

The Legend of Zelda - Four Swords
Jumpchain by Cthulhu Fartagn

With help from AntarNoth and FSAnon/PunMaster

The Story Thus Far

Once upon a time, a great battle for the land of Hyrule was fought between two great champions of light and darkness, good and evil. It was the stuff of fairy tales and legend, a battle between a brave knight wielding a magical sword, fighting to save his home and his princess, and a wicked sorcerer who sought to obtain ultimate power through stealing it from the kind, wise princess of Hyrule, even going as far as to abandon his mortal form for that of a monster. The legendary battle ended with good triumphant over evil, the princess saved, and the evil mage imprisoned within the same blade that defeated him. It was the story of the Minish Cap. But that was a long, long time ago. It has been centuries since the ascension of Vaati the Wind Mage, once one of the Minish, to the form of a demon lord, centuries since his defeat at the hands of Link and the newly forged Four Sword.

Imprisoned within the mystic blade, Vaati slept, his once brilliant mind deteriorating, the memories of his old life and goal slowly fading. Once, he had sought Princess Zelda, intending to claim the Light Force that dwelt within her, and leave her a cold, dead statue. But when at last he broke free of his imprisonment, and terrorized Hyrule anew, the degeneration of his mind left him changed. He remembered stealing Zelda away, but not the reason. And so, he came up with a new reason: he must have sought her for her beauty. Thus, a new obsession claimed hold of Vaati's mind. A lust for power became a lust for beauty, and so the Wind Demon began to kidnap any young woman who caught his fancy, forcing them to marry him within his Palace of Winds, beyond mortal reprisal. Many brave young men sought to rescue these girls, only to be struck down by the mighty master of winds. But just as all hope seemed lost, he came.

A nameless young boy, with only a sword by his side, stepped forth. Was he an incarnation of the Hero? This, no one knows. But whether he was or not, when he heard of the plight of the people, he proclaimed that he would stop Vaati and rescue his prisoners, and ventured into the demon's castle. There, wielding the same Four Sword that had bested the once-Minish centuries before, he cast down the demon, and imprisoned him once again. Then, after fulfilling his promise, the young boy left, and disappeared into the realm of myth and legend. When the young girls returned, and told of what had happened, none could believe them. And yet, out of reverence, they named the blade the young boy had left behind the Four Sword, and as others sought to claim its power, they built a shrine to safeguard it, naming it the Four Sword Shrine.

It has been centuries since that time, and now, the dreams of a new Princess Zelda are troubled by visions of an oncoming darkness, as Vaati's return goes ever closer. Taking her most trusted companion, the latest incarnation of the Hero Link, she hopes to investigate the Four Sword Shrine. Instead, she shall be taken by Vaati as he escapes his prison, taken off to the Palace of Winds to marry him in celebration of his return. Now the newest hero must take up the Four Sword again, and earn passage into the Wind Demon's fortress through passing the tests of courage of three Great Fairies. Four heroes will soon set forth to battle Vaati, and an ancient battle shall be joined once more. In this world, where fairy tales are history, who shall you be? A bystander, only here to explore and observe? A new hero, out to fight the encroaching darkness? An ally to light, here to aid the just? Or a would-be King of Evil, ready to steal Vaati's throne?

Whoever you may be, I grant to you these, to use as you see fit. Carve out your own legend, Jumper, no matter what it may be.

+1000 CP

Origins
Pick One

Drop In
You seem to want to be a casual traveler to the land of Hyrule, with no past, no place to call home? Well suit yourself. You arrive with the clothes on your back and little more. A stick that might be a decent weapon and a small handful of rupees are your most valuable possessions. Still, just because you seem to be on the down and outs doesn't mean you have to stay that way.

Knight
Well, perhaps an aspiring one, the knights of old and the hero of hyrule is just a story in the distant past, right? Time marches on and peace has always contributed to the ebb and flow of the more martial disciplines. Still… you might just have what it takes to be the hero this land deserves even if you might not be the one that the task is usually given to. What trials will you face I wonder?

Fairy:
You are one of the fairy folk, filled with magical power and ancient wisdom. Perhaps you are a lesser servant of the Great Fairies, or perhaps they number you among them? They watch over Hyrule always trying to identify signs and portents of trouble, at times even tutoring the Royal Line of Hyrule to sense evil, such as how barriers weaken. Each is beautiful in their own way as the Fae are creations of Farore, the goddess of life, the wind, and the forests.

I have never seen a male Fairy before, and so this origin is locked to females, though you may switch to female for free upon taking it.

Villain
Vaati was the greatest villain in known history. A wind sorcerer renowned for his power over magic, and the audacity he had to take what he wanted in the world. Now, are you a challenger of that credo? Well, You are going to have to know how to get your hands dirty. Perhaps you might learn some of the tricks of the trade to be a villain to surpass all those that have come before you?

Age / Gender
Your age is something you can pick more or less freely, though Drop In's and Knights are encouraged to be 'young', while Fairies and Villains are potentially hundreds of years old. Your gender is the same as last jump, or can be swapped for 50 cp.

Discount Rules
The 100 cp perk and item of your origin is free, and the rest of your perks and items are half off.

Location

Each origin starts in a specific location by default. You may pay 50 cp to pick any of them.

Village of the Shrine

This village is home to the denizens who built the shrine around the Four Swords in later times, but for now it's merely hidden within the Sea of Trees. This village has everything you might expect of a rural town of Hyrule, though admittedly it's population has shrunk somewhat of late. Probably something to do with the demon running about kidnapping fair maidens and the sense of unease brought about by it's sheer presence.

Knights and Drop Ins may start here for free

Sea of Trees

A seemingly endless forest, it truly deserves its name. Being home to a Great Fairy, wandering around this place is a surefire way to end up lost and at odds with one of the many wild animals and monsters that call it home. Still, it's also where most of the interesting locations that are immediately available can be found, if you have a way to navigate it. Whether it's safe or not is anyone's guess, though if you can find the village hidden inside it I would consider staying put.

Death Mountain

One of the oldest and largest landmarks of Hyrule, and supposedly a monument to the goddess of power, Din. Traditionally the home of the Goron, it's currently guarded by a Great Fairy who twists and warps it's landscape into a defense against Vaati and the monsters who serve him. Hyrule is defended thanks to her, but that doesn't make navigating it any easier. Very few creatures here cannot control fire or earth in some form, and those that can't usually die or leave.

Talus Caves

Deep underneath the waterways that feed into Lake Hylia lies a network of caverns known as the Talus Caves. A cold and frozen labyrinth, it's currently home to a Great Fairy that has warped it even further. Parts of it are fully underwater such that only a Zora could pass them - or someone heavily favored by them - but a pathway to the Fairy herself is open if you had a desire to speak with her. Probably. It changes every so often, including to 'closed, come again later'.

Fairies may start in the Sea of Trees, Death Mountain, or the Talus Caves for free

Wind Palace

Originally a shrine of wind, the Wind Palace was taken over in ancient times by Vaati and his army of evil. In this time, a barrier surrounds it to keep that army contained. But with Vaati now free, holes and gaps begin to appear, letting some of them out to plague the rest of Hyrule. How else do you think the fairy's gardens were invaded by some of Vaati's minions even if the wild monsters were giving them a fight? Whatever the case, if you start here you may leave fairly easily - getting back in will be much more difficult.

Villains may start here for free

Perks

Drop In

100 cp - The More Things Change

A hundred years ago a Picori known as Vaati grew bold and arrogant, and tried to steal the Light Force, the holy power inherent to the royal bloodline of Hyrule. Nowadays, he's a shadow of his former self because he cannot recall what he wanted, or why he wanted it. Only the faintest desire to possess fair maidens and the Princess in particular remains. How far he's fallen. Oh, his magical powers are still in full force if you were worrying about this being too easy. As for you? You've learned to spot the difference between the person you once knew and the person you see before you. Of course, this isn't as simple as two photographs with slight changes - you would instantly know by the clench of a hand that your foe had trained with the sword, or by his smirk that he is not as weak to fire magic as he once was. The specifics may elude you without further research, but knowing whether his strengths and weaknesses are still strong and weak, or if there are any new ones, are well within your limits.

200 cp - Burden of the Many

Vaati has never actually been defeated by any single individual, and it might not even be possible. How lucky then, that they were all weilding a weapon that split them in four. Sadly, you don't have that sword and will thus have to work overtime. This has resulted in you becoming a master of teamwork - or rather, on how not to use it. If you can witness a task being fulfilled by a team, it's the work of mere minutes to find the most efficient way to accomplish that same task all by your lonesome. Or maybe you're watching four men fight a monster? Even if you needed to attack it from multiple directions at once, you'll be able to figure out a way to do it alone. Now, that doesn't mean you actually can, or that it isn't hilariously overcomplicated, but to help out with that you have the strength of four men.

400 cp - Divide and Conquer

But even with the mind to bypass the puzzles and a body to match, some things simply can't be done in any reasonable timeframe or without an unacceptable resource expenditure. That's why you've learned just enough magic to mimic the legendary Four Swords power, the ability to split yourself in four. Oh, the sword has a whole host of other abilities, but for now those don't matter. It will take a toll on your magic and your body, but you can now divide yourself into up to four separate bodies. Specifically, each of these bodies contains 1/4th your full potential, and should they die, you will lose access to that power for weeks before it returns to you. Alternately, for a trivial amount of energy you can purposefully create a copy of you that is more akin to a shadow than actually solid - you'll still lose access to your potential, but you probably won't even notice losing such a small fragment.

600 cp - A Game Not Meant To Be Played

For all that the Great Fairies are stalwart allies of the forces of good, they can sometimes be rather...alien of mind. Not enough that it prevents them from relating with and caring for their friends and allies, but enough that they might accidentally get a mistaken impression of their capabilities. This can best be seen in the passages to their sanctuaries that sometimes don't exist. The layout simply doesn't allow you to pass, a needed item is missing or something happens to make the path unpassable. It's a shame, but you can always leave and... Did you - did you just walk through that wall? Did you just grab that item from halfway across the room? Oh dear, we appear to be glitching. When things are truly impossible, and yet you're supposed to be able to do them anyways, the rules governing the world will stutter and flicker, for lack of a better word. Always in ways that benefit you, and never in ways that would make you fall out of the world. For now this will only activate in times of dire need, though with enough time certain flaws of logic can be forced and repeated more or less at will. Just don't skip too much of your test, you'll be forced to repeat the darn thing anyways.

Knight

100 cp - Little Egg Of A Hero

Every story starts somewhere, even if it's in the middle of the road after you bump into a princess searching for a protector. First meetings are important, and while quite literally bumping into someone might not be great, the people you meet are simply made aware of any untapped potential you have that they might need. That princess in need of a protector might see the makings of a great knight, while your average citizen of Hyrule would see endless kindness to complete the most trivial of tasks. It's the sort of thing that opens doors all over the place and lets you walk into court no matter who you are and be welcome, though not getting yourself thrown out afterwards is up to you.

200 cp - Two Dimensional Perspective

Have you ever wanted to see around a corner without actually sticking your head out there and thus making it a target for who knows what? Well, congratulations. You may not have eyes in the back of your head, or three extra pairs, but what you do have is an eye in the sky. Almost as if someone was above you and staring down. You can zoom it out and in somewhat, and this even works in confined areas like caves and houses without issue, though it does have the odd issue of not being able to see through doors. Unfortunately this only seems to work when inside an area that qualifies as a dungeon - your home village is a no go, the enemy base works fine.

400 cp - Heroic Aptitude

When Link's adventure started, he was like an egg, waiting to hatch into a proper hero. It was through the tests of courage put forth by the Great Fairies that he was able to become a true hero, and through his storming of the Palace of Winds, defeating of Vaati, and rescuing of Zelda that he became the greatest of heroes. Like him, you also grow from adversity and challenge. Even if you were but a simple lad, a young boy who only barely counted as a knight, you could find yourself growing far more skilled and deadly as you conquer the challenges set before you. From simple skill with the sword to the complicated use of various items such as bombs and boomerangs, from clever use of the mind to conquer puzzles and leading a team to having what most might consider a gifted skill with a mystical weapon, you shall find yourself rapidly advancing in all these and more as you face challenges that test you to your limits. The harder the challenge, the greater the gain, and should you find yourself on a quest such as Link's, facing tests of courage in dangerous locations against hordes of monsters to prepare you to rescue your love from a mighty and ancient demon lord...you could go from unknown zero to legendary hero in no time at all. All you have to do is survive the path ahead.

600 cp - Sealed For All Eternity

Vaati is no less powerful in his current form, but his lust for power and his arrogance have both been tempered by his lack of memory. As for why that is… Simply put, when he was originally defeated, he was stuck upside the head one time too many, and that's why he's in his current lackadaisical state. Well, no, not really, but it did help. I'm not sure why and I'm not sure how, but you've apparently become able to mimic this feat. When you defeat a foe in a suitable dramatic battle - a simple spar is not dramatic, a battle to rescue a princess is - you may remove a chunk of their memories. They might find themselves losing a valuable skill, or the memory of their childhood. If you're lucky, they'll forget why they became a villain at all. Better yet, once they've been defeated by you, other people will be able to do this as well. So if that sealed away villain comes back in a hundred years, then your grandchild or the inheritor of your duty will remove another chunk upon their victory.

Fairy

100 cp - Natural Beauty

Fairies are creatures of nature, often found deep in forests and other areas where one would expect life energy to pool and gather. When in such an area, you're capable of very slightly pulling on that energy to enhance your own body. From plain to pretty to stunning, to even the unearthly beauty of Great Fairies and Queens - if you had the energy. And if they weren't doing the same thing. Still, when in areas that are 'natural' and 'alive', you'll find yourself seeming to be prettier than if you were elsewhere. This does increase to an extent, the more lively the area the more this works, but you'll never reach the heights of beauty that a Great Fairy does unless you are already one. If you aren't as vain as I expect, this can instead increase your magical power and regen by the same rules instead.

200 cp - The Jar's Bargain

While the Fairies of Hyrule are by far kinder than those you would find in other lands, there are still moments when the similarities between them can be seen. Catching a lesser Fae and promising to return it's freedom in exchange for a favor is an old favorite of the Hero's, though given that he's considered to be favored by the goddess that created the Fae... Well, I've gotten off track. Nine times out of ten, that favor comes in the form of healing, something you are now capable of doing. Give even a few moments of effort, you could heal a man on the verge of death to full health and even remove illness should they suffer from any. As a small addition, your magics are slightly more effective that you are in debt to, allowing you to raise the very recently deceased should your contractor fall in battle.

400 cp - Fairy of the Forest

While Fairies have a prefered habitat, very few of them would ever be bold enough to claim it as their territory. They would probably like to, but Hylia has created guardian deities aplenty and there's rarely territory that can actually be called unclaimed. That's not to say they don't have any, just that the weaker ones wouldn't dare. But, you aren't exactly weak anymore now are you? When inside a territory that you control, you become instinctively aware of the state of it, it's health, it's inhabitants, even intruders with ill intentions. By spending a rather large chunk of mana - even the Princess would stagger at this cost - you can… renovate your lands. Plants will grow healthier with the extra magic in them, and the forest will twist itself into a wooden labyrinth to hide your court. Of course, this only applies so long as you are inside your territory, so it rather immobilizes you to use it most effectively.

600 cp - Greatest of Fairies

It's never been quite clear how the relationship works, but Fairies seem to be able to convert Rupees into an energy of some kind. Some Great Fairies will refuse to so much as speak to mortals without the proper bribe, and I can't quite imagine them spending it on a night out on the town. For you though, this applies to anything that is offered to you, be it Rupees other Fae desire or a more traditional offering of a newborn goat or something equally silly. These offerings create an extra store of energy within you, one you can spend on anything you like. It even comes prefilled with enough energy to turn a farm boy halfway into a hero from sheer 'blessings' alone, as befitting your new status as a Great Fairy. Speaking of blessings, you've also learned how to spend this energy on people, places, even certain pieces of equipment to upgrade them. Perhaps you'll raise the potency of his bombs, or double his own magical reserves?

Villain

100 cp - Villainous Aura and Light Curses

Sometimes it's best to work from the shadows so that by the time you finish up your evil plan it's too late to do anything about it. Other times, you want them to know about you, your plan, your army, their approaching doom, so on and so forth. That's where this comes in. You've learned quite a bit about curses, so much that they practically come as second nature to you. Shooting daggers with your eyes might not be possible, but if you tried it anyways they might come down with a case of bad luck and accidentally end up stabbing themselves. Even when you aren't ill wishing those around you, you put out an aura of sorts. It could be the wicked glee as you pull one over on the defenders of light, or the sheer malice you feel at being thwarted. The more magical power you have the more you can do with this, from simple bad luck and a vague sense of unease all the way up to leaving the hero unable to draw his sword from lack of strength and will and outright stripping a Great Fairy of her rank, or giving prophets nightmares about you simply from you being in the country.

200 cp - Barrier Buster

You want to know an old favorite of Hylia and her children? Barriers and seals. You want to know what never seems to work? Barriers and seals. Guess what you're now a master of circumventing, breaking, or otherwise bypassing? Go on, guess. Anyways, any such thing that tried to hold you in or keep you out now requires two or three times as much energy from the simple fact that it's you they're trying to hold. And that's not even with you fighting back. As a side benefit, you actually gain a surge of power during the moment of breaking, when their defenses fail them and you absorb that energy into yourself. Given how freely powerful mages tend to spend their magic, that likely won't last long, maybe a few days at most, but that's still enough to kick you back to full power after a hundred years of slow decay. After that, I suggest you git gud again.

400 cp - A Stroke Of Good Fortune

When fate and destiny are controlled by a woman who hates you, it's easy to look at every bad thing that happens and call it the goddess messing with you. What, then, does that make the strokes of luck that advantage you? Something to take ruthless advantage of, obviously. Around you, your foes just seem to make slightly less intelligent choices. You'd think a girl who dreams of the future would come with an escort to check on your seal, not just one kid and literally right as you're breaking out. But no, gotta make a dumb decision. Well, dumb for them and great for you. Mind you this doesn't always work, and it works best early into the jump where their whole plan to deal with you could be knocked over by a stiff breeze, but it will never really go away.

600 cp - Demon of the Winds

Vaati may be a fool in this era, but he's no less powerful for it. And you seem to have the might and magic to call yourself his equal. Though you need not become a mage of the wind precisely, it is recommended to keep in the theme. Speaking of, beyond having a quite frankly ludicrous level of talent for the winds, you also have the body of a demon. Malleable, fueled by hate and all sorts of negative emotions and a host of abilities. Summoning minions in your image, giant copies of your limbs, warping your body more or less freely to create all sorts of weapons and armor. Your body is made from your will - if you want to be a giant eyebat, you shall be one. If you want twelve limbs that are magical canons, or flails for you to spin about you, you shall have those as well. You've also a talent for possession, placing your essence inside statues to act as armor, or inside your minions to ensure their loyalty.

General

Free / 100 cp - General Weapons Training

Pick one medieval weapon type of your choice from the following list and you will gain a competent level of skill in its use. Moblins used spears, dark knights used Flails with an extended chain, but you could be able to use a sword, axe, or other medieval weapons like a bow. Any weapon found in the game is a fair pick, really. Mind you, you only get one, so pick wisely. In addition to that, you also get one of the Specializations below, according to your origin for free. All others cost 100 CP.

Sick Spins (Drop In)

You seem to be a stranger in a strange land, much like an actor following some role of a play that you want to write the script of. Well, I guess like any actor of the medieval world he practiced swordcraft, but also shield. Now you have the basic knowledge to hold a blade such as a rapier but your best aspect of combat training here is with Shields. What? A shield is not a weapon? Tell that to those Hylians who have spent blocking and reflecting attacks back at their transgressors for centuries! A shield may be for defensive purposes, but you can certainly use it to bash someone over the head with or use the edge to put a monster out of its misery, and you're so good you might shield bash some projectiles back at others.

Weed Whacking Way of the Blade (Knight)

I'm not sure where you have learned your swordcraft, but no one can deny that you do actually have no small level of skill with the blade. Maybe it was practicing sword swipes in tall grass, or out of a book somewhere. Whatever the case, you have the potential to learn a few uniquely powerful basic skills, like using your magical energies to enhance your sword dashing, and how to complete a Hurricane spin with enough force that you could theoretically get some air time over a chasm if the angles were good. It's not a lot, but you could rival a Knight Trainee if you were back in Hyrule proper instead of the more wyld regions.

Keen Eye (Fairy)

You have quite the keen eyesight and kinesthetic sense my friend. I guess it comes with the territory of having to avoid things in flight. But in concern to martial skills it's really helping with your aim - be it spellslinging, healing, offensive magics, or even any form of projectile based weapon. Perhaps you have a fairy sized bow, or slingshot? Your ranged skills would be quite good, easily the equal of any arbalist. This slightly boosts your abilities with other medieval level ballistic devices used to launch projectiles at greater ranges, like catapults and onagers. You'd do wonders helping defend a place against a siege. After all, it helps when you have the skills to actually hit a distant target.

Green, Fire, and Ice (Villains)

Your magical abilities are by no means Vaati's equal, but perhaps you would qualify as someone he would willingly call 'acceptable'. Perhaps you are one of his followers who helped keep the Palace of Winds free of pesky adventurers in the time since his sealing? There are certainly enough magical tomes locked away up there for a decent education on the mystic arts. This comes with basic Elemental Magic Training for the elements of fire, ice, and lightning. You can throw lightning bolts from your fingertips, create a cone of ice, or fling fireballs. If you wish, you can trade away two of those for even more skill on the third.

100 cp - Rupee Fever
When you're hale and hearty and at full health, you tend to be a tad bit luckier. Not in a fight - well, being healthy in a fight is it's own kind of luck, but that's not what I meant. No, you're lucky when it comes to money. You won't find extra money in the tall grass or anything, the Minish only have so much to give, but instead the quality of what you find will rise somewhat. Instead of a 1, you might find a 5. Instead of a 5, you might find a 10. Now, this doesn't always kick in, but as a general rule you'll find more valuable things. It's not a staggering blessing, but even if it was only half the time you'd still make quite a bit of money with this.

200 cp - Those Favored by Courage
I believe I mentioned this already, but the goddesses chosen hero, Link, is often assumed to be favored by the same goddess that created the Fairies of Hyrule. The goddess of Courage, of life and nature, of the forests and the winds, Farore. It comes as no surprise then, that the others favored by her would seek to aid him with little issue as to if they should or not, or if he was truly deserving. With that in mind, this will offer you two powers. The first is to recognize any such connection that might exist between you and another, perhaps you both attended the same school or church, as well as a small ability to exploit it for favors of one form or another. Secondly, you may mark an individual as favored by you, and all those who would bow to you will treat them with more kindness and respect than they would otherwise, even offering assistance in trying times. This blessing will persist until such time as they break faith with you - if you approved of them because they saved your life, their children attacking yours would make this null and void.

300 cp - A Princess's Nightmares
You have a talent both helpful and horrid. It lets you sense the evil in those around you, a form of empathy if you will. But… You are still a child, and this talent is untrained, resulting in a sixth sense for untrustworthy or outright villainous folk. It's amplified somewhat within lands you control, as it's meant to help you defend your people, but training it until it's fully under your control will likely take years. For now, it mostly manifests itself in the form of prophetic dreams of the coming days. Or more like nightmares if you prefer. Either way, this will offer you some warning of tragedy both personal and far flung, and thus a chance to stop it. Be warned though, you could dream of a horror weeks in advance, or mere hours. Control will come with practice, but for now be sure to step lightly, lest you dream of a seal breaking, go to check on it, and arrive after it's been broken.

Drop In

100 cp - Hikkun Shell

Then enemy Hikkun is a strange one, only found in Hyrule during the era of Four Swords. It possesses an interesting set of abilities that make it a trial to deal with alone. When struck, they retreat within their shell, and must be picked up and thrown at an ally who will cut them down as the Hikkun tries to glide away on their shell/shield wings. While they are normally only child sized, you are now in possession of an adult sized shell, which makes for an excellent pair of shields. Oddly resistant to every known weapon and form of magic, if you were to pull yourself inside them the same way a Hikkun does, you would be safe from almost everything. Do beware of the eye hole however, it's something of a weak spot in the shell. Unfortunately, these shells cannot be used to glide the same way a Hikkun does - at least, not on their own. You might be able to rig something up from one of them, but that's on you.

200 cp - Yujin Gashapon Figures

During the era of the Minish Cap, a strange craze for figurines swept across the land. Small wooden people, carved into the shape of various figures. At one point, it seemed like everyone in Hyrule had one - both in the sense the owned one and that there was one of them. Somewhere along the line someone thought to weaponize them, resulting in this set of four pint sized statues of the Hero of Men. Each one bears a miniature Four Sword, a shield, and a secondary weapon - a false fairy for healing, a bomb for exploding, a bow for shooting, and a handful of Rupee fragments for throwing at people. Individually they're quite weak, only able to take down the weakest of monsters, but together they can reliably take down more normal monsters. Each of them comes with a small supply of their miniature 'ammunition', but it's not quite enough to fight for more than an hour or two per day unless you stock up first. They do need to be recharged every so often however, so please make sure to keep their magic reserves topped off - or to find a Fairy willing to help you.

400 cp - A Moment For Heroism

On your first few days in the jump, you will stumble across what would otherwise be a sleepy little town, a pleasant place out on the edge of civilization. I say otherwise because they are currently in something of a panic - you see, the town has a problem. Perhaps it is like the tale of old, and a demon is kidnapping fair maidens. Or maybe it's something else. It could be anything, really, though it does have a tendency to reflect past adventures of yours. Saving this village will afford a few small boons, a small house, favorable prices in their shop, perhaps even the attention of one of the pretty girls you probably saved. And in future jumps, you will find it again in need of your help, though both the problems it faces and the boons it offers will change in accordance with the world. Heroism is not a lifestyle, it is a single moment - if you wish it, this is yours. If you don't, the village will simply not exist for that jump.

600 cp - Chambers of Insight

Somewhere near your starting location in the jump, you will find an odd blue panel. Stepping on it will take you here, to the Chambers of Insight. Inside are a large number of small rooms, all linked together with more warp panels. Inside each one is a single item and a Stray Fairy. It might be your basic sword, it might be bombs, it might be a foe that can only be defeated by a single technique. What they are, collectively, is your tutorial on how the world at large works, alongside a large number of weapons, items, and foes that you might encounter. The Stray Fairies will explain things to you, giving you advice on both the world and the challenge at hand. There are never less than twenty five lessons, though there may be more. Completing every last one will see the Stray Fairies recombine into a Great Fairy, one that will almost certainly owe you a favor. But be warned, this place will vanish inside the first week of the jump. If you choose to skip the tutorial, that's on you.

Knight

100 cp - Farore’s Whistle

Somewhere along the way, you got your hands on a most peculiar whistle. While it's not as powerful as your normal magical and musical instrument, it still manages to be quite useful. When blown, this whistle can be heard by the last eight people to touch it - or seven and you if you prefer - no matter what distance there is between you. They could be off in some far flung land or even in one of the many dreamscapes that dot this world, and it would still make itself known. Additionally, the blowing of the whistle is synonymous with the casting of a spell that might come to be known as Farore's Wind, offering those who hear it the option of flying to your side. Be warned, the whistle has a limited reserve of magic and fills slowly. You may need to use your own to make up the difference if you really are in a dreamscape, or try to use it too often.

200 cp - Unfaithful Hound

In another world, this guy would probably have a dumb name like ‘Bow Wow’ or something. But here and now, let's call it what it really is, a Chain Chomp. A think chain connects to what many would suspect to be an extremely oversized flail, if not for the teeth and eyes it has. It’s a fearsome looking animal to be sure, often able to quite literally chomp down on foes of all shapes and sizes, though you’re likely not going to be able to loot anything from them if they’re inside your new friend's belly. Additionally, this animal is highly aggressive to the point it will attack anyone and everyone not holding its leash/chain. If someone else gets their hands on said chain, then yes, it will even attack you as well.

400 cp - Four Sword

The legendary Four Sword, created by the usage of the Picori Blade and the four Elements, and an equal to the even more legendary Master Sword. When wielding this blade, the user will be split into four versions of themselves! ...I hope you like yourself, because they've historically not gotten along very well. Each of the four versions of you has a mild difference, usually a color and a personality trait, sometimes a favored weapon. As something of a catch, each version of you shares the same amount of health - killing one of you kills all of you. Well, unless you have a friendly Fairy on standby to provide healing. Normally, upon refusion back into a cohesive whole, only one version of the wielder would remain, the memories of the other three lost to the aether. You won't have that problem, though you will find your personality altered slightly to match whichever version of yourself was the one to initiate the merge.

600 cp - Guardians of the Land

While the Great Fairies have never really shied away from assisting the hero on his quest, their help tends to be one and done, a single task or favor, and then you need to find another Fairy or pay a great deal of Rupees. You seem to have managed to majorly impress them, because they'll be providing you with a great deal more assistance. As a result, you'll find the three Great Fairies following you into future jumps. Their actual interactions with you are probably few and far between, but every jump you'll be able to approach them and ask for a favor. You'll likely be put through a trial and need to pay a bunch of Rupees, but that's not anything new - and their Wyldlands should provide that opportunity just fine. Just keep in mind the difficulty of the favor will raise the difficulty of the challenge - curing a plague in a town and a nation are two very different things, and they tend to hand you an item than do something for you - asking them to beat the final boss isn't exactly courageous, now is it?

Fairy

100 cp - Fairy Fountain

Ah, home sweet home, your little bastion against the rest of the world and foolish Hylians. Granted, this is little more than a small cave with a natural spring in it, but given that you're probably only a few inches tall that's basically a mansion, right? Of course, the true value here isn't the cave itself but it's unusual properties. The cave resists being located to an extent, maps with it on it would find it vanishing off said map, and those not pure of heart have a hard time locating it manually. Lastly, the water here is always pure and clean, and makes for an excellent resting place. Don't worry about drowning, you seem to be able to breath underwater - or at least, under this water.

200 cp - Fairy Handmaids

No Fairy of rank is ever without a lesser Fae to command and lord over, and while your rank is still up in the air, you now hold command over a small number of other Fairies. You may choose between eight lesser Fairies, the kind that the heroic sort would typically seek out for healing, and three Servant Spirits that would assist said hero on his journey. These lesser Fae are a step above their brethren, able to heal their contractor many times over what the normal limit would be, saving their life twice, perhaps even three times before returning to your side. The Servant Spirits on the other hand, are incredibly wise and both capable and willing to offer advice, something any prospective hero would benefit from immensely. While their healing magic is minimal, they are instead capable of inducing a state of hyper focus in their contractor to assist them in a fight.

400 cp - Wyldlands

If you aren't a Great Fairy by now, the sheer amount of political backstabbing needed to get this without the requisite power would probably earn you the rank anyways. Congratulations, you have been given a fragment of the land the Fae were granted by the goddess Hylia, your very own territory that you now control. A forest, a mountain, an underwater cave complex, take your pick, there's no real limitation here. Fairies do enjoy the out of the way and difficult to find places, it just means anyone asking for a favor is worth listening to. Regardless, these lands now serve as the defenses around your fountain, and as a result of being soaked in Fae magic for thousands of years are somewhat… Malleable. If you had any skill at manipulating the land, you'd find them incredibly easy to work with. By default the route to your home is long and treacherous, but you can straight up close it off if you want. Or maybe you'd rather turn it into a trial of sorts, to really put any petitioners to the test?

600 cp - A Set of Keys

Fairies hate being in debt and love when you are indebted to them. It doesn't show up very often because of how rarely they interact with ordinary Hylians, but it is there. In the case you ever find yourself in debt, perhaps some hero dumped a few thousand Rupees into your pond, these keys are a quick and easy way to get out. Or to get them into debt if you wanted to, but that's another story. The Silver key is both a blessing and a curse - it dampens dark magics, saps strength from foes, generally makes things easier, but comes at the cost of sapping away at the users fate and destiny, thus reducing the reward they would normally receive for their heroic actions. On the other hand, the Hero Key is both a curse and a blessing, because it does the exact opposite. Your foes become stronger, but so will the reward they recieve. As for the Golden Key? Well, it does nothing. Maybe it amps things up or down by a little bit, but maybe that's just their motivation after you praise or criticise them in the process of giving this to them.

Villain

100 cp - Fair Maidens of Hyrule

To be honest, it's actually somewhat unusual for the various monsters and madmen that ravage Hyrule to care about the physical appeal of the flesh. They're more often concerned with ULTIMATE POWAH or straight up conquering the kingdom and making it their own. So really all I can do here is to commend you for not being absolutely power mad and perhaps commend your cultured taste. These young ladies might not be the absolute finest Hyrule has to offer, but they're not bad. As for their actual use? Well, they don't make half bad maids and servants if you have a villainous lair for them to clean. They're also remarkably un-resistant to corruption magic, making them potential fodder for turning into a decent soldier if you are on the verge of running out of minions.

200 cp - Oaths at a Dark Altar

A wedding ring made of twisted iron and black gems. A church in ruins. The ancient corpse of a priest, brought back as a stal. Everything you need to hold your wedding. Except, perhaps, for a willing bride. Luckily, you're the bad guy and therefore don't give a crap about that whole consent thing. A knife in the back, a sibling on the chopping block, or your magic in their mind will all work just as well. Whether it's legally binding is debatable, but so long as you don't get defeated your vows will hold. Speaking of your vows, apparently you owning her soul was on the list of things your wife 'agreed' to, because any woman you marry in these unhallowed halls will become a follower.

400 cp - Armor of Arrogance

Well, villains of your caliber do tend to have an ego as large as their army, so I suppose it makes sense that you would have a statue or two of yourself floating around. Wait, is it a statue? Or is it a suit of armor designed to let your fragile mage body tank a few more hits than you would normally expect? Of course, it could always be both. Specifically designed to allow you to resist holy power in general, and any weapon that has bested you before in specific, this statue is stupidly easy for you to automate or flat out possess. It should serve as a decent deterrent to any foolish hero who thinks you don't prepare countermeasures to being sealed away again.

600 cp - Palace of Winds

The Palace of Winds, Vaati's Palace. The name has changed a bit over the years, but this is the throne from where Vaati once tried to extract the Light Force from Princess Zelda and achieve ultimate power. Built in ages past by the Wind Tribe to hold one of their artifacts, the Element of Wind, before being taken over by the Mage of Wind, Vaati. Can you sense the theme here yet? Either way, it's a cross between an opulent palace and a veritable fortress, all floating high above the clouds. Hidden away in its depths is everything the land of Hyrule has to offer on wind magic, as well as tomes describing everything you know about the wind - I'm certain the second is larger. As with the Demon of the Winds perk, you don't actually have to make this place wind themed, though I do insist that they match elements. No fire powers in an underwater base please. As an added benefit, this place will actually amplify any magics that match it's element, and suppress any from your foes.

General

50 cp - Snarky Invisible Commentator

What's that I hear? Is it someone narrating your adventure? Well, that's what it sounds like at the least. Any time you get into a competition of sorts, be it an actual competition or just a moment where teamwork is required and not necessarily given, you'll begin to hear these voices. A man, supposedly named Robin is cracking jokes aplenty along with a young woman apparently named Zelda. The woman is apparently his daughter, so perhaps the man might be King of Hyrule? ...No, that would be a bit silly. Still, the voices love any sort of competition between you and others - or between you and you - and will brag about how they are 'winning' as you pull ahead, or lament their 'failures' if you fall short. Luckily, you won't find this distracting in and of itself, though if you bust a rib laughing that's another issue entirely.

100 cp - A Tale As Old As Time

I do believe that I've already spoken of this - a hero arrived and defeated Vaati in ages past, and vanished just as mysteriously. The details are sparse, but they average villagers remember the basics at least. A historian or sage would probably remember another detail - that the hero wore green. If you wish it, a similar story will appear in future worlds. A hero who arrived, saved the day, and vanished. It will take place anywhere from a mere hundred years up to a thousand years prior to your own arrival in the jump. It's your story, in a sense, because people won't help but be able to compare you to your other self. This might buy you a level of assistance from those who consider themselves guardians, but at the same time a wise villain might try to strike you down early. Good thing villains are rarely wise. If you really want to, you can change the details slightly, such as being the blacksmith who forged the sword the hero needed, or the Fairy who provided assistance.

200 cp - Unusual Trees With Odd Seeds

The Minish have always been the Hero's allies, and they are the ones responsible for the things he finds hidden away in the tall grass, Bombs, Arrows, Rupees, Hearts, all of it. While they won't be handing you any of those things with just this, they do have a gift for you. Armor seeds, that which raises your defense by making your skin more durable. Almost armor like, one might say. Razor seeds, the fist shaped fruit that places more power in your muscles and in your strikes. And Pegasus seeds, the wings that grant you flight. Or at least let you run faster. All of these can now be found in the hidden corners of the world if you look for them, and will even pop up more often if you are in danger. They can also be used twice, to increase the effect. Sadly, said effect will only last for a few hours at most.

300 cp - The Blade of Evil's Something Or Other

In a secret dungeon known as the Realm of Memories lies a sword. Under normal circumstances, you would need to fight your way through a dozen floors drawn from eras that have yet to happen in order to reach it and prove yourself worthy of the blade. If legends are to be believed, it is the legendary Master Sword. Whether it is or not… Well, I don't recall the Master Sword ever being able to split in four the same way the Four Sword does. Or to consume other swords to gain their abilities. But, that is exactly what this sword does. When placed next to another blade for a short period of time, the two blades will begin to merge into a single weapon with the powers of both. On its own, this blade is merely a holy weapon of great power, even more than the Four Sword. In your hands… I wonder what it will become?

Companions

Free - Four As One (Incompatible with One And Six)
Did you draw the Four Sword? Please tell me you didn't, that's a horrible plan with the way this Era's version of it works. Oh, no, you just have three identical siblings? Your poor mother. Anyways, you now have three companions who may or may not be clones of you. They share your origin, and get 400 cp to buy themselves perks and items with, though they will automatically receive a weakened form of anything you buy. Around… shall we say one fourth the potency? That sounds about right.

50 cp / 200 cp - One And Six (Incompatible with Four As One)
Or, if you're looking for a more normal set of allies, then look no further than right here, because this is where you will find your allies of old, your companions. A single companion may be imported for 50 cp, up to six of them for a slight discount of 200 cp total. Each one of them gets an origin and 600 cp to buy perks and items with. Why six and not eight? Because there's literally only six named characters in this entire game. How's that for sparsely populated?

100cp / 200 cp - And One More
If you're tired of the company of yourself, maybe you should look into picking up some more friends? If you want to make friends with the natives of Hyrule, this option will guarantee you a favorable first meeting with one of them. At the end of the jump if they agree to come with you, congratulations, you have a companion. There is a small matter of price however. For Link and Zelda (or an oc random citizen of Hyrule), it will cost you a mere 100 cp. For Vaati or the Great Fairies, it will cost you 200 cp.

Drawbacks
If you seek Power, prepare to suffer for it

+0 cp - Do You Remember The Minish?
Vaati's made a nuisance of himself before now, though that was ages ago. Twice, actually. Do you remember what went on back then? Were you there to witness it? Well, if you weren't that's fine, but if you were, if you've been to Hyrule in the past, then these lands will remember your actions in the past. Maybe you were present at the first battle of light and dark, or that day two thousand years later when the sky began to fall. ...Sadly, in this era memory seems to be spotty and as a result your place in history is likely just a footnote, though if your actions changed the world, you would see the results of those actions in the here and now.

+0 cp - Hero of the Four Sword (Requires Knight)
In truth, we know almost nothing about Link and Zelda prior to the events of the game. Their lives could have been just like other eras, or nothing like them at all. But, I suppose you're about to find out what Link's life was like, because with this you have the option of living through it. As expected, you'll also be responsible for saving the fair maiden Zelda from Vaati in the coming days as well. It's a trial to be sure, but if you think you're up for it then by all means, be the hero.

+100 cp - Another Apocalypse
How many times has Hyrule been invaded, torn asunder, reduced to ashes and forced to rebuild? Three? ...That's not as many as I was expecting, probably something to do with us being before the timeline split. Anyways, during your time in the jump you'll spend a great deal of your time alone, rarely encountering another person. Towns and villages do exist, though they are few and far between and sparsely populated. Simply put, the world is wide and empty, and you'll spend the vast majority of your time wandering though what amounts to empty space. You could settle down if you liked, but even if you settled down in a busy town it would begin to slow down even further.

+100 cp - Demonic Transformation
Maybe you used to be a looker. Maybe you were downright handsome. But that was before you meddled in magic and became outright horrid. Or maybe you were born that way, who can really tell? No matter what happened, the result is the same. Whatever gods of beauty exist have abandoned you, likely fleeing your horrendous presence. You. Are. Ugly. So ugly. I would make a joke but you're so ugly it's not funny. If you're a woman, Vaati might just try to kill you on principle and say he was doing the world a favor. It's that bad.

+100 cp - Bonus Dungeons
Now, I'll be honest. If you're not the hero, then these basically aren't your problem. Or, they weren't because they are now. Two hidden Wyldlands, created by some mad prophet to mimic the Hyrule of the far flung future - an apocalyptic wasteland, by all accounts. A single one of these areas would make the demesne of the three Great Fairies seem like a breeze in comparison, and there are two - and the second is even harder than the first. Normally there would be a prize awaiting you at the end, but by the time you arrive they've already been plundered. You will merely find a key to the second at the end of the first, and a spare key to your warehouse at the end of the second. If you do not reclaim that key, you will find yourself unable to leave the jump, effectively stuck here.

+200 cp - Stalking Eyegore
During your time in this world, you will have a persistent foe. An Eyegore, a large stone statue of a monster with but a single eye. It doesn't eat, it doesn't drink, it doesn't sleep, it never stops creeping towards you one slow step at a time. If you damage it beyond repair, perhaps grind it into dust and scatter it on the four winds, another will appear in short order. It never speeds up and it never slows down, just following you without fail. Others cannot see it, as the Eyegore straddles an odd line between intangible and invisible to others, but not in such a way that would let it cheat in it's pathfinding. If it manages to catch up to you, it will begin to rip into you, it's slow and steady nature giving way to a surprisingly quick monster. It will rip limbs off, tie you into knots, and begin to extract some of the essence of your powers from you. They'll grow a tad bit weaker, and a second Eyegore will be created. Don't let it catch you too many times or you will have no power at all and there will be an army of Eyegore after you.

+200 cp - Sheer Obsession
There is one thing that drives you, one task that always fills your mind. You think of it constantly, all your plans revolve around it, perhaps you even dream about it nightly. It overwhelms all that you are and forces you to turn all you being towards that one obsession. Maybe it is Vaati's current obsession with fair maidens and the princess, maybe it's the Fae and their demand for large sums of Rupees. Maybe it is exploring, or a figurine collection. No matter what it is… Well, I've already described how deeply this is rooted in your mind. All that's left is for you to try and resist, or dive in headfirst.

+200 cp - Speak Now Or…
In a paradoxical turn of events, Vaati was so obsessed with obtaining Princess Zelda that he neglected to actually marry her for quite some time, too busy celebrating his upcoming wedding to actually plan it out. And we all know Zelda probably wouldn't have helped. Regardless, this is not the case anymore. He's made his plans and set the date. The wedding will be held in exactly ten days, so that is all the time you have to seek out the Great Fairies or find another way to stop him. After that… The Light Force will be his, and we all know how much he wants that. A fully re-empowered and restored Vaati is the last thing anybody needs. And that's completely ignoring the many repercussions this would have on the international stage, what with Vaati being the King of Hyrule. On the other hand, if you're a villain? You'd best practice your bowing and scraping, and remember not to look at his wife too long.

+300 cp - Forever Hold Your Peace
I'm not quite sure what happened to make this come to pass, but Vaati has already married Princes Zelda, and obtained the Light Force as a result. His demonic powers currently exist in a state of twilight, halfway between light and dark and all the stronger for it. His body as a Minish reclaimed, his wit and will restored, and even the knowledge of magic that had since degraded, all of these things have been reclaimed and made stronger than ever. And more importantly, as soon as he finishes extracting every last scrap of power from the princesses lifeless husk, he'll be rebuilding his army of old and throwing the Bound Chest wide open. Not even the Fae Wyldlands will be able to weather this force… not without your help at least.

+300 cp - An Unfriendly Competition
Maybe I mentioned this before, the Four Sword in this Era has a bit of an issue. Specifically, the minds and memories of the three clones judged 'least useful' at the time of recombining are not kept. One might consider it a form of identity death. But who cares, it's not like the real you is in any trouble, right? Right? Well… No. See, not only do you now have three clones of you, but those clones now have all of your powers, every perk and item, even your companions. And they aren't reduced to one fourth either. Now that you're aware of that, a task has been set to you. It starts with killing Vaati, and it ends with anything and everything Zelda and the Great Fairies can think up for you to do. And at the end of your time here, if you aren't judged as the winner… You lose, shunted back to your home world while somebody bearing your name and face continues the chain.

+300 cp - Plus One Bad Guy
Well, not exactly plus one, but that should at least explain the basics. For some insane reason, probably something to do with all the times Hylia has flouted the laws of time in order to pull off some insane scheme, the plots of Minish Cap, Four Sword, and Four Swords Adventure are all happening at the same time. Additionally, the Vaati as of the backstory of Four Sword (which is not the same as the Vaati of the Minish Cap) is also present. This means there are Four Vaati running around, alongside a Shadow Link and Ganon. Yes, I'm aware Ganon hasn't been born yet, he's hijacking your plot anyways. I would invite you to have fun dealing with this temporal nonsense, but given that you seem to be missing a number of Links and Zelda's to counterbalance them… Well, they're your problem now. And, don't expect any help from a certain guardian of time either. Or try to use any time powers of your own, that will just make things worse.

The End

Go Home
Move On
Stay Here

The sound of an ocarina rings in the distance, if you care to seek it out.
(Go directly to Ocarina of Time for your next jump)

Notes

Q - The hell is up with the locations and all the talk of demenses?
A - Four Swords is assumed to take place on the fringes of Hyrule instead of actually in it, where the Great Fairies have turned their territory into a barrier of sorts between Vaati and Hyrule proper.

Q - When can ‘A Game Not Meant To Be Played’ be used?
A - Inside of dungeons that you aren’t prepared for, mostly. Repeating tricks outside of them is possible, but not intended to be easy.

Q - What’s with all the references to ‘winning’ or ‘competition’?
A - Four Swords is multiplayer, and has a ranking system for who the mvp was. This is a slightly awkward way of implementing it.

Q - Can you import items into similar items - ie, the Master Sword into the Four Sword?
A - You can import items, yes. Standard rules, sword into sword, shield into shield, etc etc.

Q - What happens if I take both Speak Now and Forever Hold Your Peace?
A - You have a time limit until superboss Vaati creates an army of upgraded boss monsters.

Four Swords Scenario
The Quest for (un)Holy Matrimony

This scenario requires you to have dealt with Vaati somehow - either sealed away again or simply killed him - prior to taking the scenario, and to have rescued Princess Zelda from his forces or to have taken over said forces and imprisoned her yourself.

The Challenge

After everything that's happened and all that you've been through, I suppose the only thing left for me to do is congratulate you on your upcoming wedding. What's that you say? Not getting married? Don't be silly, of course you are. Be you the heroic knight receiving your just reward from the princess, a dastardly villain who usurped Vaati and stole his army and bride for yourself, or even a Fairy who can no longer stand to leave such fools in charge, the fact remains that the fair princess is currently available, and her hand in marriage is within your reach. You would be a fool to turn down that opportunity… Your Majesty.

It wouldn't exactly be fair if you did the deed here and now, would it? Vaati kindly waited just long enough for you to knock him off his own throne, so you'll have to do the same. Of course, this will allow others a chance to object as well. And believe me, there are more fools in this world than can be counted, and all of them would do the same to you in a heartbeat. So plan your grand wedding, invite all your guests, your friends and family, your foreign dignitaries, perhaps an old foe or two just to rub it in their noses, and get ready for the inevitable deluge of would-be kings coming to replace you.

In addition to the parties described below, there are two individuals you will need to be aware of. Specifically, Link, the Four Sword Hero, and Zelda, the Princess of Hyrule. Link is obvious. The chosen Hero of the goddess Hylia, reincarnated soul of her would-be lover, and the man for whom she stepped out of heaven. And he is currently seeking to reunite with Hylia's mortal incarnation, the Princess Zelda you are attempting to claim as your own. As a villain, I will pray for you. As a Fairy, he would likely betray you shortly after making contact with any notable Fae of rank and being informed of the truth of your actions. As a Hero, his courage would see him weep, but would not allow him to turn away from you. Of course, that assumes you are not him already. Secondly, Zelda. It's not uncommon for her to be kidnapped, just the same way it's not uncommon for her to be secretly trained as a Sheikah warrior or to have one in disguise as her primary bodyguard. Or for her to be so pure and kind that her guards 'forget' to check up on her at vital moments. Be wary with her, she's a slippery one. As a hero, all of that would be on your side. As a villain, it would be arrayed against you - or at least, at slowing things down as much as possible. As a fairy.. it could go either way, honestly.

Villain’s Victory

The first path I will describe is that of the villain, for that is who Zelda would likely have been married to without the interference of a suitable hero. Unfortunately for her, all she has is you. In other words, things have changed not at all. Should you be a villain seeking power, you will find the forces of Labyrnaa, Hytopia, and Calatia marching upon Hyrule in the name of saving Princess Zelda from you. As allied nations, they have a duty to uphold, and with Hyrule so devastated by not one but two evil-doers seeking to use the princess, they can no longer stand idly by and watch as darkness does as it pleases.

From Labyrnna, you will find King Gustave Ambrose leading the way onto the field of battle. He brings an army's worth of cannon fire with him, alongside a young Maiden with blue hair wielding magics relating to water and the 'flow' of things. Those same cannons come attached to entirely too many ships, and are guarded by a small but relatively elite force of Zora - it seems they were promised a chunk of land to carve their own kingdom out of if they cooperate with their King. Of course, all this water theming makes them no less deadly on land than on the sea, not when they can simply bombard you from afar until only bits are left.

From Hytopia, King Fabul Awsun Shionble will be leading the charge atop a noble stallion, wielding a blade easily mistaken for the Master Sword, and in finery that has no place on the battlefield. His forces are somewhat ragtag but no less dangerous for their complete lack of a standard uniform. Don't ask me why the ones dressed up as Goron are fireproof, apparently that's just how Hytopia rolls. Worse, this lack of uniformity will make finding his elites all the harder, a trio of young men with 'heroic sideburns' and backed up by a number of statues of themselves. ...Is he trying to copy Link? If so, it seems to be working, because those young men are oddly competent.

From Calatia comes Prince Heliun. You might be wondering 'him and what army', but the truth is, Calatia doesn't actually have an army. They don't exactly need one, not when Prince Heliun is a powerful enough mage to give even Vaati pause. Riding into battle atop the back of a Thunderbird and backed up by a dozen more, what few forces Calatia sends are formidable nonetheless. Better still, these birds are wholly invulnerable for a short period of time after being struck by lightning. That doesn't sound impressive, especially on a clear day, but Prince Heliun will be calling it down with reckless abandon to empower his forces. When he isn't making it rain fire that is.

Each of the Kingdoms will be coming at you from a different direction. If you intend to bunker down, you'll quickly be surrounded and perhaps overrun. If you intend to meet them head-on... Well, good luck with that. Fabul, Hytopia, and its forces will be marching at you from the south, at first in the guise of travelers, merchants, circus caravans, anything and everything before they pull out their unusual uniforms and begin to march on you. Heliun and the Thunderbirds will arrive from the east after a short period of time, most likely aiming to arrive at the same time as one of the other forces. Gustave, Labrynna, and the armada will be coming at you from the east, sailing across the open ocean, pulled by the Zora, and pushed by their water mage. I hope you took Vaati’s forces when you took his life, or you’ll be forced to fight all of these more or less by yourself, for the world will provide you no allies in your endeavor. On the other hand, if you were extremely clever you might be able to play these forces against each other to a limited extent - surely THEY want to be the one to PERSONALLY rescue the princess, no? Perhaps you should take a few potshots at your ‘allies’ to give yourself an edge up? No guarantee that will work of course, but sowing dissent in the ranks is always worthwhile.

Fallen Fairy

The second path I will describe to you is that of the Fae. Surely, you were an instrumental part of seeing Zelda freed of Vaati? It would be strange, and many of your peers would likey consider you insane for even trying, but if you were tired of seeing Hyrule fall into darkness at the hands of incompetent Heroes and idiotic Princesses... Maybe you would want to take a firmer reign and become 'King' of Hyrule yourself? Sadly, such is a subversion of the laws of nature, and so you would find the forces of Gamelon, Koridai, Cobble, and to a lesser extent the Fairy Courts arrayed against you.

From the Islands of Koridai and Gamelon will come Lady Gworen and Duke Klediro, bringing with them a small army of lesser mages and soldiers kitted up to the ears in holy blades, mirror shields, and all sorts of other items of interest such as flying carpets. Lady Gworen herself is a decently powerful mage, though nowhere near Heliun or Vaati. They've been drawn into this fight by some kind of prophecy about bad things if you marry Zelda, and so will seek to free her from you. Interestingly enough, they're basically the only group that won't take horrible advantage of Zelda and Hyrule, should they end up defeating you or stealing her away.

From the Cobble Kingdom comes King Pave Mutoh and his somewhat unusual army. Primarily composed of golems - monsters made of living sand and stone - and 'led' by Ohis, a towering titan crafted by the king himself, his forces may be dumb as bricks, but they're three times as strong. Aiding the king is a set of four extremely muscular knights who pull double duty as fantastic craftsmen of all sorts, from arms and armor to their kingdom's golem army, and also as the bodyguards of their king. Drawn into conflict with you by an order from their God, the Ocean King, they seek to prevent you from 'cheating' your way into a more powerful bloodline instead of earning those powers honestly. Speaking of bloodlines, they have an odd ability to hang around after death and will be enhancing their lesser golems with the souls of recently deceased civilians to control them. Have fun with that.

From the lands that you supposedly control will come an unending legion of lesser Fairies, the kind that the Hero would catch in a bottle and they would save his life in exchange for their freedom. They've no talent at all for combat, though the three Great Fairies currently native to Hyrule likely would begin to hand out blessings and items of power like candy to any who would care to raise up arms against you. The lesser Fae would meanwhile be intent on keeping any thorn in your side alive, effectively granting everyone from an irritating farmboy to Link himself a dozen extra lives. Depending on how you've sold yourself to the common man, you might find all of these blessings focused onto a single girl with green hair. She might be a Kokiri, or she might be a normal Hylian. Either way, she's damn near impossible to pin down with how many 'shortcuts' she seems to know.

While these forces are somewhat lackluster compared to the other nations, they will be working together in near-perfect unison on account of all of them being here on the orders of a higher power. Individually, they are weak - try not to let them link up lest they become vastly more dangerous. Gamelon and Koridai will be arriving from the east on a fleet of flying carpets, while Mutoh and Cobble will simply appear one day north of Death Mountain and proceed to walk through it's fires like they weren't even there. Which considering that Mutoh's soldiers are made of stone is actually somewhat apt. Also, fire golems may or may not be in your future. As before, the Fae are already here. Venus and the Great Fairies won't fight you directly until your 'final battle', but the assistance they can provide to the others need not be understated. In addition to these three forces, the allied nations will send small parties to help or hinder you depending on the common man's opinion of you. There are also a scattered number of more… Unsavory folk, if you intend to dive headfirst into darkness. The possibility of a Dark Fae would likely be fascinating to them.

Hero’s Reward

The last path is one that you would be able to walk with pride, that of a hero. In ages past, the Goddess Hylia promised her love to a man if he fought on her behalf, only for him to fall in battle. Now might just be the day you see that promise fulfilled… If you were Link. You are Link, right? That would be awfully awkward if you weren’t. But I digress - should you be the hero receiving your just reward, you will find the sharks circling the waters, tasting the blood and weakness yet to be swept away from Vaati’s own forces. The desert tribes of the Gerudo will centralize their nomadic ways for the first time in a millennium, shadowy soldiers of unknown origin seem to slip through the cracks between worlds, and... Um. A giant turtle dragon on an airship will throw mushrooms and more turtles at you?

Rising from the sands, the forces of the Gerudo are led by their once in a hundred years male, Lord Jian Gian, a terrifyingly strong individual. Having decided to functionally abandon the desert sands for Hyrule’s much more fertile lands, they've pulled out all the stops to make their mark upon history. They’ve instead traded a more normal complement of soldiers for a handful of mechanical geniuses led by a half gerudo half sheikah girl who’s shown them where to find a number of… things, buried beneath the sand, and how to repair them. Tall towers of metal that jump forwards and smash their spike-covered sides into you. Yet more towers that shoot lasers from their eyes. And worst of all, two mechanical beings that refer to themselves as captain and are virtually unstoppable. When they aren't falling apart from lack of parts and poor maintenance, which is your only saving grace when it comes to them. Oh, and their favorite way to deploy these things is to have Jian Gian pick them up and throw them halfway across the battlefield. Have fun with that!

From the ground beneath your very feet, an entire nation made in mirror image to Hyrule will make itself known. In a very rare turn of events, they care nothing at all for Hyrule proper, merely needing a maiden of the royal bloodline to re-empower their own. To that end, a seemingly endless number of simple soldiers will appear as if from nowhere to steal away your princess in the middle of the night. Or in the middle of the day. Or when you take your eyes off her for more than five minutes. Thankfully taking her away isn't as simple as their arrival, with the soldiers always needing to create a fortified location and a small ritual circle in order to call their wizard, Jayu, to them and to send them home. Interrupting that process at any point would crimp their plans nicely, though having to dive in after your wife to be would also work no matter how much of a pain it is.

Which direction they came from isn't clear, but if you fail to watch the skies you'll wake up one day to discover that a giant airship floats in the skies above your castle. Commanded by King Bowser of the Koopa Kingdom, he's here to kidnap your princess. If you were extremely clever she'd be in another castle, but that assumes you have more than one. Regardless, when Bowser thinks he's found her, he'll begin to drop his troops - Goombas, Koopa, the occasional paratrooper, and sometimes even shoot living bullets at you - on top of your own. If he starts losing, he'll likely take to the field himself. And let me go ahead and say that this guy is stupidly strong, stupidly durable, and unless you're an even better mage than Vaati, the only thing that can seriously hurt him are his own weapons.

Unlike the nations that are Hyrule's allies, these lot won't even begin to try and work together, taking just as much of a chunk out of their own forces as out of yours. Unlike the other forces they don't need to work together. With all that said... you don't actually have to fight them alone. You are Hyrule's Hero, the one the princess wants to wed, and I already finished describing her allies. Pick one of them to act as your army, and they'll begin to send you troops. You won't be getting the full force described above, and they will take time to arrive once you call for help, but they should be able to provide assistance.

Hyrule's Conquest

No matter who you are or how you plan on doing this, you will need to defend your wedding, prevent the kidnapping and or counter-kidnapping of your soon to be bride, and put a ring on her finger. If she says 'I do', great! If not, well, you were probably the bad guy already so who cares about her opinion? Throw your grand wedding, exchange your vows, and see below for the prizes that are due to you.

Of course, Zelda herself as your loving or 'loving' wife is not so much a reward as a side effect of everything else, and so she will become a free companion at the end of the scenario.

Final Challenge - Optional

However, there is actually a fourth path that you could take, one I will affectionately refer to as 'come at me bro'. Instead of fighting only the foes laid out for you, you will have to entice, entrap, infuriate, or otherwise trick all the forces described above into bearing arms against you. For some, this is easy. For others, you may have to resort to more base methods. Depending on how you go about this, yet more nations may pull themselves out of the woodwork, Holodrum, Tolemac, maybe even non-places such as Termina and Koholint would raise their blade against you alongside a kingdom soaked in twilight. And that's not to mention whatever other villains might decide that now is their chance to shine.

But, if you should pull this off, there will be an additional reward waiting for you later.

Rewards

For surviving the war your marriage has brought about, there are a number of prizes for you to claim. You have three points with which to purchase your rewards. If they do not appeal to you, you may exchange them for 100 cp to be spent in the jump proper.

Hero

These rewards are discounted to the Knight origin.

Two Points - Greatest Hero

Congratulations are owed to you, for you have done something not seen in a thousand years. You, the Hero, have married Zelda, the mortal incarnation of the goddess Hylia. It happened once in ages past when the sky fell, and Hylians and Hyrule as we know it were created in the settling dust. It's happening again now, and it's happening to you. Fate and destiny will bend themselves in your favor, failing to ever notice you if you seek peace and solitude or ensuring that you will become a Hero exalted above all others if you stand against the darkness. Allies present themselves, weapons of great power make themselves known to you, opportunity and chance appear again and again, and you take the center stage. You are, after all, the greatest Hero in all the lands. Why would you ever play second fiddle to another?

Two Points - Knights of Hyrule

The Knights of Hyrule would go down in history as a fighting force whose warriors were the greatest in all the lands. With that said, those same knights would not normally be founded for another few hundred years. But when your king is the greatest fighter in the land, the easily defeated soldiers of the past simply won't cut it. While these knights will never be your equal, and were often upstaged by a child half their age in future eras, they are still nothing to scoff at, boasting a significant portion of the power that the Hero of Hyrule would be expected to possess. And those are your rank and file. Standing above them and commanding twenty four knights each are your four commanding officers, knights who would genuinely be worthy of being called Courageous.

Villain

These rewards are discounted to the Villain origin.

Two Points - Snuff Out The Light

In the Era of the Hero of Men, the Wind Mage Vaati had a simple plan. Acquire the Light Force. His obsession with Zelda in the current Era is the last remnant of that same plan. A plan you have brought to fruition. The Light Force is yours, a holy power of immense might that was once sealed inside the royal family of Hyrule - and inside your new wife - is now yours. Outside of granting you Zelda's traditional affinity for sealing, barriers, and light magic in general, this also affords you a holy copy of whatever dark magics you might have acquired from Hyrule in the past. In addition, having internalized it into yourself, it nullifies the weakness to holy powers that a practitioner of darkness would normally have. If they want to defeat you and seal you away again, the Four Sword simply won't cut it anymore.

Two Points - Bound Chest

Once thought by Vaati to be the resting place of the Light Force, it instead served as a prison for those dark and dangerous. A Pandora's Chest, if you will. While the Picori Blade would traditionally be a part of the lock and therefore leaving it unable to be opened, that blade is long gone. Inside this chest lies almost every monster, villain, and creature of darkness that the Hero has ever slain. It continues to collect these demons as the Hero continues to slay them, filling itself until it is full to bursting with the veritable army held inside of it… Demise's army. Or rather, your army. Opening the chest will free as many or as few of the demons held inside, all bound to your will. Maintaining their loyalty would take quite a bit of magic, but if you cared not for such a thing, then perhaps you could let them rampage freely? The only thing you won't find here is the hope your foes would need to survive such an onslaught.

Fairy

These rewards are discounted to the Fairy origin.

Two Points - Regicide and Ascension

In order to become the ‘King’ of Hyrule, you were forced to come to blows with Venus, the Queen of the Fae. With her death, two kingdoms make themselves available to you. Hyrule, the lands of your bride to be, and the Fae themselves. With just a tad bit of power borrowed from your wife, stepping into the former Queen’s shoes was childsplay. From here on out, Fae of all stripes will bow before you, extremely wary of crossing your path. Perhaps another queen might treat you as equal, or one equally old and powerful, but any less than such would never dare. In addition to being a Queen, you now have both the right and the ability to gather a court to you. By utilizing some of the power stolen from your wife again, you can empower other Fae to act as the ‘nobles’ to your royalty - or in other words, Great Fairies. With the power available to you, up to eight Great Fairies may be created, or eight Servant Spirits for each one of those Great Fairies. You could choose to empower an older and wiser Fae to extend that number some by not needing to fully empower them, but the more of their power is yours the harder it will be for them to betray you.

Two Points - Court of Jumper

I said that the kingdom of the Fae was available to you, but never did you claim it. Before, you had merely cemented your position as the most powerful and presumably favored of Farore’s servants, but now you have servants of your own. Assuming you possess a Fairy Fountain and a Wyldlands, you’ll find both of them drastically improved. Your fountain is no longer merely a pond within a cave, it is now a giant flower upon which you may lay, surrounded by unusual and rare plants of all sorts. In fact, as the seasons pass and the flowers around your fountain come into bloom, you will find that some of them will open up and reveal a newborn Fae within them. A kingdom needs citizens, no? While your Wyldland is not quite as impressive, it is much larger. Instead of covering part of a forest or a section of the mountainside, it now covers the whole thing. Additionally, it seems your presence now causes it to generate life energy in significantly higher qualities that it did in the past - simply put, your forest is vibrant in such a way that no ordinary forest could match. Or you could skim off the top to empower yourself. As queen, you would have that right.

All
These rewards are not discounted

One Point - Price of Failure / Oldest Allies
Over the course of the scenario, you fought against a great deal of colorful foes, and with any luck you fought alongside some as well. Assuming you didn't either kill them yourself or get them killed, then I shall offer you the option to take some of them with you as companions. ...Though, in the case of them being your foes, companion may be the wrong word. Still, the option is open. With each purchase of this you may take the remnants of a single faction, such as the water mage from Labrynna, a group of Zora soldiers, and a handful of their ships to build your new navy. However, you do need to have fought against or alongside them - if you were the Hero, you would not have fought against Koridai and Gamelon nor had the option of fighting alongside them, and thus would be unable to have any of them accompany you into future jumps. Beyond that, if anyone has caught your eye, have at them. Perhaps a concubine or two might be in order for the villainous sort?

Two Points - The Kingdom of Hyrule (Requires Final Challenge)
If the Fae are granted more lands and citizens on account of them becoming Queen, then this is the flip side of that coin. After all, you are now King of Hyrule. Why should you not be allowed to take your throne with you? If you so desire, and you have proved your might to the world, then this option will become available to you, to claim the Kingdom of Hyrule as your own and to take it into future worlds with you. Such areas as the Zora's Domain, the Gerudo Desert, and the Lost Woods will sadly not be yours unless you were able to thoroughly dominate them, to make them bow and submit to you instead of simply razing the ground and salting the earth. If you do, then their subordinate states will also come with you. Sadly this does not apply to any other locations as the other nations are simply too far away.

Scenario TLDR
Ships, Cannons, Artillery, Zora, and Proto-Nayru.
Highly customizable and stealthy forces. Three pseudo-Links
Fire and Lightning AoE spam. A dozen semi-invincible birds

Mages and craftsmen. All the wacky and unique puzzle gear.
Eos from PH. Lots of mini-Eos. The four knights.
Queen Venus of the Fae. Lots of lesser Fae. Proto-Farore
+/-Lesser members of the other six

Lanayru tech airdropped on your face by Proto-Ganon. Proto-Din
Ninja ambush by mostly ordinary soldiers. If they get a foothold, Proto-Yuga
Bowser. More Goombas and Koopas than you can count, and the occasional Bullet Bill

FUCKING EVERYONE