - Wind Sorcerer - Vaati
- Replaced [Fairy Boy] with [Dragon Warrior]
- Replaced [Dragons of Hyrule] with [Sages of Hyrule]