

The Ocarina of Time Jump

V 1.0
By Esper



Introduction

Years and years after the Hero of the Four Sword seals Vaati and ends his evil schemes, there is unrest in Hyrule once again. A war arises when the king seeks to unify the land, a mother and her babe flee from its fires into the Kokiri Forest, where the child is left in the care of the forest's guardian, The Great Deku Tree, by his dying mother.

Now, nine years later, evil stirs once again in Hyrule. The Gorons of Death Mountain are starving, the Zora's Guardian Deity is ill, and The Great Deku Tree has been cursed. All these troubles have befallen the tribes of this land by the hand of one man, the leader of the Gerudo people, Ganondorf, who is preparing to meet with the King of Hyrule to swear allegiance and declare the desert tribe as allies of the Hylian people.

In truth, Ganondorf Dragmire's ambitions will soon cover the land in darkness as he seeks the power of the Golden Goddesses; Din, Nayru, and Farore; left behind at the place where they departed from the world, The Triforce. An artifact that can grant one's greatest wish and change the whole of Hyrule and The Sacred Realm to reflect the heart of the wisher, spreading either evil or prosperity.

In the midst of this stirring turmoil, two Children of Destiny are experiencing prophetic visions of the coming darkness, the Princess of Hyrule, who's warnings have gone unheeded by her father, and Link, the boy raised by The Great Deku Tree and who is awaiting the day that a Fairy will finally come to him and put to rest whether he is a true Kokiri or not.

In fact, you enter this world on the same day that the Deku Tree, wearied and dying from fighting Ganon's curse, sends Navi the Fairy to Link and summons him to destroy the source of his affliction. A day that will throw the boy headlong into an adventure that will span across time itself...

...unless you desire to avert Destiny? Or take the role of one of these children? Or perhaps you would steal The Triforce for yourself? Hero of Time or Sorcerer King?

You have **1000 CP** to decide the fate of this world.

Origins

Barring certain Drawbacks and Racial picks, age and sex don't matter. Fill those details in as you like.

Now, who will you be in this world?

Drop-In: You're not tied to this world, you fall where you wish in its story. You can choose to have a background and memories but they'll be superficial, easily discarded. As far as anyone knows you're a traveler or adventurer newly arrived to your destination.

Fairy Boy: You were raised among the Kokiri and may or may not have a Guardian Fairy. You might not be a Kokiri yourself, or maybe you are, and you may not be called by destiny but there is a big wide world out there waiting....

Guardian Fairy: You are the partner of a Kokiri child sent to them by the Deku Tree a long time ago, or perhaps even more recently. Your job is to look out for your charge and hopefully keep them out of trouble.

Sheikah Princess: Or prince, either way you're part of the Royal Family of Hyrule, you might have your own Sheikah bodyguard, or maybe Impa protects both you and Zelda, who has trained you in some of the ways of the Sheikah. You also likely know a heck of a lot more history and secrets of the kingdom, which may come in handy if Ganon gets his way.

Embodiment of Darkness: You may or may not be the current incarnation of an ancient demon but evil has had its hand in your life and left its mark. You are ambitious, a thief, or perhaps a scholar and practitioner of darker arts. Might you also be a foreign sorcerer who seeks the golden power, the Triforce? Do you seek the throne of Hyrule? Or to conquer all the world the Goddesses made? Or even unmake it? We shall see...

Race

What will you be in this world?

Hylia: The favored people of the ancient Goddess, Hylia, whom she raised to the sky to protect from The Demon King, Demise's, rampages on the surface. Then, through the providence of her incarnation and The Hero, defeated Demise and returned the Hylians to the surface. But that is an ancient, nearly forgotten legend by the time of this era. Now the Hylia people live in a modest but small kingdom, Hyrule, named after the land which is named after that ancient Goddess. They are a race of elven-like humans, their very best are quite beautiful like elves but they can otherwise range in body types and beauty like humans, with a similar lifespan. Their long, elegant pointy ears are what help them hear the gods and goddesses of this world as well as other spirits. Their history is a storied one, full of Heroes and Princesses and Great Evils defeated by them, but also of peace and war. It's been around a decade since the kingdom's last war and contact with their neighbors is a bit distant.

Fairy: Somewhat mysterious, magical creatures that are either small balls of light with wings, mere sprites, or large female Hylia-like beings with wings known as Great Fairies. This era the Great Fairies seem to have foregone the wings but fairies are quite kind if a bit whimsical and eccentric. Some even serve as guides and healers for the weary. There are always exceptions of course. It is unknown exactly how long Fairies and especially Great Fairies live, sprites may very well die if they leave the Kokiri and Lost Woods or after their task has been completed such as in the case of

healing Fairies, the Great Fairies may likely be hundreds and potentially over a thousand years old if they are indeed the very same Fairies that appeared in earlier and later tales. If you are a Fairy you have a Jumpchain guarantee you won't flicker out or fade away if you venture beyond where your kind is intended to remain.

Gerudo: The warrior tribe from the desert. Tall, dark skinned, round eared, red haired, and all women. Except for one. In this era they are not just warriors but thieves led by Ganondorf and guided by the ancient and evil matriarch witches Koume of the flame and her twin sister Kotake of the ice. By some sort of quirk of genetics or curse, the Gerudo only ever produce one male every one-hundred years and by law this man is to be their leader when he comes of age. It's unfortunate their leader is the current incarnation of Demise's evil...

Sheikah: The people of shadow who traditionally live out of Kakariko Village and serve the Royal Family as bodyguards and likely spies and secret keepers. They may very well be the elves of this world as they always seem to be few in number and can live for centuries without growing old. They look just like Hylians except for their characteristic red eyes. They practice strange and deeply spiritual magics that allow them to 'see the truth', have knowledge of sealing arts separate from the Sages, have crafted magical artifacts, and are also ninja. Ninja elves, so bloody friggin cool!

Kokiri: The small seemingly eternal forest children who live under the protection of The Great Deku Tree, whom they regard as their father. In truth they are all Hylian children in this era who appear in the wood and remain children as long as they never leave and are accompanied by Guardian Fairies, whom likely have something to do with their continued eternal youth even after the Deku Tree had stood withered and dead for seven years before the Deku Tree Sprout took over. They are often called Fairy Children by the other peoples of Hyrule and many of them retain a childlike sense of the world despite the passing of years. How old you will be is unclear, appearance-wise most Kokiri seem to be around the ages of

nine to twelve yet you could be far older in age than your looks belie, but your eternal youth in this form is permanent even if you leave the boundaries of the woods and travel over lands near and far from whence you began.

Goron: The tribal rock people of Death Mountain who enjoy eating the rock sirloin, a type of soft and nutritious rock, from Dodongo's Cavern. In this era it can be a bit...difficult to tell one Goron apart from another except in relation to their size. Why there's one giant Goron who can't even enter the city, he's so huge, and most Gorons in general tower over Link even as a grown man. However, some of the great things about Gorons is that, because they are living rock, fire doesn't hurt them unless it is extremely hot, they can breathe underwater just fine, are very strong, and aren't bothered by weather in general except extreme cold. They are able miners and engineers, clever enough to craft heat resistant clothes for races so absurdly opposite of them and extremely tough weaponry that it's likely the Hylians learned metal smithing from them. They do of course sink in water like, well, rocks and have a terrible weakness to fire breathing dragons but they also possess a lifespan of centuries.

Zora: The fish-like water tribe of the river and lake who worship a large fresh water whale, Lord Jabu-Jabu, as a deity. Whether or not the giant fish is a god is up for debate. Fast and graceful swimmers, the Zora of this era are quite pretty as far as fish people go, a stark contrast to the previous eras where they either looked like a squid and a seahorse had a baby (Skyward Sword) or like someone fused a big mouth Catfish to a humanoid body. While Zora have some decent perks like a long lifespan, breathing underwater, and craftsmanship related to it, they have many drawbacks such as not doing well in dry hot areas and vulnerability to both fire and ice and likely anything toxic done to the water, but they can traverse the waterways and dive in deep places like no one else.

Skullkid: It is said that children who enter the Lost Woods are transformed into Skullkids when they become lost and wander forever, unfortunate victims of the magic that seeds that part of the woods where doors to

different realms sometimes appear. These beings have small child bodies made of wood with no distinguishable face, dressed in Fall colored clothes, and a straw hat. They like to play games, play music, and pull pranks, being rather mischievous in a fae-like way, but they don't like adults, especially those who come armed with weapons. They are like the Kokiri in that they are eternally young but they also do not require food and likely not even rest, fire is a major weakness, however. The Skullchildren know the Lost Woods far better than any who enter except perhaps for the Deku Scrub tribe.

Deku Scrub: The Deku Scrub people, like the Gerudo, do not have a good reputation in this era. While they spend much of their lives living in the Lost Woods in their underground burrows, they do have an unfortunate tendency to follow evil and attack any ne'er-do-wells by popping up to spit Deku Nuts at them when they pass close by, especially the Mad Scrubs. There are some however who are more open to outsiders, more business minded Scrubs who will sell materials from the forest or potions for rupees or know the art of expanding a pouch to carry more within, and there are those who enjoy the finer arts of judging masks displayed to them. Deku Scrubs are not very strong however, being stunned easily by the same Deku Nuts they spit and falling to one well placed strike or shot and, as they are made of wood and leaves themselves, fire is not just a major weakness but likely a great fear. Termites probably are too.

Watarara (Manga Canon Required): A manga exclusive race who may as well be a proto Rito tribe of bird people. The Watarara are nomadic, a migratory race who fly and follow the changing winds of Hyrule's seasons. While they are young they ride upon the backs of their parents until the day of the Growth Ceremony where their arms are meant to turn into wings as they attempt flight for the first time on their own. This process can be stalled if the heart is full of fear and uncertainty, stunting the burst of feathers from appearing. As the Watarara age they become even more bird-like whereas in their youth they may appear more like Hylians with beaks and bird feet and may share similar life spans with Hylians. Other than their ability to fly and migratory nature and strength to carry at least a

grown Hylian with their feet, not much else is known about this species except what can be inferred, such as the wind also being their weakness if it is strong enough and lightning as well.

Location

Where will you go in this world?

Kokiri Forest: The quaint if tiny portion of the forest in the southeast of Hyrule where the Kokiri children live, with The Great Deku Tree in his meadow close by. Nestled up right next to it is the Lost Woods, a place easily stumbled into by the unwary. The magic of the Lost Woods confuses outsiders and turns children into Skullkids and adults into Stalfos as they wander forever until they collapse. Having a Guardian Fairy likely protects the Kokiri children from this fate as they seem to come and go from the wood without harm. The children's village itself is perfectly sized for them but for an adult would quickly feel too small and stifling. Everyone leaves the garden sometime I suppose. Still, there is a little training area with a treasure if you can get to it and a shop if you'd like a Deku Shield.

Hyrule Field: A very large grassy field connecting with all the various regions of Hyrule from Death Mountain to Lake Hylia to the Gerudo Desert. Right near the middle of the field is Lon-Lon ranch owned by Talon and his daughter Malon, who raise horses and cuccos and their famous Lon-Lon cows with the help of the assistant Ingo. Might be a good place for a job.

Hyrule Castle Town: The center of Hylian culture and trade, the bustling town and marketplace are tucked behind a moat and stone walls and protected by guards from the dangers outside. It features many shops and games, vendors plying their goods outside, back alleys and side streets, and the Temple of Time respectfully set in its own quiet, well kept corner. The drawbridge that leads out into Hyrule Field is raised every night as monsters come out, so don't wander too far without your gear.

Hyrule Castle: Looming just beyond the Castle Town Market is the home of the Royal Family and the seat of their power. This is where the King of Hyrule sits and meets with delegates of other kingdoms and his daughter, Princess Zelda, frets about the future. If you don't live here or have business in the castle yourself, you'd best skedaddle. The guards are very particular about who gets to wander about casually and you don't want to be caught by them.

Kakariko Village: The village of the Sheikah, however, due to their declining numbers in recent years, Impa graciously opened the town to allow Hylians to settle within. It has a small cucco farm, a large windmill, a well, an empty shop, a graveyard towards the back, and there's a bit of construction for a new building taking place. There's also a strange gloomy house with spider people in it. Maybe they'd like some help? The road leading up Death Mountain is also here but I doubt the guards of the town will open it for you without some sort of Royal Sanction.

Goron City: Halfway up the road to Death Mountain you will find the city of the Gorons. Navigating here can be difficult without bombs and the Gorons rolling about are their own hazards to other people who don't pay attention. There's currently a food shortage as Ganondorf plugged the cave to the best rocks with a giant boulder and King Dodongo lurks within, but maybe there's something you can do about that? A shop can be found on the bottom floor of the city and there's a shortcut to the Lost Woods here if you care to look for it.

Death Mountain: A quite active volcano that has frequent but small eruptions making it a challenge to reach the summit. Even just getting to Goron City from Kakariko is dangerous as the road is full of Tektites and in the future large boulders roll down the path from an unknown location. You need a nice sturdy Hylian Shield once you get past the city as the mountain rains fiery stones down the trail, and then it's a long climb to the entrance of the caldera. If you wonder why getting to the top would be worthwhile, the Goron metalsmith, Biggoron, lives up there. He's practically a mountain himself but he makes very good stuff. There's also a Great Fairy just

nearby but you'll need a bomb to enter her fountain. Still, she might bless you with a powerful technique. While there is another Great Fairy inside the caldera, I wouldn't spend any time exploring inside the volcano itself, without a Goron Tunic or being a Goron yourself, the heat will kill you.

Zora's Domain: If you follow the river outside Kakariko you'll eventually come to the home of one of Hyrule's more unique races, hidden behind a large waterfall that flows from the top of Zora's Fountain where Lord Jabu-Jabu resides. It is a very wet location and likely a little on the cool side with the Ice Cavern overlooking the fountain. The domain itself is within a large cavern with its own internal waterfall that's also sourced from the fountain entrance where you can find King Zora seated before it, the water then flows down into a shortcut to Lake Hylia. Many of the Zora mill and swim about their domain but other than the shop where you can buy a Zora Tunic there's not much need to be here if you aren't one of the fish people yourself. Unless...Lord Jabu-Jabu has been feeling under the weather lately, perhaps you're interested in looking into that?

Lake Hylia: Sitting south of Hyrule Field is one of the best picnic and relaxation spots in the kingdom and the largest lake in the region. Two long rope and wood bridges stretch over the deep, clear, blue waters of the lake connected to two small islands. A river that flows all the way from Gerudo Valley feeds the lake right next to a laboratory where the doctor there mixes the lake water with other compounds to create medicines, Hyrule's own Pharmaceutical Scientist. Just away from the shore, further down from the lab, is the fishing hole where you can spend all day and night casting lines and hoping to snag the big lunkers to break the record for biggest fish ever fished from the pond. I hear the proprietor has good prizes. Curiously, along the lakeshore you'll find two vegetable fields with a pair of unusually boisterous, music loving scarecrows who'll dance to whatever songs you play. One of them plans to leave to travel the world to hear the tunes other people play. But that's a little silly, how can a scarecrow travel the world? But then, how can a scarecrow dance? Are those two really what they appear to be?

Gerudo Valley: In a spot of Hyrule Field to the west, where trees and grass give way to red stone, lies the gateway to the desert. Up a wooden plank over a watering hole that a horse can barely cross, you'll find the valley proper, a canyon cut in two by a large river with waterfalls and cave far below. A wooden bridge spans the gap, guarded on the other side by Gerudo warriors and beyond them the entrance to their fortress. You will appear on the Hylian side of the valley because, unless you are a Gerudo, you do not want to be caught by them in their territory. And speaking of being caught....

Gerudo Fortress: The stronghold of the Gerudo tribe, of Ganondorf himself at the moment, and where you emphatically do not want to be unless you are a fellow member of these amazonian-like women, or their leader. The fortress features rooms and hallways built on top of each other with hardened grey stone, there is a training ground attached to it where the women test their skills and cleverness for a chance to earn the Ice Arrow. Up a tall hill a ways is the archery range where competitions are held on horseback. And from the valley entrance straight up the path is the massive gate leading out into the desert and its sandy dunes. It's a dangerous place guarded by a river of quicksand, constant sandstorms, and an unmarked path where an invisible ghost leads wanderers safely through the Haunted Wastes to the Desert Colossus, the Gerudos' sacred temple. As mentioned, if you're not Gerudo, you really shouldn't be here.

Perks

All 100 point perks are free with their Origins and all other perks are discounted 50% with their Origins.

General

Hylian Symphony (Free): The music of this era is burned into the memories of many visitors to this world. So many iconic leitmotifs and atmospheric tunes have been remastered, remixed, and covered in different ways over the years. Now you can take the sounds of Hyrule with you on your journey to play in the background, from the original bits to beautiful symphonies and every bardic creation under the sun. You can choose if the songs play only for you or for anyone else you care to share them with. You can raise and lower the volume with the top and bottom C, speed up the songs with right C, slow them down with left C, turn them off or on with L, skip with B, repeat with R, or just ignore this bit of Zelda related humor and control the music by will normally, pausing and stopping songs and all that as you like. If you know any other songs, even the partial ones, they'll be added to your collection in full and you can listen to them in the 64 Zelda sound bit style or any other Bardcore recreation. All tunes can be played at appropriate times or shuffled however you like, you can also seal songs away so they don't play as I'm sure you know many annoying ones in passing.

Common Magic (Free): You have a little spark of this world's magic. This perk alone isn't going to give you any big flashy displays or sword techniques like the Great Spin, but it does give you nascent magical sensing and affects your other senses and perception enough to perceive things slightly better, such as Poe Ghosts, distant music in a confusing wood, and seeing more clearly in the dark. It also somewhat enhances your body, enough to unconsciously strengthen your physical capabilities and allow you to make, use, or benefit from magical items and substances like the majority of people in this world. To be clear, you could make potions and something like the Hookshot by learning how, but not fully create something out of magic like the monsters, nor cast spells as powerful as what is displayed. Cantrips and Hedgemagic though? Those you can probably do and however large or small your magic pool is, it will replenish slowly but faster if you sleep. Link may not do a whole lot of crafting during this era but The Hero of the Sky did in times past and The Hero of the Wilds will in the distant future. It is only right that you have the capacity to learn as they did or will.

Everyone Is A Musician (Free): Well, almost everyone of importance anyway. Saria, Link, Zelda, even Ganon can play a mean pipe organ. Okay, it's a lot less people than you think, but music plays a special and significant role in this era from songs for transportation, Zelda's Lullaby acting as both a key and sign of the Royal Family, to songs being used to talk to your friends or summon others, change night to day, call storms, reveal secrets, repair signs, etc. You won't be causing magic to happen with any old instrument and this perk alone, but you're probably gonna want to know what you're doing if you pick up a magic ocarina. You have enough skill at music and playing instruments that you could construct your own songs, finish partial tunes you hear or that were left by the dead, and play harmoniously with other musicians on the spot. Your memory is perfect and particularly when it comes to tunes, you never forget a song no matter how many years long it's been since you last sang or heard it. You also have natural, genius-level talent at playing the ocarina, harp/lyre, and pipe organ and can quickly learn to play more instruments.

The Time Traveler's Shield (Free/100): This tale isn't called The Ocarina of Time starring a Hero of Time for nothing. Time travel shenanigans will be happening and while my personal headcanon has Link travel to a different past so he can't erase himself from existence accidentally, that might not be how some instances of this world works. So take this paradox immunity, it's dangerous to mess with time. You cannot be erased from existence no matter what method of time travel is used, even if time is twisted into a pretzel or erased or someone shows up from an alternate timeline. This gift is free while you're here and 100 Points to keep.

A Business Minded Scrub 100: There are many strange shops in Hyrule and often in odd places. Why do the Kokiri need their own store, for example? Why would Deku Scrubs sell Deku Sticks and Nuts when they're so easy to just pick up? Why would a beggar buy any weird thing you just stuffed in a bottle? And why use rupees? Technically speaking, rupees aren't a viable currency given how plentiful they are. Though, they are also magic, maybe that's the real exchange here. Regardless, you have a head

for understanding unusual economies like this, their currencies, and what items may be worth in them with or without inflation, even if it seems like the exchange is more a formality than a necessity. It's enough understanding that you could start your own business, whether you buy or sell or have a weird setup of sending people to sell your products to others for you.

Drop-In

Eternal Blessings 100: During his journey, Link would be blessed by six Great Fairies. Two of Power and Wisdom on Death Mountain for the Great Spin and an increased magic pool, one of Magic by Hyrule Castle for Din's Fire, the second of Magic at Zora's Fountain for Farore's Wind, the third of Magic at Desert Colossus for Nayru's Love, and the last Great Fairy of Courage near Ganon's Castle to increase Link's defense. Without their help Link would likely have fallen, but it seems when it came time for his next adventure that their blessings had faded away. Well, you're a Jumper, there's no reason that it should happen to you. When you receive any kind of power, boon, new ability, item, or blessing in the worlds you visit, including pets or creatures you bonded with, they become fiat backed and fully yours. Whether they come from gods, fairies, artifacts, something greater, or a mortal passing on their skills, you won't lose anything you learned, received, acquired, adopted, or were gifted that wasn't bought from your Benefactor, not to time travel erasure or retcons. Even if the world you visited were a dream crafted by an evil mask, or a place of limbo or purgatory, you would lose none of the gifts and powers, pets, or items you acquired. And in case you pick up a boon you don't like very much, you'll be able to toggle it and any perks or abilities you have, on and off or dial them anywhere in-between.

Player's Avatar 100: Much has been added to the lore from the time the legend was first told. Throughout it all, The Hero marches upon his quest without food or rest, seemingly like a demigod. In truth Link is the player

character, he doesn't eat except to recover Hearts or Magic Power, doesn't sleep except to pass the time, doesn't shit. Ever. And also never seems to need baths or any sort of basic hygiene. Yet he still needs to breathe, so he may still count as living and not an android the Goddesses created. In any case, you benefit in the same way. You don't need to eat except when you like or to recover health and energy, can sleep when you want instead of any real requirement for it (though you'll also recover Hearts and MP this way), never need an outhouse or a bush, or have to worry about hygiene, you even dry off absurdly quickly after getting wet. You'll never have to clean your gear either, which is like two-thirds of maintenance.

Spin Factor 200: The Zelda franchise has always had some silly moments, either in the story or from the mechanics and often both, and one of the sillier things in Ocarina of Time is how rolling works. Link can crash into walls, boxes, and trees without damaging himself, even knocking things out of trees and breaking large wooden crates this way. In fact he can roll into just about anything without it hurting him back, exceptions being elements; such as fire, ice, and electric; magic effects, and obviously dangerous things like spikes and the spinning blades of Peahats. Rolling can even protect him from the folly of jumping off the path on Death Mountain, transferring his momentum instead of horrendously breaking his legs. You now have the benefits of these silly rolling mechanics. You don't get dizzy, you don't get hurt when crashing into stuff, you can break things and shake trees, and you can avoid fall damage just by rolling. Oh, and your rolls are always faster than if you run. There's that, too.

Collectathon of Hearts 200: Many fans of the Zelda franchise don't know where to place Hearts, Heart Pieces, or Heart Containers when writing stories. Some have it as a real thing, some leave it as pure game mechanics, and others do something in between. Regardless, you have Hearts now. Think of them as both Endurance and Constitution, Link does get poisoned sometimes and set on fire, electrocuted, or frozen more often. Hearts strengthen your armor, make you more resistant, make poison or venomous effects temporarily last seconds unless it's a constant application, and give you the ability to take blows or impacts that should

leave your entire skeleton in pieces. I mean if Link can jump off of high ledges on Death Mountain, get squashed by boulders, sliced by scythes, and walk it off after gaining a certain number of Hearts... Anyway, you start with three as tradition dictates, unless you have another health pool or Hearts from another Zelda Jump. You can lose anywhere from a quarter to a whole Heart or more from landed attacks or effects but you can replenish them by collecting small Recovery Hearts, which will appear and follow you into future worlds. You can gain more Hearts by collecting Heart Pieces, which will also appear in worlds you go to, or by defeating powerful enemies, typically an apex monster a 'King' or 'Queen' or such peak of its kind, or a person who is an extraordinary and powerful individual among their race, an Emperor, General, Elite Knight, Dark Lord, King of Evil, etc. etc. Fighting and defeating such beings in future Jumps will reward you with Heart Containers and there is no cap to how many Hearts you can have. You'll be able to perceive your Hearts in a row in the corner of your vision and after you obtain twenty Hearts it'll shift to one large Heart with a number beside it. This little Heart HUD turns transparent so as to not interfere with your vision and the beeping when you're low on health is not nearly as irritating, more a gentle chime than blaring alarm.

Hazard Insurance 400: There are a lot of ways to die while adventuring, particularly when you venture into monster infested and often crumbling ruins. Link has fallen off of many a ledge into a seemingly bottomless chasm or right into a pool of magma, been crushed by the equivalent of a spikey hydraulic press, and been trapped with no way out. By all rights it should be the end of his adventure but instead of a Game Over or You Died screen, he just reappears nearby or somewhere safe sans a bit of health. This is what happens to you now when you are trapped or experience environmental hazards with no survival chances or means of escape. Even if you could briefly survive the impact but die shortly after, it counts as no survival chance, and the same goes for surviving being trapped indefinitely like if you don't need sustenance or air. This perk is more effective if you have Hearts or some other health pool type thing but even if you don't you'll appear injured instead of dead. It may start with a broken wrist at full health, run into a hazard again and it'll be an arm, and on and on until

you're lying there with almost everything broken and another hazard after that would kill you.

Seize The Day 400: You have an odd relationship with time, not to manipulate it exactly but in how it passes. When you enter a town you can choose for the day or night to stretch on indefinitely at the time you arrive. Time will seemingly not pass even if people still go about their business. This arrestment of time's passing has no impact on people or life in general and no one notices anything unusual happening. No one will starve or sunburn, water will not evaporate completely or overflow, nor will plants wither under perpetual daylight or night, you can still interact with people, play games, buy and sell supplies, farm materials, even progress forward on quests. It is a moment, perfectly preserved. Keeping things this way can interfere when you need to arrive at certain times, such as to play the digging game with Dampé, thus you'll be able to turn this effect off either by choice or when you leave town. You cannot reapply this effect until dawn if it's night or until dusk if it is day. You are able to use sleeping to skip the time from the day to night and vice-versa without turning the effect off, but the time will match whatever it was during the day so 6:00 AM becomes 6:00 PM, 4:00 AM to 4:00 PM and so on. (That's 6:00 to 18:00 and 4:00 to 16:00 for you guys who use 24 hr clocks.)

Fast Travel 600: Not only does your relationship with time become vague and muddled in towns but even on your travels time flows a little faster. When you're on the road between locations time seemingly flies by because of a distortion effect that speeds you along without desynchronizing you from time. For example, it still takes a day to get from the Kokiri Forest to Castle Town as it does for normal people but to you it happens in only minutes instead of hours as the sun visibly speeds its way across the sky and Hyrule Castle draws ever nearer with each step you take. You can turn this effect on and off but when it's on it only works when you're moving towards a location, either under your own power or a means of transport, time will otherwise pass as normal. Anyone traveling with you will be affected by it but not notice that anything strange is happening unless you point it out. Despite time seemingly skipping for you, neither

observers or life in general will be impacted by this distortion. You'll still get where you need to on time, still meet who you'd normally meet, but you'll be a lot less fatigued getting there than you would've had you actually spent all those hours climbing Death Mountain.

A Journey Left Untold 600: The legend of the Hero of Time is Link's story and you aren't Link. That doesn't mean there is no adventure for you. When you don't want to get involved with the main events happening in the world, you'll find something that draws you into an adventure tailored to you. Could be a maiden kidnapped in front of you, could be a thief being chased by soldiers, could just be a postman needing help delivering letters, whatever the plot hook might be, you'll find it expanding into the start of your own legend, one that will be remembered in the tales of this world. If you're concerned about Hyrule and the outcome there in the meanwhile, you'll find any influences your travels have will only minutely impact Link's quest and the safety of the world, in fact you're more likely to have a positive impact on it. You may turn off either part of this perk if you just want to be some guy or cause things to change.

Fairy Boy

The Hero of Chads 100: Before the Hero of the Wild came along, the Hero of Time was the original ladies man of the Links, having four young maidens crushing on him and at least one cougar charmed by his earnestness before he was even old enough to use a Hylian Shield properly. Link may or may not have had charisma like a natural but he more than made up the difference through his persistence, sincerity, and courage. He was a real one-of-a-kind guy and now you can be too. You understand what makes Link a Hero, a real Hero who doesn't take advantage of others. Not only can you be open with people but also persistent when they get stubborn. You can make friends easily, even your rivals or disbelievers or the depressed aren't immune to your charms, and you'll find a well of bravery you didn't know you had rising upwards when

faced with all the dangers and horrors this world could throw at you. You can be The Hero who inspires hope and charms the ladies, or whoever you're attracted to. And when it comes to sincerity, it doesn't mean you must be a paragon who is perfect all the time. Link has frequently robbed graves and consorted with thieves in the name of saving the kingdom and in an adaptation of this legend was a rascal, who got into schoolyard fights and did silly things, but he was himself. You understand how to be yourself in your heroics, to incorporate it in the way you do things, and dance to your own tune. And people will find that, if not attractive, then admirable.

Firm Handling 100: It's interesting that for all the times Link gets knocked down he never drops anything, nothing essential at least. He may have lost some rupees or Force Gems when hit over the years, or wooden shields to fire, but he never, say, drops his bow down a chasm or the Ocarina of Time into magma even though he switches items so quickly you'd expect some fumbling. That'd be awkward. It's like the essential stuff is glued to his hands. You'll find your grip strength is excellent with only the mightiest of blows able to knock your weapon, or other items, from your hand. You also know how to pack and equip your belongings efficiently so you can get to them quickly without encumbering yourself. And you never fumble, ever.

Destined For This 200: In this story Link was but ten years old when he picked up the Kokiri Sword and yet was able to walk into The Great Deku Tree and slay Gohma with little trouble. That's an awfully capable ten year old. Perhaps it is the Hero's Essence passing on memory or sheer fudging talent but you have something similar. You have extraordinary natural talent for combat and with any weapon or armament you pick up along with an impeccable sense of balance to walk a tightrope. You may not have ever touched a boomerang or whip or any other strange thing a Link has ever used but with only a minute of practice you can hit bullseyes consistently, form lassos to catch giant birds, or fight Lizalfos in a two on one free-for-all while surrounded by lava on a small platform. If you had some real training you'd be a monster of an opponent. Furthermore, neither your talent nor any of your other skills and abilities diminish, no matter how long it's been

since you last used them. Your muscles don't even lose definition or atrophy if you sleep for seven years, or eternity.

Kokiri Raised Luck 200: They say anyone can be a hero but to be a Hero you need the right equipment. In another version of this world Link made his slingshot and Deku Shield while in the original telling he found or bought his gear. You have a talent and skills for making things you need for dire situations before you even realize you need them. You'll find that slingshot you made to knock fruit from trees being necessary to kill a giant monster. You also know how to maintain equipment and have a great amount of luck when it comes to acquiring items that are useful on your adventures. Sticks for torches, nuts that stun, all purpose bottles, rupees, tunics that protect from volcanic heat or let you breathe underwater, etc. Some of your spoils you'll find by cutting grass and breaking rocks, or win from enemies, minigames, or chests hidden in caves, but most of your significant important stuff will be rewards from people you help or treasure you found in an old ruin, if not something you made yourself. Whatever you find or create it will always be useful in some way.

Link Be Nimble, Link Be Quick 400: And speaking of equipment, as mentioned Link seems to have a gift for changing gear on the fly, loading ammo and knocking arrows, all while being fleet of foot to move around the battlefield. You have his reflexes now. In a blink you can sheath your sword to grab your bow, knock an arrow, and fire it before your enemy's next attack. You can backflip, side jump, roll, quickly unsheath your sword, and attack in a flurry of blows. Why, you're so fast and nimble you can catch fish and Fairies in bottles without a net, bounce Deku Nuts and rocks off of shields, and fight and maneuver on slippery ice. You also have a curious ability to 'select' weapons, gear, and other items for quick use to swap them without having to rifle through a bag, or struggle to change boots, by placing them in one of three 'slots'. While you start with three active slots that number could grow to seven with practice.

Worthy Wielder 400: Link has had many beings attempt to copy him over the years, none more persistent than his own Shadow, but there is only one

true incarnation of The Hero and wielder of the Master Sword. Now there are two. You count as someone who has the criteria to both wield legendary artifacts and step into a role, like that of The Legendary Hero, as long as you want to step into that role. Sacred and unholy blades alike will accept you as their true and rightful owner even if you weren't a man or woman, neither good nor evil. And if the problem you face requires the blood of a virgin, the descendant of a deity, a tenth son from the fifty-second daughter of a Welsh family, or other very rules-lawyer-y criteria, you can fill that role when you are none of those things and even better than any other contenders. All imposters and copies, even the original destined ones, will fail to truly match you once you fill the shoes of the chosen individual and you can choose when being a worthy individual applies, just in case you don't want your "virgin" blood to complete a ritual or steal the Master Sword from Link.

Last Action Hero 600: It may come as a surprise but Hyrule does have effective defenses against evil in the form of its sages, guardian deities, and warriors. It's just Demise's incarnations in particular that undermine and overwhelm these forces and that's without the Triforce of Power usually. This is when Farore's secret weapon gets called in the form of her Chosen, Link. You, like him, are the last defender of light, overlooked in the enemy's takeover and called upon by destiny to fight evil when the other defenses and defenders have failed, or are barely holding on, or when a Hero is direly needed while evil runs amok. You are the link upon which the chain of events rests and through your actions or inaction will the tide turn in favor of one future or another. One of the reasons hope tends to rest on The Hero is because he's so unexpected that evil doesn't even see him coming until its first stronghold falls and then continues to be underestimated. After all, to the forces of evil, Link is just some guy from the forest who picked up a pointy stick and gave its' minions a good spanking. No need to send the strongest after him. You'll be viewed similarly. When you're called forth to fight, your opponents never see you coming. You could be sneaking into Hyrule Castle to meet Princess Zelda, after slaying a Boss monster and breaking a powerful curse, and your enemy would fail to recognize the threat you pose. And when you continue

working against them to undo what they've done, they'll still underestimate you and make excuses for not simply killing you when they had the chance, such as using you to get what they really wanted or wanting to fight and crush you personally.

Hero of Time 600: This is a story involving time as a major mechanic. Whether you are the Hero or not, this is your story and you need to be there for it. The Hero needs to arrive on time and so you shall. Whenever you have what could be called a Quest going on, events do not progress unless you make strides to complete them. This is immediately apparent with Side Quests where you could spend days fishing away while the Happy Mask Salesman waits for you to sell the next mask to a customer. But it especially affects your Main Quest where your nemesis and allies will wait years as you grow up or train before they make any moves. And when they do, Jumper, well, things don't get progressively worse nor better while you're distracted hunting Gold Skulltulas. The Gorons won't have all been eaten, Kakariko won't be burning and smothered in lava and ash, Bongo Bongo will still be sealed until the appointed time...likewise Darunia will just be preparing to confront Volvagia when you see him in the temple, Ruto will have just begun searching the Water Temple to help her people, and Sheik always appears when he needs to teach you the next song as if he'd been waiting mere minutes instead of however long it took you to get all those Heart Pieces. It is as though the days and weeks and years you spent on other things were merely filler, time added without actually increasing its passing. Oh Side Quests are still completed, your gains from training remain, things still happen, but the Main Quest proceeds at your pace as if all the fat were trimmed off.

Guardian Fairy

Hey! Listen! 100: Link may be the Hero but he wouldn't have gotten anywhere without Navi. It takes a special set of skills to keep a ten year old Hero on track. Patience, having clear goals, putting together clues, keeping

track of things, and especially knowing how to get and hold a child's attention, particularly when he wants to explore and chase bugs all day. These are skills you have now.

Exposition Fairy 100: The Fairies assigned to the Kokiri children each have a specialty and an amount of general knowledge about the world which they share with their partners. Navi's specialty seemed to be in identifying monsters and their weaknesses, an ideal field to support the Hero. Pick a field of study; plants, magic, riddles, power, music, etc.; you are an expert in identifying types, properties, flaws, and other things related to your field, such as locations to find it or how to structure a sonata. You find it easy to teach this knowledge to others and may purchase this perk multiple times.

You'll find your general knowledge and field expanding in future Jumps, updating to include the lore of that world.

Guide Of A Child Hero 200: The fairies of Hyrule are much kinder nature sprites than usually depicted, who heal, guide, and even bless people they like. The one thing they are especially good at though is detecting secrets of a magical nature. Navi could sniff out time blocks, wandering scarecrows, healing fairies and other strange things and alert Link to their presence by glowing green. You have magical sensing on par with hers that you can continue improving further if possible. You may not always know what you're picking up without a magic specialty but you do know when something is around that can be interacted with. One thing you do know with certainty however is when you're near Fairy Fountains and Great Fairy Grottoes, or other Fairy communities in future Jumps.

Power In A Small Package 200: In the other version of this story, Link and Mido get into a wrestling match and when Link pins Mido, sitting on his legs, Mido's Fairy comes in and knocks Link off their partner's back and right into the nearby creek. Not bad for a tiny ball of light with wings. You have quite disproportionate strength for a little pixie, able to knock what to you is a giant a few feet away on their back even if they'd been sitting

down. This strength scales in your other forms and you can perfectly control it.

Chime! 400: The gifts of the nature spirits are many and varied but one of their most useful is communication. Fairies are able to understand all languages, speak to animals, detect and convey the warnings of the dead, as well as call each other over long distances, they can even act as a channel for their partners so they can hear what is being said like a living, magical cellphone. These are abilities you have now. For some creatures, you may need to coax them into talking by playing a song but most animals and bugs are open to friendly chit-chat. With the dead, not all leave warnings or have something to say and it seems to require at least the skeleton to be intact or a lingering soul of some sort. When it comes to talking long distance, well, there aren't many worlds with Fairies, which is why you now know a song you can teach to others who can use it to call you. You can only take one call at a time like this but groups at both ends can hear and understand each other when you're channeling the sound. Only those close by can hear creatures or calls when you project for them.

Watch Out! 400: It's easy to think that Link doesn't need help, and there's a few incarnations of him that walked their journey alone, but many of his younger selves were often accompanied by spiritual sidekicks who could watch out for him. Likely because kids don't have well developed awareness of their surroundings, especially for fighting. As a Guardian Fairy, your observational awareness extends with your magical senses to give you a three dimensional view around yourself and your partner so you can act as a sort of overwatch for them. You're great at sensing danger, at least in the immediate area, because of this. You also have a useful ability to create a sort of magical tether to guide your partner's attacks at their enemies, giving them the benefit of aiming more precisely. This link takes the form of a ring of spinning, yellow arrows around the enemy's head. You can only target one foe at a time but you can easily switch targets on the fly and they'll largely ignore you and the arrows around them. This ability can run into interference if someone throws a huge amount of evil magic into the atmosphere around them. As some Links were shown being able to do

this on their own, you can teach others how to use this ability as long as they have some magic themselves, or something that's 'close enough' to magic.

Water Doors 600: It's unknown exactly why healing sprites and Great Fairies seem to hang around fountains of water. Perhaps the sacred waters give them power or it may just be water's association with mirrors, portals, healing, and other symbology. As a Fairy you are capable of using pools of water to enter fae realms, wash off dark magical influences, heal and recover your energy, and hide a small location from evil so it is overlooked. The water must at least be clean and from a natural source, such as springs and wells, but you can fill a tub, fountain, or swimming pool with it if there are no pools nearby.

Great Fairy of Hyrule 600: No longer are you a mere sprite of the land, you have become a Great Fairy. Depicted as a beautiful, giant, wingless, floating woman with red hair and whose modesty is barely preserved beneath the leaves and linen clothes that cover them, to say you command attention when you appear is putting it mildly. You could, ahem, 'awaken' many a young lad to the appeal of the fairer sex but this is more a bonus or side-effect of this form and what you can really do. You awaken power in others and can bless them with new abilities, heal their bodies and restore their energies, washing away fatigue. You can grant someone (such as a budding Hero) their own pool of magic either to cast powerful spells or to channel into fighting arts. Your ability to protect an area from evil expands, allowing you to beef up the barrier around your fountain and extend it a little ways out so the path to your domain is preserved even if the entrance is blocked. Your attunement with the land and magical senses is even greater, giving you a form of scrying that keeps you informed of the things happening around Hyrule for as far as your senses extend and barring any attempts to jam them. And you can do these things regardless of what your specialty as a Guardian Fairy is. However, you do gain new benefits depending on what specialization you picked. A plant specialist may be able to grow the Bomb Flowers and other magical plants, music to create magical songs with little need for study, magic to learn and grant the

Goddess spells Link acquires, power to teach magically enhanced attacks, perhaps riddles let's you create the puzzles in the temples around here, or blacksmithing or enchantment to upgrade a Hero's gear, whatever field you chose you'll find your new powers expanding them in ways worthy of a Great Fairy.

Sheikah Princess

Child of Royalty 100: A princess is often like a treasured jewel, polished to a shine so its beauty may be seen by all. You've been raised in the courtly ways. You know how to conduct yourself with dignity during meetings and public events, you have the manners, poise, and grace a princess or prince ought, and yes you're a looker, even as a child you're pretty. You have learned at least the basics on how to rule justly but you make up for the rest by knowing how to use what you know to lead without compromising your morals or betraying your kingdom and its people.

Holding Out For A Hero 100: It takes determination to survive seven years in hiding on only a faint hope the Hero will return, but Zelda somehow managed. Like her you have the willpower to hold out against everything that tries to make you despair of ever seeing the evil in the land destroyed. You can push forward as your citizens die, as other tribes and nations fall, as others swear loyalty to what you fight against. Unless there truly is no hope, nothing can snuff the faint light you hold out.

Omen of Troubles 200: When Link met the princess, he barely got two words in before she correctly identified him from the reoccurring prophetic dreams she'd been having of Hyrule's impending doom and the boy in green with Spiritual Stone in hand, followed by a fairy, who would save it. She then correctly identified the source of the great darkness in her vision, the wicked man from the desert, Ganondorf. So it goes. You are beset by prophetic dreams when the world is threatened and are given enough clues to identify its heroes and villains, these dreams will appear in enough time

to prepare, if you have time. You may turn this perk on or off to have a more peaceful rest. If you do not require sleep, you will instead have a waking vision where you are awake and fully aware you're having a vision, these may be more detailed than the ones you receive while dreaming.

Sheikah Training 200: Not all of what Sheik was, was fake. There was real training under that form. Skills of the strange and long lived shadow warriors passed down so Zelda could keep her pursuer off her trail. Whether Impa trained you or you are another survivor of the Sheikah, you possess all their skills, knowledge, and ways. You can survive the wilds, fight monsters and brigands, move stealthily and unseen, disappear in a flash, jump great heights, etc. You carry what remains of the Sheikah culture and its people will live on through you. You'll find these skills and knowledge updating with any Zelda Jumps you visit so you can preserve even more of their history.

In The Steps of Nayru 400: Given the amount of magical songs in this tale, Zelda must've done a lot of research while Link was snoozing to find all the tunes that would transport him around Hyrule. Or she created them herself. Unlikely, but possible. You have a gift in finding and researching the lost lore of the land, able to follow the faintest of clues to piece back together knowledge that was lost to the ages. You often stumble upon sites and locations or even people that will add more pieces or give more clues to what you hope to find or uncover about the ancient history of the world. Even people being dead doesn't stop you from consulting their Poe Ghost, if they have one. You can also analyze a location, concept, or feeling and capture the essence of them in a tune. If you had a magical instrument you could turn those tunes into songs that teleport the player, command the elements, and other effects.

Hidden From Evil 400: In one telling of the tale, Sheik worked for Ganondorf to spy on, guide, and trick the Hero in order to draw Zelda out. Of course Ganon was unknowing of what lay beneath his long nose the entire time. In part Sheik could do this due to a spell that hid her memories even from himself that only lifted when he was injured. You are capable of

disguising yourself, transforming via magic into a very carefully crafted guise of your choice that could fool even one such as the sorcerous King of Evil. To further solidify and strengthen this form you can veil your thoughts such that both surface and deeper thoughts match the illusion you've created. Only in the very deepest, most concealed part of your mind would a mental expert find any hint of the real you. You are aware of your true nature and able to unveil your real self at any time or keep it concealed through any trial or injury, your true self will influence your actions in subtle ways such as helping whom you intend without seeming to do so. Unlike Zelda, you won't be caught revealing yourself at an inopportune time while vulnerable unless all clues point to you, your enemy was spying from afar, or you intended to show yourself.

Balance Of The Heart 600: The most important thing about the Triforce is that it doesn't reward selfishness or evil and is not fooled by those who try to confuse it, breaking into its three constituent parts when presented with such an unbalanced heart. You know when your heart is unbalanced and when you don't count as pure whenever you seek the favor of gods, divine artifacts, or to pass any other tests of character. Luckily with this perk there's an easy way to change that and improve your odds of becoming worthy. Self-improvement meditation trials. Through this method you can battle your demons, root out the source of your iniquities, improve your mind and empathy, and self-reflect on your behavior in order to purify yourself without risking life and limb on some grand quest. Think of it as part therapy, part vision quest, part memory walking, and part cleansing of your soul. This won't help you pass any tests that are physically demanding, but it will make you worthy for any trials that test your heart, mind, and spirit.

Princess of Destiny 600: Ganon spent years scouring the land of Hyrule for Zelda not simply because she held one piece of the Triforce but also because she was a Sage. Many Zeldas have been Sages and priestesses of Hylia, Goddess of Time, wielding a portion of divine might to smite the demon Demise and his incarnations and seal them away. You hold the power of a Sage within you, one unbound from the normal trappings of the

role allowing you to remain active in the world as a mortal. The majority of it has yet to be awakened but the small amount you possess allows you to make arrows of light that are highly effective against those steeped in dark magics and against evil monsters and constructs. The rest of your Sagely might will need to be coaxed out and trained before you can use it to seal away any dark beings, but you'll be capable of all the things a Sage or a Zelda in this world can do, such as lending your power and protection to others, holding back evil, and having some influence over elements.

Embodiment of Darkness

The Evil Man From The Desert 100: Ganondorf didn't have many appearances in these events and yet his presence was felt throughout, looming over this era like a lingering phantom from his actions. You have similar command over events you involve yourself in. Actions you take leave a lingering impression on people so your threat is felt to those who would oppose you even if your actual appearances and encounters with them are few. And if your acts are impactful enough, the legacy you leave could linger on down through the ages and survive in legends and myths.

Arranged Confrontation 100: At some point Ganon decided he was going to fight The Hero and settle things once and for all mano-a-mano and set the stage for that confrontation. You might not be as boneheaded about destroying your enemies but you have all the chops to set up your encounters to be suitably epic and act the part for it. Perfect place, dramatic lighting, ominous weather, some intimidating flair to your speech and grand sweeping gestures...even if you have to create a few of these things yourself, you can still time it so it comes together to strike fear into even those who have seen it all before. Your gravitas just holds attention that way such that they won't interrupt. Be rather rude after all that work.

Swear False Fealty 200: Ganon's victories were in half, luck, and the other half, good con artist skills. His whole plan would've fallen apart if Zelda just

brought Link to her father to tell him how the Great Deku Tree died, or if the Gorons and Zora sent envoys about his actions in their territories, or perhaps if the king had contacted them himself. But in the face of Dragmire's pretty lies it didn't seem to occur to anyone to talk to each other until it was far too late. Likewise, you have skill at con-artistry to fool kings into believing you're sincerely swearing loyalty to them and while you're pulling the wool over their eyes, communications that could unveil your deceitfulness just don't reach their ears until it's too late for them to stop you. This works against any factions in future jumps or specific people you attempt to fool.

Theft of Power 200: Before he was the King of Evil, he was the King of Thieves, the Chief of the Gerudo. Is it any wonder how he so easily stole The Triforce out from under The Hero and Princess Zelda's noses? Granted it's probably not difficult to outwit two ten-year olds but Ganondorf didn't get his title by stealing golden candy from children. You have in you the makings of a King of Thieves. You have exemplary talent at every skill a thief could be purported to have; lock picking, sneaking, pickpocketing, sleight of hand, staking out locations, planning heists and getaways, etc. But you also have leadership qualities and a head for banditry tactics that could see you leading your own company of raiders. And they won't be two bit cowards who only win against soft targets, no, you turn your forces into warrior thieves who are able to contend with the likes of trained soldiers and earn both the respect and fear of kingdoms.

Dark Sorcery 400: It's hard to say if the chief of the desert tribe always sought power, but he never turned it down when offered. Raised by two ancient witches, Ganondorf bolstered his physical might and tactical abscondary with all the sorcerous arts their dark magic could give him. You might not have an inclination towards this type of power but you are as equally skilled at it as Dragmire. You know how to make many of the monsters of this world, to shape clay into Redeads, imbue a bug or ordinary creature with power till it grows into a possessing parasite or Boss that does your bidding. You can ensorcel minds, brainwash a person into your loyal minion, compel dark creatures into an organized army, alter their

forms, and curse beings. You can fire blasts of magic and darkness from your hands, deflect magic, float if not outright fly, create magical traps and prisons, and enhance your might. You can do many things with this power but you do not contend with the sages. Yet.

Snatch Away Victory 400: Zelda truly thought her plan to keep the Triforce safe from Ganondorf couldn't fail, but ten year olds aren't great planners. Perhaps, had she the foresite to realize what things could go wrong, her plan B would've had Link take the stones and ocarina outside Hyrule and stay on the move to keep them safe, but her inexperience and naivety blinded her from anticipating their enemy. This isn't an issue you have. When you have goals you want to see fulfilled, no matter how small or large those goals, you are able to make the best plan possible based on what you can do, your resources, what your allies and opponents can do, their resources, anticipate what they'll likely do to disrupt your plans, and where your plans can go wrong in general. This isn't a magic 'everything according to keikaku' button, your plans rely on the information you have, but you'll always make the best plan you could have for that moment allowing you to stay steps ahead of the heroes (or villains) if you're meticulous enough.

Sealed Sworn Oath 600: Before he was destroyed for good, Demise made an oath to curse the lines of those who had defeated him so that an incarnation of his wickedness would never be far behind whenever the Princess or Hero were reborn. Centuries to millennia after that time, Ganondorf made a similar oath as he was sealed away. He promised to break free and destroy Link and Zelda and the Sages, and centuries later he actually did. If you swear an oath, you can brand it with a similar weight that becomes a curse upon your enemies. And it will come true. Like a Death Curse and Generational Curse combined, you can declare the future ruin of your enemies or even the prosperity of your people and make it stick so that the events of the future are altered until it comes to pass, but it must be possible too. You cannot just declare your people will become the greatest wizards if there is no magic to be found in the world, unless you use a loose definition of wizard. You can also only make such declarations

and oaths when you are either close to death or are defeated, but you will be given time to make your oath even if you never see it fulfilled.

The King of Evil 600: The battle against Ganondorf Dragmire was long but ultimately won, Link stood victorious, Princess Zelda rescued...except it wasn't over. The wrath of their enemy was mighty, it shook the tower to pieces around them until there was only rubble...and still, that man hadn't died. He burst out of the ruins and transformed into the monster, Ganon, empowered by nothing more than his hatred and the Triforce of Power, and he was ready to squash The Hero into paste. Your wrath is a terrifying thing, the more pissed off you are the stronger your blows become, the more intimidating you get, the harsher your magic hurts. Things that attack your mind or demoralize you only make you angrier allowing you to shake them off. If you are struck down or just that angry you can shake a whole castle down around your opponent's ears and access a monstrous transformation that embodies your burning wrath and hatred. But you are not blinded by this wrath, no, you are brought clarity, a single-minded focus on destroying your target that doesn't fall to tricks and distractions, you are not a beast so easily deterred. You are wrath incarnate. Your power grows by an order of magnitude in this form and if your enemies can't kill you in this state, they must seal you away or be destroyed. You may decide what shape your monstrous form will be, and when your wrath 'limit' is full you can bank that anger for a rainy day, as if starting with a full gauge, instead of transforming.

Items

All 100 point items are free to their Origins and the rest are discounted by 50% to their Origins. All items are fiat backed, are cleaned, repaired, and maintained after a few hours, and returned when lost, stolen, or destroyed within a six hour period unless otherwise stated. You may import similar items into each other and any you own.

General

Happy Mask Collection 50: This small collection of masks were rescued from the Happy Mask shop by your Benefactor after they were abandoned in the destruction of Castle Town, Mask of Truth excepted (Link still has that one). It's a small bunch of masks ranging from colorful and silly to dark and morbid. They don't even fill a whole box but you'll always find copies replacing any that are lost, sold, stolen, or destroyed. Have fun with them.

Fishing Rod and Lures 50: This sturdy wooden rod and line will not break as long as it's used for fishing, guaranteed to haul in anything you catch with it, won't ever snag on anything that can't be reeled in, and has excellent casting distance. It comes with two lures that never need bait to attract the fish, a red and silver floating fish that's rated and approved for fishing tournaments and records, and a wiggly sinking worm that the fish love like nothing else, especially the big ones near the bottom. It's not approved for competitions though, apparently it takes all the challenge out of it.

Lon-Lon Quality Milk 50/100: The white-gold of Lon-Lon Ranch, so famous and delicious that they deliver to Hyrule Castle itself. Drinking a bottle of this helps recover health and boosts your strength for a short time. There's two portions in each bottle, it never spoils, and you're getting a whole crate for yourself that replenishes when it runs out. Pay another 50 CP and you'll get a whole live cow delivered to your warehouse. Hey, if the milk is good, the meat's probably bovine.

Bag of Magic Beans 50: A bag that contains ten magical beans. No, it doesn't grow into a giant beanstalk. No I'm not ripping you off. When these beans are planted in soft soil, they grow into a platform plant that flies and can carry you safely around an area. They just take seven years to mature, but you can plant them and forget about them and they'll do just fine, even

in the desert. They're perfect if you lack a green thumb. Wait, don't walk away! I'm telling you these are great!

I suppose I can throw in instructions on how to make the Bean Holes they grow in. These magically potent spots cause plants to sprout in seconds. They'll work for anything you plant if you want to start a garden.

Blue Cucco 50: This is a rare breed of pocket cucco and you can be the proud owner of it today! It's very quiet, doesn't even crow at dawn, and very clean and soft. It loves to wake people up and will excitedly crow at the sight of the person it's most affectionate to, just like a dog who hasn't seen their hooman all day. It's the perfect pet! Just....don't hurt it. Repeatedly. You'll regret it. This bird may be immortal, just so you know. It'll calm down when you leave its sight for a while.

Royal Sanction 100: Well, what a curious item. This is a letter, fully written out and stamped by a member of the Royal Family, in such an official and authentic way that there's no possibility it's fake. It basically tells any guard that you are allowed to be where you are for whatever reason. They'll open gates for you and let you pass. In fact this thing works on any official gates even if there are no guards, such as the one blocking the path up Zora River. In future Jumps you'll find this missive has been similarly composed and stamped by someone very official, someone important enough to have guards opening doors and allowing you through no questions asked, or security gates opening on their own for you. Just hold the letter up and walk right in.

Zora Scales 100: These are finely crafted silver and gold scales made from authentic Zora skin that were plucked from their best divers. They allow the person who has them to dive deeper in water without training and beyond depths they could ordinarily reach without issue. Feel free to loan them out.

Drop-In

Giant's Wallet 100: Since you aren't Link, presumably, you don't have to start with his budget. This is the biggest wallet offered in this era that typically holds five hundred rupees, but for you we'll make it bottomless and feather-light, with a currency exchanger, and a feature you can turn on and off that auto-loots any stray rupees. You'll find fifty rupees when you look inside. They don't replenish but you'll always know how much money you have in this sack at any given time. Your money bag is waterproof, fireproof, and difficult to damage, it also clips easily on your belt like a magnet but can't be as easily purloined by thieves.

Magic Map Plus Compass 100: Link always seems to find a map and compass in the dungeons around here, which doesn't make a lot of sense. Course, having dungeons full of puzzles and traps in a tree, or a fish, and other places also doesn't make sense, but I digress. This multipage map, more a very floppy booklet, shows you the overworld and environment around you. The other pages fill in with details of each dungeon and their floors when you enter them and you can flip between 2D and 3D maps which will have simplified and greater details respectively. The booklet doesn't run out of pages but you can pull the old ones out when you don't need them anymore. The compass can show you where the treasure chests and keys are, as well as your location, and anything that's powerful enough to count as a Boss in the locations you venture, as well as which direction you came from. Both map and compass are waterproof and fireproof and difficult to damage.

Stone of Agony 200: A strange small stone with a weathered face in agony carved into it. Odd choice for an artifact that detects Secret Grottos and caves, must've been Sheikah crafted. Their people can be a little morbid. Anyway, the requirement for this to work appears to be whether there's a hidden buried treasure chest nearby or a magical cave. So if you want to continue treasure hunting in future worlds, or find secret magical locations, this stone will help you locate them and give you a hint on how to enter if you need a special way to do so. That's better than the stone The Hero received.

Heart Piece Amulet 200: This beautiful chain necklace has a Heart Piece set in gold with a number on the back. It is more than a mere souvenir or gift for your girlfriend, however. When you hold it over a map it will show you where you can find Pieces of Heart containers and the number will tick down with each one you collect. Within Hyrule you can find thirty-six for 9 extra Hearts, in other lands and worlds it may be more, but The Hero of Time would thank you if you let him borrow it. The space around the heart in the little Heart Piece will fill in with blue to indicate how far you are from a full Heart Container.

Gold Skulltula Marker 400: Another one Link didn't have but sorely needed. This small, brass coin with a Gold Skulltula embossed in the center, will detect the little buggers and mark them on your map, removing them automatically when you've collected their tokens. More than that though, it'll put helpful symbols beside them if you can only find them at certain times, such as little moons for night or forwards and backwards arrows for future and past. The real utility with this post-jump, is it will apply an effect to curses that will let you break them by destroying specific items or creatures to collect tokens, which your marker will morph to reflect. This effect is only applied to curses on people but while it's in effect the curse won't get worse, even if it takes you years to find all the tokens. The amount of tokens will scale with the difficulty of the curse.

Magic Potions 400: Red, Green, Blue, the three most potent potions in Hyrule. The first heals wounds, the second recovers mystical energy, and the third does both. But where the red and green recover some Hearts and energy, the blue heals and fills them completely. You have three small, ever bubbling cauldrons of the stuff, enough to fill a few bottles each. Red and green replenish per week, blue refills every month. You'll have to bring your own bottles.

Red Ice Block and Blue Fire Pedestal 600: Red Ice is ice that glows red, chills what it covers, is super tough, and does not melt under heat or normal fire. An ever replenishing block of it is added to your warehouse.

Perhaps you're looking for some cold storage options for your volcanic base. Along with the block, a pedestal of Blue Fire has also been added, it is surrounded with non-slippery ice and has an ever burning flame that can be caught and stored in bottles. Blue Fire is a strange supernatural flame that melts Red Ice and seems to appear in cold places. It is also a cool flame sold in shops for customers who desire a cool breeze. It makes a great atmospheric light around the lair, maybe air conditioning as well, and perhaps you'll discover more uses for it in future worlds. Who knows, maybe you'll figure out how to make magic rods with them?

Biggoron Sword 600: While it may not have the same evil slaying blessings on it as the Master Sword, it comes close for the extra damage this two-handed, Goron crafted blade causes. A quality sword that doesn't break, rust, or lose its sharpness, and that you didn't have to wait three days after an anxiety-inducing quest to get. It always fits right in your hands, in any form, and always deals more damage than any weapon you own. But if you need any 'holy' properties to finish the job, or to hit intangible beings, or some-such that bypasses the Biggoron's raw damage, you'll need another weapon.

Fairy Boy

Gear 100: Every adventurer has their starting gear. You get one set of green Kokiri clothes and floppy hat for boys (or headband for girls), a 100 rupee capacity Child's Wallet, sack of 20 Deku Nuts, Bullet Bag carrying 30 Deku Seeds, a bundle of 10 Deku Sticks, a sturdy Deku Shield, and a child's sword, which is very real and sharp. You'll get a replacement shield after a day if yours burns up, the sticks and ammo replenish every three days, the rupees are not provided and do not replenish. Explosives replenish each week.

You may further purchase Link's other gear at a discount for Fairy Boy for each tier, each tier can be bought separately:

1. Slingshot, +10 Bullet Bag upgrade, +10 Deku Nut capacity, +10 Deku Sticks storage, Bomb Bag with 20 Bombs, Bombchu Bag with 50, Hylian Shield, and the Adult's Wallet to increase rupee capacity to 200.
2. +10 Bullet Bag upgrade, +10 Deku Nut capacity, +10 Big Bomb Bag, Green Hero Tunic, Adult Sword, Hookshot, Fairy Bow with 30 arrows, +10 Big Quiver.
3. +10 Biggest Bomb Bag, +10 Deku Sticks storage, +10 Biggest Quiver, Iron Boots, Longshot, Megaton Hammer, Giant's Knife, Giant's Wallet to increase rupee capacity to 500.

All-Purpose Bottles 100: A series staple, these simple, corked, glass bottles preserve whatever you put in them and can magically store quite a bit. Fish, bugs, Fairies, potions, Poe spirits, Blue Fire, milk, etc. They're unbreakable, easy to clean, and you're getting five of them. One more than Link had.

Magic Bag 200: Interestingly Link didn't have one of these. If he couldn't strap it to his back or attach it on his belt, he just stuffed things into his tunic. Yet he somehow kept those cucco eggs, glass bottles, masks, and other things safe so I guess it worked for him. But you're a Jumper, you're civilized (presumably), so we're giving away this handy-dandy magic bag to ease your concerns about the security of your things. This bag attaches anywhere on your waist and will preserve anything you put in it from damage and spoiling. It is fireproof, waterproof, explosion proof, difficult to damage in general, can fit a whole large cargo shipping container of things in there while remaining weightless, can change its material, shape, and pattern as you like, and has a minor illusion over it so thieves or searchers overlook it. To retrieve whatever you put in there simply tap the bag and the item will either appear in your hand or in your vicinity as desired. To put things in the bag you can do it the normal way or touch the item and tap the bag. Also, items that can be worn or used passively that are placed in this bag, such as a magic lens, count as being worn or in use as long as you have the bag. You can choose if you want the item's effect to be active on you or not, while it's in the bag, in case it consumes your magic or rupees

when active. Note, this only works for passive effects that the item possesses, including passives that need to be activated.

Treehouse 200: You might not be starting in Kokiri Forest but who doesn't want a treehouse? The nice thing about this one is that it was carefully shaped inside the tree so as not to kill it, allowing the tree to continue growing and your house to expand in the future, though it'll take years to get to that point. Your tree will eventually stop growing, probably after centuries, but given the size the Deku Trees around here get and the space you can fit in them...well, you'll have a nice mansion inside of it to call your own. Since there is a small home within it, your tree is immune to disease, curses, pests, fire, lightning, high winds, and disasters in general. You'll not be losing your house to magical, evil termites and when it stops growing it becomes immortal, never rotting away from old age or weather. It is also protected from evil in general, given how Link's home was overlooked by such forces in at least two timelines. You may insert your treehouse in future worlds, either as part of their history or just appearing out of the blue one day, or you can leave it as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

Magic Gear 400: Starting gear is handy, but professionals eventually acquire armaments with more oomph. You receive the Fairy Ocarina, Goron Bracelet, Mask of Truth, and the Boomerang. You may purchase more of Link's magical items, each tier can be bought separately and are discounted for Fairy Boy:

1. Din's Fire, Fire Arrow, Goron Tunic, Lens of Truth.
2. Farore's Wind, Zora Tunic, Ice Arrow, Silver Gauntlets, Hover Boots.
3. Gold Gauntlets, Mirror Shield, Nayru's Love, Light Arrow.

Best Horse 400: This is Epona or a horse very similar to her. A fearless steed who sees Link through many dangers and speedily to his destinations. Fierce, loyal, smart, and a little wild, this horse can jump over very tall fences, from atop short cliffs, and across wide gorges, outrun other beasts, and can carry heavy loads, such as three people at once. Your

horse is always faster than you are and with a measure of intelligence to aid the rider when they're shooting at something. They are immune to disease and injuries, especially to the legs, and are immortal. When you are in need of your ride, playing Epona's song will summon them as though they were somewhere nearby as long as you are somewhere your horse can access. When you leave your horse for a while, they'll disappear and you'll find them in your warehouse, specifically the large field that's now attached to it. There's a small barn with healthy, balanced food that dispenses itself and never runs out, a stream with clear water flows through the field, and everything stays clean.

Ocarina of Time 600: The namesake of this legend. An ancient, blue colored instrument likely made of Timeshift Stone and one of the keys that opens the Door of Time in the Temple of Time where the Master Sword rests, guarding the Sacred Realm and The Triforce within. It is a very important magical music player to say the least. Your version is a Transverse (potato shaped) Alto in the C key with 12 holes instead of the traditional 7, very good range and very ergonomic. It has the ability to not just play magic songs but remember them, recording the precise tempo, tone, and notes to play them back allowing you to activate the song's effects even when you play the tune quickly, and should a song evolve to gain multiple abilities, you choose which one is cast at will. This ocarina is unbreakable and fireproof.

Master Sword 600: The Blade of Evil's Bane began life as The Goddess Sword, reforged from Hylia's own and then blessed to hell and back to make it into one of the most holy divine weapons that a mortal is capable of wielding. But such power in the ultimate pointy stick can only be handled by a true, pure-hearted Hero without the sting of its holiness burning their hand. Under normal circumstances someone unworthy or evil could neither pull the blade from its pedestal nor touch it, but you are this sword's master now and it will make an exception for you no matter what form you're in or where you fall on the purity spectrum. This version of the Master Sword also gathers divine smiting energy with every wicked creature slain, supercharging its holy might against the strongest sources of evil. Your

weapon will not break or rust, keeps its sharp edge, resizes to fit you in any form, and I'll throw in an extra feature that allows you to summon it to your hand should it ever be forced from it. You'll also find a pedestal in your warehouse that opens a pocket realm when you place your Master Sword in the stone, it acts as a vault for anything you desire to keep safe.

Guardian Fairy

Trail of Fairy Sparkles 100: A little something to glam up your appearance even when you're not a Fairy. These sparkles add a bit of wonder to your movement, following you as you go about your day. You can turn up or down the amount of sparkles you leave at will, from a few drops of light to practically soaking in them, and you can also turn them off when you want.

Fairy Wings Charm 100: At first this colorful, wood beaded charm looks like a butterfly but closer inspection reveals the indented shape are Fairy wings. Wearing this charm allows anyone to float over the ground and glide with wings of their own, but not fly. Much easier to use than cuccos, you can even bank and turn in the air. Hovering is about as fast as rolling and gliding is as fast as Epona at a slow gallop but you float downward just as slowly as when you hold a cucco. The charm is fireproof as well.

Recovery Heart Flower 200: Some folks handle the question of where Recovery Hearts come from by head canon-ing that they are the petals from a flower. It's a decent suggestion I won't dispute, which is why you now have an example of such a flower. It grows tall like Tulips and the blooms hang like Bell Flowers but it's as proliferating as Dandelions, just easily spreads and multiplies. A hardy plant that's easy to care for. If you let your flower seed, even more Heart Flowers will grow next year. The petals heal when rubbed on wounds but you might find other uses for them and the rest of the plant. If your flower dies or is destroyed you'll find a new one growing in its flower pot.

Time Blocks 200: Around Hyrule you occasionally run into Timeshift Stone blocks used to obstruct doorways or as extra platforms. They appear to be fixed in time somewhat as they can only be moved with the Song of Time, disappearing through the flow of time and reappearing in another. Your warehouse and properties now have these blocks as a feature and you don't need to play the Song of Time to place them but if anyone else wants to move them they do. These blocks are immovable without the song. Use them as platforms, obstructions, and protection or however you like.

Forest Temple 400: Surrounded by deep woods, this haunted, mysterious, and once mighty manor serves as a proving ground for adventurers and a place where the darker powers and spirits of the forest are drawn, keeping them within its walls instead of menacing people in the woods. As a proving ground, the temple is just dangerous enough to challenge adventurers looking to tackle their first dungeon with its monsters and twisting hallways, while being deadly enough that the unprepared and unwary would perish if they make it inside. If the shattered stairs outside, the stone maze of creatures before that, and the maze's gate and gatekeeping creature don't scare or stop them from getting in, they can likely handle the rest. The manor drawing in darker energies and creatures from its surroundings allows them to be cleansed which can be useful if you want to concentrate an entire haunted forest into one small location, and adventurers will often seek this structure out in order to do so. You can reverse the draw effect as well which will agitate the manor's surroundings while purging it of darkness and spirits, you could probably make it into a proper house then at the cost of cutting off the outside world with all the monsters and dark powers about. Even in ordinary worlds the 'monsters' and whatnot will be of a more mundane bent. You can insert this temple into future worlds, either as part of their history or simply appearing one day, or leave as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

Secret Healing Fairy Grotto 400: Hidden somewhere in the world is this grotto full of Healing Fairies calmly fluttering around, each one capable of restoring someone from the direst of wounds. Though they disappear after

healing, more Fairies fill the grotto every time you visit. There is a beautiful, white, stone fountain here with a pergola over it and the clearest, cleanest water you ever saw which will cleanse anyone you bring here of dark magical influences, including mind control. Within this small sanctuary none who intend you and yours harm can find you, not with any magic, technology, or ability they possess. This grotto follows you to future worlds, setting itself where you'll find it.

Great Farming Field 600: Hyrule Field is a large slice of this era that always seems full of things to find from concealed holes into caves, monsters, rupees, and supplies, whether you cut tall grass or shake some trees. You have the entirety of Hyrule Field, sans Lon-Lon Ranch, attached to your Warehouse, now with more grass and trees as there are no buildings or fences. The neat thing about it is it will continue to generate supplies and materials you can gather, Hidden Grottos that change locations and replenish their treasures every three months, monsters you can beat up if you like, and rupees too, which are made ex-nihilo instead of by The Minish. If you introduce new monsters, supplies, and materials you'll be able to find them somewhere in the field and the field will expand if it starts getting too crowded. You'll even find Bombchu drops, and if you introduce monster parts then monsters will start dropping them. This is a Warehouse attachment but you can insert it into future worlds if you like though you must decide that before the start of each Jump.

Great Fairy Fountain 600: While a simple fountain satisfies a pixie, the Great Fairies go bigger. This is a larger fountain lit by two magical torches. Water flows down the walls and around the floor with the stone pathway to the basin being the only dry spot. The pool itself holds a portal to a fae realm that is your home away from home providing all a Fairy needs to be happy. None but those who intend no harm to you and yours can find this fountain. You can insert this fountain into future worlds, either as part of their history or simply appearing one day, or leave as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

Sheikah Princess

Lyre 100: Or is it a harp? Whichever it is, it is a perfectly tuned instrument to play a variety of songs on. It is easy to pull out and store in a small hammerspace behind your back that's bound to your lyre, so anyone can store it the same way if they have it. You'll never have to tune it and its strings never break.

Royal Exile's Clothes 100: This set of clothes is finely tailored to your form and perfect for a Princess or Prince as proper royal garments. They are somewhat armored as well. However, they also change into a bodysuit that's appropriate to whatever disguise you craft, whether a beggar or the opposite sex, with proper identifying symbols in the right spots even. Always comfortable, the garments repair themselves after two hours, fit all your forms no matter how strange, and only get cosmetically dirty.

Sheikah Mask 200: Not a Mask of Truth, this is a scarf and turban-like combo that can change to any other concealing face masks and hoods in order to hide your features. You'll find your voice remains un-muffled despite the layers but changed in octaves and gender identifying tones in a way that's far more natural than an electronic voice changer or scrambler. You could be a woman with an alto verbal range but with this mask sound like a man with a deep bass range. No one can tell it isn't your natural voice nor can they identify your features, even if you leave some hair and your eyes exposed, as this garment provides a small illusion to change your hair and eye colors and subtly alter the rest of your face. Like the clothes above, this mask is always comfortable, repairs itself after two hours, fits all your forms, and only gets cosmetically dirty.

Gossip Stones 200: Strange, standing, stone-like markers that bounce, say boing, and tell the time when hit, launch like a rocket that explodes when bombs are used on them, spin and stretch impossibly when set on fire, and only reveal what they've heard to those who reflect the eye on

their surface. These Sheikah Gossip Stones will appear in many public places unobtrusively and be regarded with little more than passing interest by those not in-the-know about what they really do, which is to collect any interesting tidbits in their area. Aside from being entertained by how they tell time, which is always accurate, people can't help but gossip in front of them as well, passing true secrets about important places or people and events to each other, sometimes individuals will just straight up rant to them as they try to troubleshoot their lives or give their drunken confessions to. There's a Gossip Stone in your Warehouse or on your property too that's keyed to all the others and can listen to what they have to say with a little prompting.

Recovery Heart Pouch 400: A seemingly small bag with a red embroidered heart on the front. This is a special pouch that collects excess Recovery Hearts and converts them into little, soft-chewable, healing candies that taste sweet. They heal only one Heart at a time, which we'll say has the same effect as healing minor injuries and greater wounds incrementally the more you eat, and will work on anyone who eats them. The candies can even serve as a food source for creatures that feed on life force. Test 'em out on Redeads and Wallmasters and see what happens, for science! The pouch carries fifty at a time and causes more Hearts to appear until it's full, even if Recovery Hearts don't normally appear. The bag can be any material, pattern, and shape you want but never alters in size. It's also fireproof and waterproof and difficult to damage in general.

Book of collected Magical Songs 400: Sharp and Flat were the royal composers of the kingdom, once upon a time, and the world is lesser for their passing. Luckily, they compiled their works and knowledge into a single record before they died. This book has all the magical songs of this world and the knowledge of how to make more as per the understanding of both composers. What you learn is sufficient enough to have learned it from an expert and this can teach others the art of magical music. In future worlds, if there are any new magical songs then your book will update with them.

Sage's Medallion 600: A thick, metal-like, coin the size of your palm, with The Triforce on one side and designs embossed on the other. This is a Sage's Medallion, more specifically, this is your medallion. The color and embossed designs are up to you though they must at least represent your element and not be a color already taken. The purpose of this medallion, however, is to loan out a bit of your power to someone who has it to whatever degree you desire. You could strengthen them physically, protect them spiritually, make them more comfortable with your element....it's a rather understated effect, a general boosting of things rather than flashy, although you could grant them a power based on your element. For example, with Water they could swim more swiftly, be harder to damage with Earth, make Wind magic more responsive and easier to use, enhance their spatial balance via the Space element, etc. This isn't a slight improvement of their abilities, it's at least a five times boost. The elemental ability you give them can be tailored as a spell or as an effect for a weapon they have, such as an elemental arrow or something akin to a Goddess Spell. You can loan out more power as necessary and always call your medallion back to you, like if it's stolen from the person you gave it to, but it is generally impossible for them to lose it and you are able to keep an eye on them if they need more sagely intervention.

Hyrule Castle 600: A modestly sized castle painted an inviting white with blue shingles. It's not as large as it becomes in the future during the Twilight Hero's era, but it is still fit for a king. It's front door is protected by natural stone walls, a fence, moat, and drawbridge with a backdoor off and around to the side. The castle hosts a garden maze and a small hidden courtyard beyond just outside the throne room. Another larger courtyard has a stable for a horse or two, a cucco pen, a small smithy to handle the repair and development of weapons and armaments with its own fully stocked storage, and space for soldiers to practice drills. The grand entry hall leads to many rooms and floors. In the basement is a dungeon and plenty of dry storage rooms as well as the treasury vault full of treasures and artifacts, there's a secret passage down there somewhere. Ground floor you'll find an ever-stocked kitchen and dining hall, a washroom for dishes and laundry, the armory, barracks, and training hall, and the throne

room which combined with the grand entrance hall can double as the event hall for announcements and ballroom dancing. There's a secret passage behind the throne too. The first floor holds the library that along with general knowledge and history contains many secrets of the kingdom, tomes and scrolls concerning previous legends as well as boring reports about how much was spent in the year of the Goddesses circa Hero of the Minish. There's the corridor of paintings featured on this floor too that surrounds the garden, with friends and family remembered on its walls. Strangely, some odd pictures pop up on the walls at times depicting certain famous characters but these images disappear when you next look, there may be some goodies hidden behind the paintings. The king's study and meeting rooms along with a general study are part of the features of this floor, as are the royal chambers and guestrooms. The royal chambers consist of a family room with an adjoining playroom, and bedrooms which have a king sized bed for the royal couple, a full twin for children, and queen beds for other family members in their respective rooms, which also have their own bathrooms and fireplaces. There's also a secret passage somewhere in there. The guest rooms have an adjoining bathroom, a fireplace in each, and space to eat, study, or relax. The second floor has rampart access and towers which give a stunning view of the kingdom, there's an extra armory up there and storage for soldiers. Speaking of soldiers, your castle includes them and staff to help with the day to day maintenance, though there's only enough to defend and tend to the castle and its grounds. Hyrule Castle is spacious enough to accommodate delegates from the Gorons, so that's quite a lot. Your castle will update with custom features in future worlds that won't take away from its general design and aesthetics. You may insert your castle into future worlds, either as part of their history or simply appearing one day, or leave it as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

Embodiment of Darkness

Wicked Steed 100: A black nightmare of a horse with red eyes, the perfect mount for someone planning to be a villain. Or maybe you're just into dark and gothic. Either way, this is a very loyal war beast slaved to you that is made of shadow and capable of entering the pocket dimensions of paintings and mirrors, extending such magic to its rider. In battle this horse is as brutal as its master, it'll stomp enemies underhoof, charge, and kick them, all while shrugging off most weapons. It's weak to fae magics and holy, light, or divine powers, but if your steed is slain it'll reform in a day. This horse is always faster than you are.

Armor of an Evil Man 100: This is a Brigandine and cloth ensemble over a bodysuit, with a small cape that falls only halfway down your back. It is understated in its appearance rather than grand yet it does not detract from your intimidating presence, in fact this armor will enhance it. The emblem designs are up to you as long as you don't represent a specific tribe of this world. The boots are suitable for any terrain and never get sand, dirt, or rocks in them. The armor will repair itself in hours and change to suit any other forms you take, it will also keep you comfortable in the desert whether day or night. Incidentally, if you should ever become royalty, no matter how you achieve that, the cape at your back will transform into a royal red cloak worthy of a king or queen.

Brainwashing Gems 200: A small chest of crimson gems that are small enough to be placed in someone's ear or inset in a head ornament, crown, circlet, etc. They are all attuned to your power and cause even the strong-willed to follow your commands when worn on the head. You can use one for more simple control or network multiple gems to make your control complex, to where they may not seem to be mind controlled. Removing the gems or breaking them frees the person under their influence.

Basic Minions 200: Here is a well of black fire, which may as well be pure dark magic, that is added to your Warehouse in its own separate space. From this fire you can call forth the monsters of this land. Stalchildren, Moblins, Poes, Keese, Dinalfos, Bari, and so many more. You can send out

many of the lesser types, swarms of Keese and Stalchildren, but the more monsters you send out and the more powerful they are the smaller the magic fire gets. A Lynel would reduce it to embers from which you cannot draw any more creatures from, until the well fills again or the monster is destroyed. The well fills every two weeks. Evil doesn't build its kingdom overnight.

Blackened Scrolls of Sorcery 400: You have here a modest collection of reading materials covering general magic and the basics of just about any magical subject or discipline that can be found in this world no matter how niche. But your collection is quite a bit more rich and comprehensive with dark magical subjects providing not just the basics but spells, research, theories, and any information that would help further your understanding of the darker sorceries. All to help get you started on your wicked ambitions for this world. This collection updates in future worlds adding a similar amount of knowledge on their magical subjects to what you have here but always more on any darker practices that exist.

Parasitic Bugs 400: These are magical bugs you can pour a portion of your power into to grow into Gohma or infect other creatures, even plants or rocks, and transform them into Boss Monsters. This can take the form of them growing to an enormous size or becoming a monstrous caricature of the thing they were, or both. Though these minions are powerful and serve your will, they always have one weakness carried over from whatever vessel they took. Luckily, your enemies need to know that weakness or have the right tool or weapon to take advantage of it.

Phantom Jumper 600: Crafted from magic and given a solid form, this creature is a mirror reflection of you that serves your whims. It is only half as powerful as you at your strongest but it has all your capabilities and can pass itself off as you easily. It does have a will of its own somewhat in how it fights, utilizing your abilities differently from you, but it can never rebel against you. You can siphon more power to it to make it even stronger and if it is destroyed you can either pour more power into recreating it immediately or wait a month for it to reform on its own.

Dark Castle 600: One thing you can say about Ganondorf, he has awesome taste in evil lairs. It's not often you see a dark foreboding castle floating over a lake of...is it lava or pure evil? It sure as hell doesn't look like lava like you see in Death Mountain. Regardless, you have your own version of an evil castle floating over questionable hot stuff, but this one is yours. Yes, it still has a basement with a black barrier and dangerous deadly trials protecting the source of that barrier. And yes, the barrier still protects the tower, but there are more rooms instead of just the one big one at the top. You live here after all, it only makes sense you have a living space to make royalty jealous. There's a dining hall with every dining related thing available in an adjacent room; like tablecloths, utensils, and plates; an enormous fully stocked kitchen that's almost its own floor with the best quality food and means to prepare it as well as an included wine cellar, a waterfall and Roman bath that may as well be your swimming pool, an ensuite with an Alaskan king sized bed and walk-in wardrobe because you are extra like that, armory and training hall that can conjure enemies to fight, workshops for crafting and storage that holds all the materials you could desire, a vault for all your treasures, a library that's large enough to make a bibliophile weep with every published book and scroll in the world (all first editions), you have your own museum full of paintings and artifacts and trophies, greenhouses with tailored ecosystems of every useful plant imaginable, and you even have a dungeon that also doubles as the 'guestrooms'. Everything stays clean, organized, and doesn't require any staff or 'staff' to maintain though you can hire or acquire them as you like. The only exception being the dungeon where you control how comfortably your 'guests' stay. Your grand residence can be in any old world style you want, you can even have each room in a different design, though each style will be flavored with this setting's unique touches. In future worlds, your residence will blend with more modern ideas while losing none of its old world charm gaining things like heated floors, electric lights placed tastefully, a jacuzzi to go with that Roman bath, updated steam cookers and fryers, and other little quality of life things custom made to not disrupt the design of each room. Your library, greenhouses, and storage spaces update to include the books, plants, and materials of the new world. Live

decadently, Jumper. You may insert your castle into future worlds, either as part of their history or simply appearing one day, or leave it as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

Companions

Each Companion receives 800 points worth of perks and items with freebies. Named Companions can take 400 points worth of perks and items in addition to what they come with.

Import/Create 50/100: If you have friends already you can import one for 50 points and all of them for 100. You can 'create' a Companion for 50 or eight for 100.

Canon 100: With a purchase of this you receive a guarantee to get an opportunity to meet with any character of your choice from this world to talk into coming with you on your journey. If you fail, your points will be refunded.

A Forgotten Hero: A young man whom the world left behind after he saved the land from a great evil. Though he hasn't lost his sense of justice, and is a fearless warrior, he is restless for adventure as he searches for a purpose or a new evil to tackle and is willing to travel to find it. He has all the perks in the Fairy Boy line, Common Magic, Musician, and Spin Factor perks and the Fishing Rod/Lures, Zora Scales, Bottles, Magic Bag, tier 2 Gear sans Bullet Bag, Hylian Shield, Adult Wallet, Fairy Ocarina, Din's Fire, Fire Arrow, and the Goron and Zora Tunics.

Your Guardian Fairy: This fairy came to you while you were in the forest and hasn't left your side since. Though hesitant at first it wasn't long before you two clicked. Now you travel together through mischief and danger. You may Import a Companion into this role.

They have all the perks in the Guardian Fairy line, except Great Fairy, and they have the Fairy Sparkles, Fairy Wings Charm, and Recovery Heart Flower items.

An Exiled Princess: At first appearing as another unfortunate waif or a particularly ragged traveler, the spirit in her eyes tells a different story. And underneath the grime and hardship of her life that royal bearing still shines through. Her kingdom may be gone but that doesn't mean her duty to people stopped. A princess is still a princess and this one carries her kingdom in her heart as she sallies forth to honor it and her people by ensuring others can live in peace. She is open to seeing other lands and finding ways to heal rifts before malicious actors can take advantage of them.

She has all the perks in the Sheikah Princess line except Princess of Destiny, has Common Magic, Musician, and the Eternal Blessings perks and has the Royal Sanction, Fairy Bow, Ice Arrow, Child's Sword, Giant's Wallet (the finite one), Iron Boots, Deku Sticks, Bottles, Lyre, Royal Exile's Clothes, Recovery Heart Pouch, Magic Bag, Nayru's Love, and Book of Magical Songs items.

A Mysterious Sheikah: Garbed in the slightly unsettling red eye of their people, the eyes of this young warrior give away nothing about their intentions. They seem interested in helping you, though you wonder why they often disappear for long stretches. They're a little on the quiet side when they do hang around, alert to their surroundings, and perceptive about their views and what they see. Maybe you just need to get to know them better.

They have the Sheikah based perks in the Sheikah Princess line, Common Magic, Time Traveler's Shield, Link Be Nimble, Hey! Listen!, and Hazard Insurance perks and has the Lyre, Royal Exile's Clothes, Sheikah Mask, Gossip Stones, Farore's Wind, Lens of Truth, Mask of Truth, Child's Sword, Deku Nuts, Magic Potions, and Magic Map items.

Wandering Scarecrow: Perhaps the strangest person you ever encountered is this Scarecrow hopping around on his own support post.

Traveling and adventure is in his straw-heart, not so much for any noble deeds but just to see new places for their own sakes. Oh he's not above helping you out but he is a scarecrow, there's not a lot he can do. His one great talent is never forgetting any song no matter how long it's been since he heard it and he's promised to appear to lend what aid he can if you play a song to call him.

He has the Hylian Symphony, Common Magic, Musician, and the Player's Avatar perks and has the Longshot and Blue Cucco items.

The Sisters Twinrova: A pair of ancient, twin witches both 400(or 380) years old and ripe with evil doings. They know more than a thing or two about magic and would be powerful allies. They do squabble at times but are happy to take care of a lot of the drudgery that comes with ruling such as dealing with unruly subjects. Plus they have a peculiar magic that lets them fuse into one form. They're the perfect right (and left) hand minions, just remember to respect them as their age and experience is due.

They come with their own brooms, Brainwashing Gems, and Blackened Scrolls of Sorcery items and they have the Dark Sorcery, Theft of Power, and The Evil Man perks.

The King of Evil: Tall and imposing is how it seems the ancient evil likes its twisted incarnations, ambitious and power-hungry too. This tyrant was thrown from his throne and is following you for his own designs.

He has all the perks in the Embodiment of Darkness line, Common Magic, Musician, and Firm Handling and everything but the Dark Castle in the Embodiment item line, has the Adult Sword and Gold Gauntlets items too.

Scenario

Any number of Scenarios may be taken so long as they don't conflict and must be completed before leaving this Jump's era. Should any Drawbacks make completing a Scenario impossible, you cannot take that Scenario.

Use your best judgment there.

The Increased Difficulty and Master Quest Drawbacks will affect the Gold Skulltula and Big Poe Scenarios, randomizing their locations and doubling their numbers.

The Golden Power: You must acquire the Triforce or a piece of it and keep it from being stolen from you, you must be in the role of The Hero, Princess, or Villain if you are a Drop-In to qualify for the whole or part of the Triforce, or actually be one of the main holders if you are not a Drop-In. You lose the Scenario if you're killed or defeated. In addition, if you are The Hero or Princess, Ganon must be defeated. If you are The Villain, The Hero and Princess must be defeated. Failure results in losing the reward and whatever happens when your opponent wins, as well as Jump failure if you are killed.

Your reward is The Triforce or Triforce Piece you kept. It'll be stored on the back of your dominant hand until you need it, which will cause it to appear, if whole, or shine if not. You'll be able to make three wishes per Jump or ten years, per Triforce Piece, if you have the whole artifact. The Triforce also reflects your heart, allowing you to spread prosperity or evil across the land when you use a wish. If you only have a piece, that piece enhances what you are capable of based on what it represents. Power enhances all your abilities related to it, from raw energy to feats including acts of creation (it was Din who formed the world). Wisdom enhances all abilities related to it, including magical and scientific research as well as rulership, law and understanding matters of state. And Courage enhances all abilities related to it and life (for what is more courageous than living?) from learning new skills and tools to confronting fears and protecting others. Even when whole you don't lose the enhancements the Triforce Pieces give.

Note: Wishes and their limits will need to be fanwanked except with regards to asking for more wishes and anything that affects your Chain Mechanics and Jump-Chan. Wishes made to affect them will have no effect. Keep in mind the Triforce is capable of destroying itself with a wish or restoring divine artifacts of equal power, as was demonstrated with Lorule in A Link Between Worlds, so you have a lot of power for wishes to work with.

The Baga Tree: By choosing this Scenario you arrive two months before the day Link meets Navi and instead start during the Deku Festival in Spring with your goal being to defeat the Baga Tree. You do not lose if others help you but the Scenario is lost if Link, Saria, or Mido die or the Deku Festival is canceled.

Your reward is the Prince Mask, which scares away monsters and evil spirits when worn. Failure results in losing the reward and if Link dies you take his place as The Hero of Time, if Saria dies you'll either need to kill Ganondorf before he takes the Triforce of Power or find and awaken another Sage, if Mido dies the Great Deku Tree will ban you from the village. Any of them dying cancels the Deku Festival as does the Baga Tree arc taking too long to resolve, you have a whole day to defeat the tree. If you have already replaced Link or are him and you die it will result in Jump failure, if you fail to stop the Baga Tree here you'll have to fight it again in seven years and it'll have grown larger and more powerful by then.

Gold Skulltula Hunt: You must find all 100 spooders hidden throughout Hyrule. You lose if the curse on the Skulltula Family remains. Failure results in losing the reward.

Your reward is that the effects of the Magical Songs you learn here won't require the Ocarina of Time to use, you could even just whistle them. The transportation songs will take you to their closest equivalents near your region. The Sun's Song still fast forwards the day and night for you without any impact on the physical world as normal and freezes and damages the undead, you can pick which effect occurs if you just want to hurt a bunch of zombies without skipping the hours. Song of Storms both creates and clears storms, including a localised storm inside locations, which won't impact the larger weather systems of the world, just be careful with causing any local flooding as that could have further reaching impacts. All songs that reveal secrets or cause other effects might still function if possible, you'll have to fanwank since these secrets include revealing hidden Healing Fairies and magic caves, the more silly effects like repairing signs or getting milk from cows shouldn't have any reason to not function properly in future Jumps when around those things.

Big Game Poe: Hunt down all 10 Big Poes haunting Hyrule Field and deliver them to the mysterious one eyed man in the ruins of Castle Town. You fail if this becomes impossible somehow or you don't get them all. Failure results in losing the reward. Your reward is you are given the same full True Sight that Great Fairies, Guardian Deities, and other beings seem to have in this world and it's teachable to others.

Drawbacks

Need more points? Take as many as you dare.

Past to Future +0: Many figures reincarnate through this setting's history, often in the same roles and often when The Hero and Princess live. Your face is familiar too. Perhaps you reincarnated or you've returned for a visit from a previous time. Perhaps your deeds in the past are known here, perhaps not. Not many scholars pay attention to cucco farmers, if that's what you were. But whatever you did in the previous eras, whatever you changed or influenced, those things may or may not have carried forward into this time. To be clear: It's things of significance that have the largest impact. Say you built the roads to Hebra Mountain or to the ocean during The Hero of the Four Sword's days, those roads would still be here, your contributions to the kingdom remembered, but if all you did was live simply and mind your own business. Well, your impact would be small then wouldn't it?

7 Years Too Short +0: The Hero of Time's quest is not all that long, really. Time between the child and adult eras is but an eyeblink for him, unless you're Zelda or Ganon. Similarly, your time here can be as short or long, for you may leave when Link's quest has either been resolved or changed in such a way that it cannot continue. All Scenarios must also be completed before you can leave, if they cannot be completed, such as forgetting to

turn in that last Skulltula Token before fighting Ganondorf, then you fail the Scenario and may leave the Jump.

After The Tale Has Ended +100: Or perhaps ten years isn't enough? Zelda had a lot of rebuilding to do and could use the help or perhaps you would continue ruling in Ganondorf's place. This time extender will grant you five more years each time you take it. It will grant CP each time but you can only take it five times for thirty-five years total that you'll be staying.

New Timeline (+0 incompatible with Old and Fallen Timelines): Even after seven years and growing in wisdom, Zelda was still naive. Certainly she tried to be kind when she sent Link back to his childhood to grow up normally, yet mistakes are not so easily undone. The timeline split and young Link was still tormented by the memories he kept and the loss of both friends and deeds. He doesn't have to be alone though. When the choice comes, you can decide to go to the new timeline created when Zelda returns Link to the past. Or, if that's impossible for some reason, still visit the Child Line anyway. You can even choose to skip ahead to Majora's Mask or incorporate it into your remaining time here by opening the Jumps for it.

Old timeline (+0 incompatible with New and Fallen Timelines): The sundering of time caused devastation years later for the Adult Era that Link left, the true timeline one might call it. Ganondorf eventually escaped the Outer Darkness, just as he promised, and without a new Hero to stop him, rained destruction upon Hyrule until the Goddesses themselves stepped in and flooded the kingdom, turning it into the Great Sea. This was all likely centuries later, though. If you like, you may choose to continue down the Adult Timeline and even proceed immediately to the era of The Hero of Winds by opening the Windwaker Jump. Or, if you have a long lifespan, you can extend your time to the day Ganon breaks free, living out the years as they come. Perhaps you want to fill in for the absent Link and stop Ganon from destroying the old kingdom? If the future that is to come is somehow made impossible, you can still visit though it may be greatly changed from what you expected. Perhaps this is the timeline of A Fistful of

Rupees? Or a quest with The Wind Waker still happens, just not on the Great Sea.

Fallen Timeline (+0/+200 incompatible with New and Old Timelines):

No one is quite certain why time split. I suspect it's because the Triforce, a divine artifact, was split for the first time in Hyrule's history and the piece belonging to Courage was exposed to time travel, especially after Zelda sent Link to a new timeline. But that would make two, and yet there is another where Link fell in battle and Ganondorf gathered the full Triforce triumphantly before being sealed in The Sacred Realm. I suspect it was Link who split time unknowingly into the Fallen Era, for surely going back to his own past would cause a paradox? Regardless of how or when it happened, you may choose to flow down the timestream of events to the Fallen Timeline and witness how it came to be. If you are Link or Zelda during this time, you may take 200 CP and have a guarantee that your inevitable demise will not cause Jump or Chain failure and you may proceed immediately to the era of The Hero of Legend by opening the A Link To The Past Jump. If you are neither Link or Zelda you can choose to go to that future immediately or live out the years on the way there, if you have the lifespan to make it there. If the future along the Defeated Line is impossible somehow, you can still visit though the events of The Hero of Legend's era may be quite different than you expect. Perhaps this is when The Crypt Of The Necrodancer occurs with the Heroine, Cadence, or maybe things got so bad that the original Zelda and Zelda 2 happen earlier?

A Different Retelling +0: There was another version of this tale told in the annals of history, one with events and locations altered. Where Link was accompanied by others on his adventures, the Great Deku Tree cursed at night and died the next day after Gohma's defeat, of no broken bridge over Gerudo Valley, a version where Gorons and Zoras say Goro and Zora at the end of their sentences like they're Pokemon. This is the telling as depicted in the two manga books. How much of this version is true is for you to choose, you can stick purely with the manga as the true legend or mix and blend its events with the original canon.

Alternate Stories +0: Ocarina of Time is the quintessential classic story of this world. It is also an old one. Perhaps you're looking for something new? A new spin on the tale, a continuation that links it with Majora's Mask, or perhaps another adventure for Link years after the Majora debacle? This toggle will take you to that altered canon or incorporate those new adventures into your experience. Whether the fanfic features Zelda or an isekaied stranger from Earth following Link around or a mod/romhack with a completely new crisis, you can pick them to add or blend together. And should they feature any unique items or abilities, those will be fiat backed and count as yours just as if you had bought them. Should you meet any unique individuals that only appear in these stories, and not a person you created yourself as an attempt to bypass the Companion Section of this Jump, you can talk them into accompanying you on your adventures and if they agree they'll become a Companion.

Unexpected Worlds +0: The number of times The Hero visits other lands and realms in the course of his quests throughout the eras would not make you rich, unless you're betting with 200 rupees, but it happens often enough to be a pattern. But unlike you, Link never truly goes far from the world of Hyrule. This toggle will let you leave the very boundaries of the universe the Goddesses made, however, and not merely other realms. Possibly anyway. You see, you can Supplement this Jump to another; play as Link, or Zelda, or Ganon, or just yourself; transported to another world or universe with the abilities of your form and purchases gifted to you. Or, instead of Supplementing, you can activate the Crossover Mode, opening up fanfics and mods or even hypothetical fics involving such, and choose what characters from what world/s end up in Hyrule and at what time, possibly from some source on their end or even direct interference from the Golden Three. Or your Benefactor messing around. You are guaranteed to encounter these characters in Crossover Mode, whether you pick a start date before Ocarina begins or later in the future, and you can even ask if they'd like to accompany you on your Chain, they'll become your Companion/s if they agree. And if you acquire any unique items or abilities, they will be considered fiat backed as if you had bought them from your

Benefactor. You may, at your discretion, choose to forget you chose this option if it would make things more interesting for you. Also, if you pick this Toggle with Alternate Stories, you can fuse two worlds together. Want to see Link reimagined as a Naruto Shinobi? See Hyrule be another planet in a larger sci-fi setting? This world as the distant past or future of another series? Blend them however you like.

As always, Points remain separate when purchasing from different Jumps.

The Hero's Guide (+200, Cannot be Link, Zelda, or Ganon): Navi had a great responsibility being the Guardian Fairy of Link. Appointed by the Great Deku Tree she would follow her charge through it all, giving him insights and watching his back. You can step into her role by either being Navi, which will change your sex to match hers, or by replacing her. You may have been called instead of her for the task, or something killed her during Link's journey so you took over, maybe she left and never returned, or she didn't exist. However you take her role, you have many options to do so. The time spent in magical sleep will not count towards your time in this world, lest it be over in a blink. Note that Link will likely die or fail his quest without a guide if you ignore your role.

Hero of the Story (+400, Cannot be Navi, Zelda, or Ganon): The burden of The Hero is a heavy one. They fight monsters, delve into places no one else wants to, and carry the hopes of everyone who would live free of evil's tyranny. That's a lot of pressure. But perhaps you wish to bear it yourself. You will become The Hero of Time, you can just be Link yourself, which will change your sex to match his, or replace him somehow. Perhaps you are his sibling and destiny chose you, perhaps he was killed and you were there to pick up his sword, or he might not have existed at all so his destiny fell on you. Many options for you to fill his shoes exist, but it is a difficult task, let's hope you can do it. The seven years you spend in magical sleep does not count towards your time in this world, otherwise your journey would be over when you return via the Master Sword. Note that Hyrule, Zelda, and the Sage's are doomed without The Hero if you ignore your role.

Life of an Exiled Princess (+400, Cannot be Navi, Link, or Ganon):

Whilst Link was on the front lines, Zelda too had her own difficulties. Dodging Ganondorf's many attempts to find her for seven years, researching and gathering knowledge for The Hero, training as a Sage, and waiting on a slim hope that Link would overthrow Ganon. If you choose her role in this tale, you might be living through those seven years as she did. You could be Zelda, which will change your sex to match hers, or replace her, just like Link, but living those seven years counts towards the time you spend in this world. Or, if you prefer, you could be Sheik, which will make him a real person. Perhaps with this change you served as Zelda's body double when you were both young but the older you became the more your appearances deviated from each other, or maybe you really were an exiled Sheikah returned to serve Ganondorf. Whatever the case, the same rules concerning time and gender apply. Note that Hyrule and The Hero are doomed without The Princess.

The Role of a Villain (+400, Cannot be Navi, Link, or Zelda): Unlike the first three, the only thing Ganondorf needed to worry about was being the uncontested villain. You might claim that for those seven years he was living his best life. Sure there were some loose ends, two more Triforce pieces to collect, a Princess to find, a Hero to squash, but of all of Demise's incarnations he had it made as the King of Evil. You will become this very thing, yourself. You can be Ganondorf, which will change your sex to match his, or replace him. Perhaps you are another villain who comes to snatch the Triforce before he can get it, perhaps you were a trusted ally who betrays him and takes his crown, perhaps Ganondorf simply didn't exist but the role of villain fell upon you. There are many options open to you, let's just hope you survive your choices. The long seven years will be counted towards your time in this world. Note that The Hero, Princess, and Sage's will be trying to stop you and evil's temptations are harder for you to resist even when ignoring your role.

Warehouse Lockout +100: Your sanctuary is inaccessible for the Jump duration. You have only what items your Body Mod affords you and what you were carrying at the time. If you had any items from previous Zelda

Jumps, you keep those as well as what you bought here. Your horse from the Best Horse item will still appear when summoned.

Item Lockout +100: Any items that aren't part of this setting, Jump, or your Body Mod cannot be accessed.

Fairy-less Boy +100/+200: You do not have a Guardian Fairy for this adventure.

For another 100 points you don't have any Companions either. Maybe they were captured by minions of Ganon's early on or went on vacation elsewhere.

Matriarch to Patriarch +100: Prince Zel? King Gandora? Linka? You have entered a Hyrule where everyone is gender swapped, from the Gods to mortals. This has interesting implications for some people, such as the Gerudo being all male, and not much change in other aspects. I mean, would the Goron even notice? I doubt you're ready for the male Great Fairy experience, it'll probably be hilarious though.

Master Quest +100/+200: So you've arrived in the land but things are a little weird. There's living cow heads showing up in places they shouldn't and acting as switches, like Jabu-Jabu's insides, they even give you milk when you play Epona's Song. Some puzzles are altered or don't exist, enemies show up in different spots, and the map is mirrored. The story is still the same but the alterations may throw you off and leave you wondering if reality broke.

If you would like more CP, the 200 option randomizes items, puzzles, and collectibles. You're likely to find the Goron Bracelet in the Kokiri shop and Bomb Flowers in the Lost Woods or the Boomerang in the Deku Tree. You might have to complete parts of dungeons then leave to investigate other locations or complete side-quests to get the item to finish the rest of the dungeon, even if that means checking every Hidden Grotto. You'll still be able to complete your quest without being truly stuck but it'll take more effort and likely some off the wall ideas with the items you have.

Silent Protagonist Mode +100: It's been very apparent over the various legends that Link does speak, except during Echoes of Wisdom, as people do respond to him as if he had. You've unfortunately lost your ability to verbally communicate, you just can't seem to form any words and only make sounds like shouts, grunts, and other exclamatory noises.

Rumor Has It +100: Gossip Stones can be useful when you know what they have to say and they do in fact have a lot to say. About you that is. You'll find the Gossip Stones have at least one tidbit about you they'll talk about. It'll be different between each one too, sad, funny, embarrassing, an ability you have but never shown, an item you possess...nothing about your Jumper nature ever pops up, but what does seems to make the rounds about town. It's a good thing the Stones can't project pictures or everyone would be looking at you.

Man With Evil Eyes +100: The Hero sure gets a lot of help on his journey, probably because of his friendly face, but everyone thinks you're suspicious or have evil intentions. Maybe your features are too sharp and hard, eyes too cold, maybe you're tall and broad, intimidating all the short folk around here, maybe you wear a mask and hood, or perhaps it's because people see you entering and leaving dodgy locations. Whatever the reason is, people you meet are always a little more reluctant to talk to you or trust you, even if you're actually a very kind person.

Hoofing It +100: Link's journey was eased greatly by Epona, Zelda and Impa made their escape on a royal white steed, while Ganon pursued them on a black nightmare. Horses are used by the main characters as a necessity and just a nice way to get around in general. You are not allowed to use a horse to traverse Hyrule. They are available only for pivotal needs such as fleeing from Ganondorf, pursuing the Princess and her guardian, freeing Lon-Lon Ranch, and participating in the horse racing and archery minigames. You can forget about completing the Biggoron quest with a horse or trekking anywhere that isn't by your own two feet though and if you hated collecting Big Poes before you're gonna dread it now.

No Shortcuts +200: There are no warp pads or shortcuts between places, the warp songs are useless here. You'll either be using your own feet or riding all over Hyrule. Hope you brought good boots.

Sealed In Outer Darkness +200: The powers, perks, and abilities you brought with you from other Jumps are sealed away from your use for the duration of this Jump. You are left with only what your Body Mod allows, what you bought from this document, and any abilities related to this setting that you already had.

Mandatory Training +200: In the other telling of the legend, Link had to train with Impa to better wield the Master Sword and grow as a warrior. In the original version it is unclear if Zelda needed actual Sheikah training in order to sell the illusion she'd crafted to disguise herself. And it's unlikely that Dragmire spent seven years sitting on his laurels for the day The Hero would return. Whether they trained or not to get as good as they all become, you will need training to grow beyond the basics you start with rather than your skills just being handed to you.

Giving Love To The Dead +200: The Dead Hand is a very unique monster, often rarely appearing in other eras. There's more of them now in the darker haunted places of Hyrule.

Simple Things To Baffle The Wise +200: Ganondorf and Zelda both suffered from hubris in different ways. Her in believing she outwitted the King of Thieves, and he in being blindsided by a mere boy when the deck was stacked in his favor. You suffer from hubris yourself, your plans going awry in ways you fail to predict or foresee.

Missing History +200: You don't know what this world is or the events soon to take place and you know nothing about the Zelda series as a whole. You only have your Jumper memories and those belonging to your background, if you have one, or from previous visits to this setting but nothing meta knowledge related.

Remorseless +400: Ganon is a very ruthless man who held no qualms about unleashing monsters on the innocent citizens of Castle Town, hunting down a child princess, and firing magic at a young boy. Let's be real, Link only survived their brief encounter because Dragmire needed him to be a useful idiot and open the Sacred Realm. Even his own people, the Gerudo, were not untouched by his ambitions. You will find your heart shrinking and icing over, metaphorically, becoming just as remorseless as the King of Evil. You'll step on anyone, old and young, innocent and ally, or enemy, to get what you want and to keep it once it's yours. People only live after you meet because it serves your whims or goals, not because you care. This does bump you out of having a pure heart, so if you want that whole Triforce you'll have to get it the same way Ganon tried.

Monster Variety +400: There are a lot of monsters that exist in the series as a whole that never appeared during The Hero of Time's quest. Hinoxes, Lynels, Wizrobes, Chu-Chus, Buzz Blobs, Bublins and other Moblin types....well, they're present during Link's quest now. All the normal monsters featured in the games will be out roaming the lands and appearing in dungeons.

Increased difficulty +400: Sidequests are more of a pain than usual. Cuccos run away from you, minigames are more challenging, the Biggoron quest is longer, Horse Racing and Archery more difficult, the Gold Skulltulas move around each day, etc. There's 20 Big Poe now, 5 at the Lake and the other 5 at Gerudo Valley, also the Training Grounds at Gerudo Fortress are more dangerous.

Cursed With Greed +400: You're greedy. Greedy for power, wealth, and riches, you want it all, but if you sink too deeply into your greed, you'll be cursed in a similar way to the unfortunate Skulltula Family.

Era of Power +600: All enemies are twice as strong and capable. All of them. It takes double the amount of times needed to destroy Bosses.

Beyond Hyrule's Borders +600: Hyrule expands quite a bit in the future. Locations such as frozen Hebra Mountain, Skyloft, and the Great Sea are largely unexplored territory. They are accessible now and each one has a Temple and a Sage to awaken before Ganon's evil can be stopped, the Sage of Earth, the Sage of Sky(Space or lightning), and the Sage of Wind. Perhaps you'll find the other races out there on this expanded quest, as well as more danger.

Hyrule of Horrors +600: It seems your insertion into this world has been hijacked. You've landed not in the familiar epic fantasy but a spookier version, one of the alternate lands that horror mods are based on. Haunted houses, creepy woods, mysterious caves, horrors out of a Lovecraft novel, and eyes, always the ever watchful eyes. The horror comes when you look for it. Don't go too far from where you should, don't follow strangers, and if you hear talk of disappearances, don't investigate, or of new or changed features in the land, keep far from them. Get too close to the horrors and they'll likely devour you.

Notes:

I had no idea the Zelda N64 games had such a modding community behind them, always thought modding was more the modern PC scene such as Bethesda games, Baldur's Gate 3, and Minecraft, not old console stuff, except for old Mario 64 stuff from years ago. I kinda stumbled on them while making the Jump and figured I'd include some references in the Toggles and Drawbacks. Like there's a mod of Fox McCloud fighting Zelda enemies nonstop for 30 nights because he crashed, and mods that continue Link's story after Majora or take place between the two games. There's even one for the Fallen Timeline before ALttP that takes inspiration from Fallout. It's wild, man.

Notable Mods:

Indigo Chapter 2 (features a post Majora's Mask adult Link on a quest)
The Missing Link (an Ocarina and Majora tie-in fan game that is a whole adventure in itself showing how Link got to the beginning of MM when he left Hyrule to look for Navi.)

Sands of Time (Fallout inspired mod in a version of the Defeated Timeline where Ganon was never stopped. Ganondorf has died of old age and many adventurers seek his former power in a Hyrule full of selfish and shady people, Link and his fairy are the next to attempt to seek the Medallions needed to accomplish their goal.)

Cursed Mansion (possessing god turns Dampe into a monster that you kill, the mansion basically serves as a dungeon you explore in search of Dampe before you find and kill him. He got a hell of a makeover as a boss.)

Masca Festival (creepypasta type mod involving a face stealer. Young Link and Zelda are attending the Masca Festival for some fun but hear some creepy urban legend about a creature living in the nearby woods that steals your face, which they can choose to investigate. 3 endings, two where you just leave unscathed before finding its lair, the first just leaving the festival through the entrance as normal, the second by taking the path back to the festival after you've explored the woods long after dark, and the last where entering its lair and escaping it leaves you tainted.)

Corruption's Embrace (cthulhu eldritch type mod, dangerous bad end. You play a child (Child Link model) living with his grandparents in a land where "The Fingers" have been encroaching; giant, stone-like, finger-shaped statues that have cut off the small community from lands beyond like an enormous god holding a chunk of land in its hands and tearing it out of the landscape. Your child character wanders up a bloody river into a cave in search of the source of the impurity only to end up in a bizarro warped version of their home and stuck in front of their house, with the eldritch creature watching.)

Escaping Souls (you're trapped in some weird realm between realms location and need to escape, don't give away the souls to the Poe Merchant at the end if you want to leave.)

Dampe's Quest (same creator as Escaping Souls with similar mechanics, use souls to transform into monsters to solve puzzles and save Dampe in a mausoleum, and you actually do save him this time.)

Spooky Murder House (murder mystery mod where you gather evidence about a past incident by connecting clues with the ongoing murders in the mansion, hold a trial to identify the killer, and solve the murders, perpetrator gets arrested.)

Master of Time (post Majora's Mask adventure where adult Link quests to save the land of Abello after time has stopped leaving the land in perpetual day. Has 3 endings, best ending is to just leave Abello after opening the Divine Door because apparently the maker burned out near the end and so if you try to get the last medallion (Light) you get arrested and hanged after a sham trial. Third ending involves entering the UFO in the desert and accidentally activating the ship wherein it takes you to space, you need glitches to get to it in the rom.)

Time Lost (Master of Time sequel by a different modder, follows the "good" ending where you just leave Abello. Link has been living in the Magic Mushroom Village when Nite, the fairy from Abello he dragged to this new land, goads Link into going on another adventure around Finlay. Has two endings, both troll you, fight the end boss which ultimately goes nowhere (awesome boss though) or bomb the picture of the Bombchu Lady with a Bombchu which is located above the entry door inside the boss room. This secret ending takes Link all the way back to Hyrule in the Temple of Time with nothing ever resolved, which is consistent with Master of Time's endings, honestly.)

Horrors of Arcadia (a young man is possessed by a vengeful spirit and you must save him, defeating bosses spiritually corrupts you, mod is in its demo phase atm with only the first dungeon and boss complete.)

Curse of Moonlight (Bloodborne type mod where Link and Navi find themselves in a strange new city where moonlight turned everyone into monsters, final boss is a damage soaker werebeast, it's basically a crossover.)

Sealed Palace (a reimagined version of OoT where the Kokiri village is burned down and Link finds himself imprisoned in Hyrule Castle with the other Kokiri and must escape, Ganondorf is dead or sealed in the Sacred Realm and Twinrova have been scheming to revive him or free him (the story and progression is a bit of a mess, to be honest), there's some things

that are easy to get confused by, like where to find stuff, I would recommend a guide.)

Ultimate Trial (a rogue-like mod where Link and Navi get lost in the Lost Woods just before they were preparing to beat Ganondorf and come upon a fortress, Shiba's Stronghold, where they must beat the trials for three stones and all their gear before they can leave. Link and Navi are dead but don't realize it yet, having fallen in battle against Ganon, and must complete the trials in order to move on to their proper afterlife, you need all items and upgrades to get through it which involves helping some of the other souls who arrived at the fortress when they were killed by Ganon.)

Escape From The Facility (very simple mod about escaping the Hylian Research Facility after an unknown incident damages the building creating an impassable gap between your character (Adult Link model) and the exit, has some items that may be worthwhile.)

Gold Quest (a speedrunner type randomizer with 200 total Gold Skulltulas for veterans of the vanilla game, cutscenes are greatly shortened which is where the speedrunning comes in, actual speedrunning tactics and glitches aren't needed to complete, you get trolled with the Ultrashot though, a 4x longer Hookshot you only get in Ganon's Castle after you've already done everything with the standard Hookshot, except for some altered dialog and other features it's basically the same story.)

You might be wondering why you'd want a Randomizer Drawback with Master Quest when you could use mods or just go to Gold Quest. The problem with Gold Quest is it skips past all the exposition and a lot of the information you need to know what you're doing and if you took Missing History to seal your meta knowledge you're gonna be quite lost on what to do and where you should go. I don't know if other randomizers do that as well, so Master Quest is for if you wanted to mix things up while not losing out on important exposition.

Hyrule of Horrors is a generic alternate horror version of Hyrule that blends some mods together. If you are strong and hax enough to deal with a wide range of possible analog and eldritch beings as well as other more ordinary things, then by all means, take the points and kick their asses. Use

Alternate Stories to choose a specific Horror Mod, you'll go there instead of the generic, use crossover mode if you want the horrors sourced from some other media. You can use all three together for some sort of fused monstrosity, but why would you?

The gender/sex swapping Drawback will allow you to keep your preferred sex if you are one of the Great Fairies or main characters. So if you're a guy you can be male Zelda or Great Fairy, if a girl then female Link and Ganon, etc. If you're just some rando then your preferred sex doesn't change. This is explicitly for if you actually want to be Link or Zelda instead of just ruling they never existed and you're replacing them.

On hearts: I think they are a thing in-universe considering you can buy Recovery Hearts in shops and you often get Heart Pieces as rewards. Although I'm not sure what it means when people do that. Like, does everyone just find these things when digging in their yards or whatever, the same way you do in some games, or are some of these people actually giving you a small piece of their total life essence or stamina or whatever Hearts represent? You even get an item to increase how many healing hearts appear in Echoes of Wisdom and now there's food that heals you...food also restores stamina or energy so Hearts can't be stamina, right?

To clarify on the perk, Last Action Hero, you'll find yourself being called to defend the world the same time the "protagonist" would be if there is one. You don't replace them or usurp their role unless you've also got Worthy Wielder, so you'll both be there is what I'm saying. Like if you take that to A Link To The Past, Zelda's telepathic message would reach both you and Link although that's no guarantee you both show up at the same time if you're further from the castle than he is. Worthy Wielder doesn't make the original protagonist not exist, you're just the only one who gets called. Last Action Hero generally qualifies you to be a "protagonist" as someone who can turn tides in the events of the world and you'll have a decent shot at it too, Worthy Wielder turns that 'decent shot' into 'best choice for the job' giving you a much higher chance and capability at victory, just not 100%.

Gotta let the villain have some chance to beat you or they'd just be incompetent.

Clarifying on The Golden Power scenario: I use 'defeated' quite deliberately instead of killed in case you lot don't want to kill Link or Zelda to win the scenario. I know my audience and I know some of you would like alternatives.

It may surprise some of you but Zelda's Letter, which is what the Royal Sanction item is, didn't just work on the guard to Death Mountain. In the original game at least, it would also work on the gate guard for Hyrule Castle and the gate at Zora River. I know as I remember doing it. The results were a little glitchy though, the gate guard at the Castle doesn't even acknowledge the letter and you'd still be thrown out by the other guards. The Zora River gate is just...odd. The Magic Bean Guy isn't guarding it, you just stand next to him, hold the letter up, and wallah! Of course I always forget you can do it until it's too late and I lose the letter as it's replaced by the mask items when you start that sidequest. I dunno if they patched that stuff in the re-releases and remake.

There's been a lot of speculation over what exactly the land of Termina is in Majora's Mask, I heard a claim the Nintendo team said it was a dream world crafted by Majora using Link and Skullkid's memories, which is why Eternal Blessings has that mention as I figured people are likely to go there next. An in-depth youtube video called, A Very Long Video About Majora's Mask (it is 1 hour 43 mins), had some very compelling evidence that Termina is a kind of afterlife that Link is only visiting, similarly to how Hades in Greek myths is visited by mortals without dying, that I now lean towards. It's a great video drawing upon real myths to explain Termina, the characters, and even items. Give it a watch if you have time.

Manga Differences

There are a lot of them, some mentioned already, the major ones being:

-Link is actually accompanied by people into the dungeon locations; Mido both for the Deku Tree and Forest Temple, a random Goron and Epona as a foal in Dodongo's Cavern, Ruto of course in Jabu-Jabu and the Water Temple as normal, Sheik sorta in the volcano, and Zelda and Nabooru in the Spirit Temple.

Yeah, he got to ride Epona as a child up Death Mountain and during that whole adventure with the Gorons. Also, he didn't get blamed for the Great Deku Tree's death on account of all the Kokiri being present to hear the GDT say he was cursed, which is a change I approve of since Mido blaming him in the game and everyone but Saria being mad at Link was messed up and made Mido less sympathetic.

-There was no Shadow Temple or secret horror dungeon in the Kakariko Well and no Bongo-Bongo. In fact Dark Link comes out of the village well and challenges Link to fight in front of everyone, instead of in the Water Temple which had a very short few pages dedicated to it. Impa had been training Link in the village before this encounter turning it into a 'culmination of training' arc. Weirdly Impa doesn't awaken as a Sage and go to the Sacred Realm, or she already is but somehow ignores going to the Sacred Realm like the others.

-That's another thing: The game heavily implies all the Sages, bar Zelda, died before becoming Sages, like you don't find Darunia after he goes to fight Volvagia, you never see Impa or Saria who went inside their temples at any point till you beat the bosses, Ruto outright disappears once she swims away after you see her, and Nabooru pretty much gets vaporized by the witches even though they say they're going to brainwash her again. The manga they're all still alive before awakening, except for Saria who just appears after Phantom Ganon like she did in the game so her fate is still ambiguous there.

-There are no puzzle dungeons in the manga. Aside from the Shadow Temple and Well locations just nowhere to be found, there's also no Ice Cavern, Gerudo Training Grounds, or Fire Temple, Link just fights Volvagia

in the caldera with a bunch of screaming Gorons running around. The insides of the Deku Tree, Jabu-Jabu, and Dodongo's Cavern are just normal locations with no traps, puzzles, or monsters aside from the bosses. The Forest and Spirit Temples are just normal old buildings and ruins, in fact Nabooru had looted the desert temple sometime earlier and has the Mirror Shield. The Water Temple is the only temple but it still doesn't have any puzzles from what little of it was shown. So, I guess if you want more straightforward and realistic locations go with the manga?

-There was no time travel mechanic in the manga. Link plucks the Master Sword, becomes an adult, and then Zelda sends him back to his childhood once Ganon is dead. At no time does Link ever travel back to the past on his own like he did in the game. This is likely why there's no Shadow Temple or Well in the manga. Kakariko also being placed more in Hyrule Field rather than right up against Death Mountain probably also factors into it. And the Spirit Temple just being some random ruin is why there's no child section for it.

-The Ocarina of Time is a paperweight for all the relevance it has. There are no magical transportation tunes or even physical shortcuts between locations. No magical tunes in general, Darunia dances and Epona follows Link because they both just like music, but there's no Sun's Song, Song of Storms, not even Zelda's Lullaby. The Song of Time gets used to open the Door of Time...and that's it, the Ocarina is just a recreational instrument after that. I feel this really lessened the magical influences and displays of Hyrule in the manga, though I do understand the manga is just a rehashed treat for fans of the game and very limited in what it could cover. Still....

-There's no Heart Containers, magic spells, very little sidequests, and the bosses all die in one hit when their weakness is used against them. The Master Sword also seems to take energy from Link to use or he's just more easily fatigued, given there's no indication he has magic the manga wasn't very clear about it. So bosses are easier to kill for a Jumper who's not too fresh to adventuring but on the other hand there's no Big Poe, Biggoron Sword, Horse Racing and Archery, or Gold Skulltula sidequests, thus your

only means to get their rewards, if you choose purely the manga continuity, is to buy them from this doc. There's no Great Fairies either. Link has his Great Spin already, which is mostly useless, and you can buy the spells from here, but you're screwed for the defense and magic capacity upgrades.

-Link meets Zelda in the Castle Town Market while she's pretending to be a normal, if wealthy child and they spend the whole day having fun and playing games together. Ganondorf actually comes to the garden courtyard when Link is meeting Zelda, after they meet in the market, instead of just being a vaguely menacing figure through a small window. This may give a powerful Jumper the chance to kill him if you want to scare Zelda and potentially cause an international incident.

-Link meets Epona in Hyrule Field as a child and has that whole adventure in Dodongo's Cavern with her as mentioned, she helps Link escape King Dodongo when he charges. Link never meets Malon in Castle Town, he hitched a ride on Talon's wagon to the town after leaving Kokiri Forest and never had to wake the man in order to sneak into Hyrule Castle. He meets Malon while looking for the last Spiritual Stone, arriving at the ranch at night. In the future, he finds Epona in Kakariko Village, Ingo is then brainwashed, and sets a trap for Link at the ranch along with Gerudo warriors, using Malon as bait. So the sequence of events is switched around, but Epona is best horse even more so in the manga.

-Link was friends with Volvagia as a child, which doesn't line up too well with the manga's timeline of events due to the pacing issues it has. Like, Link gets to the market, meets Zelda, spends the whole day with her having fun, meets her again, then seems to leave immediately for Death Mountain, and runs into Epona on the way there. Things continue to progress in this consistent fashion all the way up to when Link pulls the Master Sword. Then we get a flashback after he's an adult of Link finding Volvagia being sold in the Castle Market as a child, shortly after Link had left the forest. Link buys the baby dragon to free him but the little menace follows him around, which we never see in the course of the other events. The

friendship thing is possible, I suppose, but it really doesn't fit, and it contradicts the game's lore of Volvagia being a dragon that Ganon revived to terrorize the Gorons. I think the manga author just wanted to inject a bit of tragedy to humanize Link more and milk another Sheik interaction, but I think that could've been done with having Darunia be eaten instead of a retcon with a cute dragon.

-The Gerudo Desert is much larger. Link actually wanders into some unknown desert village after traveling over the dunes for a while. This village is close to the border of Gerudo territory. He encounters Sheik again and the two travel over the Haunted Wastes first, Link is tormented by desert spirits during the night trying to deceive him by manifesting as his own past pain and regret but Sheik is unaffected due to not actually having a past as a Sheikah. Morning dawns, the pair are ambushed by Gerudo, Sheik betrays Link at this point by knocking him out. The important difference is Link wakes with his arms chained behind him in Gerudo Fortress with his stuff missing instead of being thrown in a deep cell with all his gear, a change I approve of. Nabooru visits him, Link steals her sword and reveals he'd slipped the shackles a while ago (don't ask me where he learned that (Impa possibly?) as there were zero previous examples of him using such abilities before) Nabooru's head ornament has a brainwashing gem that Link shatters in their fight, he escapes, is surrounded by Gerudo again. Then Sheik appears with his gear and Link assumes he wants a fight, Sheik proves to be faking and slashes at one of the Twinrova sisters who were invisibly watching to suss out if Sheik were a traitor or not. Fighting ensues, Sheik gets injured by witch fire, Nabooru helps Link escape by staying behind while he rides off on Epona with Sheik, and they arrive at the Spirit Temple.

-Sheik's big reveal of actually being Princess Zelda happens at the Spirit Temple. Twinrova catch up to Link and the Princess and try to kill them both until Nabooru shows up with the Mirror Shield. Zelda is then kidnapped by Ganondorf, after some exposition, and Nabooru goes with Link to Ganon's Castle where she awakens as a Sage to help form the rainbow bridge. In fact, Link never visits the Sacred Realm whenever the Sages awaken,

never enters the Temple of Time except when he pulled the Master Sword, Zelda doesn't even give him the Light Arrow. There's no Sage Medallions either.

-Most of Link's gear doesn't feature in the manga. No Fire, Ice, or Light Arrows, no magic spells, no Silver or Gold Gauntlets, no Goron Bracelet, uses one Bomb against King Dodongo but doesn't carry a bag, no Iron or Hover Boots, nor Lens of Truth, not even his Hookshot. He's got his sword and shield and that's what he primarily uses. In fact his Hylian shield gets damaged by Twinrova's magic (those witches didn't even fuse in that battle) you'd think he'd use the Mirror Shield after but nope, he goes back to the previous one and it keeps randomly disappearing throughout the last arc from his arrival at Ganon's Castle to their final battle. This keeps happening with gear he briefly uses, he just discards it after, even his bow. He does have the Goron Tunic as it saves him when he falls into lava during his first fight against Volvagia and he probably has the Zora Tunic for all the time he spent underwater in the Water Temple, but it's hard to tell without the pages being colored. This is a weird decision by the Mangaka, in my opinion. I feel a Jumper who buys all of Link's equipment from this doc but chooses the manga events over the game is just going to body the book's plot. It's almost unfair. Oh and there's no fire ring around the final fight between Ganon and Link, Ganon even tries to attack Zelda at one point just so you guys are aware.

-There are two extra stories in the manga after the final battle arc, which is where I suspect the space for the Well and Shadow Temple went. Yes, I'm a little salty not to get some more tidbits on what was the most interesting part of the lore, namely Hyrule's dark history.

Anyway, the first story is how the Skullkid got his Skull Mask; the Kokiri children are preparing for The Deku Festival celebrating when the Great Deku Tree's nuts pop open to produce Fairy Balls (yes, Fairies come from Deku Nuts in this version, like seeds from a pinecone). A play is always put on during this time and everyone has to make their masks for it. Mido gets jealous that Link is picked to play the heroic prince, because he's got a crush on Saria who plays the role of princess, and he steals Link's mask,

which goes missing from where he hides it. After an altercation with Mido, Link takes off into the Lost Woods intending to defeat the monster that lives there to prove that he's just as much a Kokiri as anyone even without a Fairy. Saria goes after him and then Mido with a few other boys go after them, apparently the Kokiri really don't go into the Lost Woods in the manga. Link and Saria meet Skullkid, who has Link's mask, and befriend him, but there's an evil force in the woods in the form of the Baga Tree, a tree that was transformed by a tiny, evil, magic bug to become the Great Deku Tree, but evil and not nearly as powerful or as big but he very much wants the Deku Tree's job. He could command the dark creatures and spirits of the forest as well as move his limbs and roots, allowing him to be mobile and grab people, he can also shoot wooden spikes from his hands. His evil takes over Skullkid who attacks and captures Saria because the Baga Tree recognizes Link as a threat for being from outside the forest, which Link doesn't learn about here, so the Baga Tree targets him to try and kill him before he grows up as revenge on the Great Deku Tree for breaking the 'rules' of the forest (Ganon sure works early don't he?). The Skullkid has a sort of attack of consciousness later and is nearly killed for freeing Saria, Link lights a Deku Stick on fire with the friction of a Wolfos' teeth, Skullkid jumps in front of Link to protect him from the Baga Tree's sneak attack while he's preoccupied protecting Saria, Mido and the boys show up wearing Link's prince mask which scares the monsters and Mido kicks the evil tree hard, dislodging the evil bug. Mido then unknowingly steps on the bug which destroys the tree's evil, turning it back into a normal plant. Link gives Mido the prince role for being a Big Damn Hero, Skullkid lives and requests the Skull Mask, and the Kokiri go home to perform the play and celebrate. And all that long before Link even meets Navi.

-The second extra story, the author may have predicted or inspired the Rito a tad, unless Wind Waker came out first, as they created a bird race called The Watarara just for this bit. Link as an adult is spending some downtime at Lake Hylia learning to fish at the fishing hole (probably after the Water Temple) when he runs off with the pole to practice more. He winds up snagging the prince of the Watarara, Rouru, from a river. The prince had failed to get his wings to pop out at the Growth Ceremony, hence why he

ended up in the river, and grew angry and jealous of other flight capable beings. He's a brat and quite mean to Navi, to start with. Link takes the boy to recuperate at the lakeside laboratory (the doctor's name is Mizumi here, whom Link seems to be good friends with) the kid wakes up and shows his brattiness, but Link promised to help him and this eventually results in Navi leaving after one time of the prince being a jerk too many. Meanwhile the Watarara Chieftess has been looking for her son, sending her son's guardian, Lord Guufo, to lead the search before the seasonal wind in Hyrule changes, as the tribe are migratory so getting stranded would be a death sentence. Back with Link who's trying to reach out to the brat again, they are attacked by a pair of Flare Dancers who create a tornado to destroy Link. The two are left clinging to a tree branch, Rouru confesses how scared he is because of his fall, Link gives him a pep-talk, Navi returns, then Link jumps into the twister with Navi to kill the Dancers. Link destroys them but is falling from a great height, Rouru leaps and catches Link as his wings finally come out, but Link is too heavy so the pair are still falling, Rouru's mother shows up and catches them, saving everybody. Mother and son are reunited, goodbyes are said, the Watarara continue their migration, Link has to help clean the laboratory because of the brat. Happy ending.

-The Deku Tree Sprout doesn't feature except as a single image after Link is sent back to his childhood. The Sage, Rauru, tells Link his backstory, which is that he is the son of a Hylian Knight who fell in battle and an unknown noble woman. Rauru says he's royalty. Make of that what you will. Oh also, Link runs into a random Hylian soldier when he leaves the Temple of Time, which is also a weird choice, honestly. Like, how are there still any of those guys left? You never see a single one in the game by that point. Actually, you never see any Hylian soldiers after that one in the manga either so really, why have him at all? Feels like a lot of the manga was rushed because that definitely doesn't make sense.

All in all the manga has changes I like but quite a few flaws, mostly pacing and layout issues. I like that Mido accompanied Link to fight Gohma, that he meets Zelda in Castle Town instead of Malon, that the Deku Tree and

Jabu-Jabu don't have puzzle dungeons inside them, that Link meets and rides Epona as a child, Impa training Link, I even like Sheik pretending to work for Ganon, the Baga Tree arc, and the Watarara. The other stuff though I ain't thrilled by, as you can probably tell, but I tried to be as informative as possible for those of you who don't know what changes were made for the 2 books.

Weapons and armor

First off, forget game limitations not letting you use your child items as an adult, you can come up with more convincing explanations, like maybe your slingshot is too small to fit your hand comfortably or the stuff rotted in those 7 years, or just continue using the child items.

And second, a lot of the following information comes from the official game guide, the wiki, and manga adaptation.

Don't know how canon the game guide is, it puts Link at 10 at the start of the story, making him 17 as an adult, which kinda fits Breath of the Wild's era where 17 is considered the age of majority, but there was an interview with one of the developers who claim Link is between the ages of 9 and 16 in Ocarina. So while 10 is the age I went with in the descriptions, 9 and 16 I would say are as valid, since cultural values change. And I know the introduction has the unification war being 9 years ago when Link is a baby and you may think that means he's 9, but you're still considered an infant at two years old or under and I highly doubt Link was a newborn when he came into the care of the Deku Tree, him being a year old, a year and a half, or just under a year is quite reasonable. So fanwank which age Link is when he starts his quest.

There's also the contradictions with items and where they come from compared to later series entries. Echoes of Wisdom has a Zora Scale crafted from two materials, neither of which are a scale taken from their best divers. Idk, chalk it up to expanded crafting knowledge and improved

techniques from research done in the future making Ocarina's version outdated.

Deku Nuts: 20-40 total capacity, according to the wiki these are dried Deku Baba buds, but in the game guide they are 'fruit from the Deku Tree's strong limbs' and only become Deku Baba from evil influence after falling far from the tree. A plant or biology Chain focused Jumper could take those and restore them, then get man eating plants for whatever reason, or some trees. And of course the manga has them as a source for Fairies. I think it's only for those that don't fall from the Deku Tree though but stay on the branches long enough to crack open.

Deku Seeds: 30-50 total capacity, stored in the bullet bag, these seeds are implied to be nuts from ordinary Deku Trees. In Skyward Sword rolling into some trees drops shells with them inside.

Deku Sticks: 10-30 total capacity, it may not be a ten-foot pole normally recommended to adventurers but it is a torch and a breakable weapon. You can use it on the electric Bari in Jabu-Jabu or just to make Linkin Logs, idk.

Deku Shield: Made from the wood of Deku Trees. In the manga, Link carves his shield from the Great Deku Tree's remains. It is then burned in Ganondorf's attack on Hyrule Castle.

Slingshot: Most useful ranged weapon as a child though it can't retrieve things for you like the Boomerang and Hookshot. It likely isn't powerful enough to do harm to stronger monsters, which may be one reason you don't use it as an adult.

Bombs: 20-40 total capacity, they're depicted as quite heavy, likely 25-50 pounds if we use real life guesstimates of what an active and strong ten year old can lift. The description for Bomb Bags in the game tells you they're made from the stomachs of Dodongos, I'm not sure whether that makes sense or not considering what happens when you feed them lit ones.

Bombchus: 50 total capacity, the only stackable item that doesn't get a larger carrying capacity, which is for the best as you almost never use them and sources for them are scarce. They are necessary for one bit of Ganon's Castle, strangely. These ones have quite a long fuse, which is nice. These Bombchus can travel through magma even though that probably wasn't intended and just an oversight in the game, but I'll let you guys keep that feature because, lol what?

Fairy Bow Quiver: 30-50 total capacity, due to item balancing for this Jump, you get the 40 capacity Big Quiver with the bow right away.

Hylan Shield: This one is unbreakable and has the original design with the fourth triangle at the bottom of its outer facing surface.

Wallets: 100-500, the ones you buy from Link's gear are normal wallets, they're there if you want to play on limited funds or can't afford the much better Giant's Wallet in the Drop-In line for some reason. The 100 capacity is better than the game's original 99 capacity because I don't understand why it wasn't able to hold 100 rupees in the first place. Plus they help balance the items available. All of the wallets are fireproof, waterproof, and difficult to damage, so your funds stay safe.

Hookshot and Longshot: Interestingly, according to the official game guide, this device is a mix of magic and science that uses a magical ruby sight for its targeting reticule, which is where that red dot comes from, and supposedly the peak of Hyrulean weapons science for the era. This makes sense given none of your other ranged weapons have that reticule, but it's in the normal gear because you could get rid of that feature and the Hookshot would still work.

Megaton Hammer: In the legend the Gorons tell of this hammer, it was 'a divine hammer almost heavy enough to move mountains'. Source; game guide. This may be an exaggeration but there is a really tall stone pillar you

shake loose in the Fire Temple, sooo.....fanwank. Your hammer won't break, rust, or corrode, m'kay?

Iron Boots: These were apparently forged by the Hylians to help in their water purification duties (which seems to have been handed to the Zora to deal with by Twilight Princess, my how times change). They're heavy enough to help against strong winds as travellers discovered. Your boots won't rust or corrode and will adjust to more comfortably fit but not resize.

Giant's Knife: Since the Biggoron Sword is already available in the Drop-In line I wasn't going to just give it to you a second time, so you get the crappy version of it but you're guaranteed to be able to start the trading sequence that upgrades this blade to it during the adult era. Make sure you have things in place to do it, like an available horse, if you can't fly or have super speed or something. You'll at least save 200 rupees buying this from Medigoron. Once your Giant's Knife is upgraded to the Biggoron Sword it'll have all the same properties as the one available in the Drop-In line, so you can potentially get two if you like.

Adult Sword: No it's not the Biggoron or Master Sword, I just realized if you're going in as an adult but couldn't purchase the MS then you'd need a blade that was longer than a glorified knife. It does the same damage as the Master Sword, if the MS were a normal sword, it remains sharp and takes a long time to break, making it better than the Giant's Knife by far which breaks immediately if you either hit a wall or kill four monsters. Once it breaks, it'll take all day before it reappears good as new.

Child's Sword: Speaking of glorified knives, as this is meant to be the Kokiri Sword and your main Sheikah knife, it'll be able to shift form between the two. This blade won't break, rust, or corrode and will stay sharp.

Boomerang: The boomerang absolutely is magical, it always returns to your hand even when it shouldn't after hitting something. And it also achieves insane tight angles for such a weapon. It'll always curve and fly towards the enemy you throw it at, for a bit of aim assistance, but it can miss or hit

something on the way there. Your boomerang is unbreakable btw because even well made ones in real life break very easily and you're gonna be throwing this thing at all kinds of stuff.

Mask of Truth: According to lore it isn't just a mind reading mask or way to get the Gossip Stones to give up their secrets. It gives a measure of True Sight when reading people, to know their name and who they are, not just their thoughts. It's probably more limited than true Sheikah cultivated vision but it does a bit more than its game counterpart. The one eyed Poe Merchant in both Ocarina and Majora are examples of True Sight in the series, as is the Happy Mask Salesman (though he might be a reaper) the Great Deku Tree seems to have some of these abilities in the manga as he was able to read Gohma's mind and in the game he knew Link was a Chosen of Destiny when he was a baby, and the Great Fairies definitely have them as they already know who Link is when he meets them and that he's a hero.

Fairy Ocarina: The description from the game guide claims Saria's ocarina was blessed to play perfect tones when someone pure hearted used it, which is why it's under magical gear. In the manga, Ganon was after the Ocarina of Time, saw Link pick it up from the drawbridge during the attack on the castle, and attacked him to steal it. The Fairy Ocarina falls from Link's tunic and Ganondorf takes it thinking it was the OoT. He later crushes Saria's gift in the future when he realizes it's not the instrument he wanted. I kinda like that change as it explains why the Fairy Ocarina goes missing from your inventory once you have the Time Ocarina.

Goron Bracelet: I would guess this increases Link's base strength and not just lifting power. He does fight a pair of Lizalfos twice in the Cavern and they're often depicted as formidable enemies in other entries of the series. He's also moving those really heavy looking Armos statues too. I suspect the bracelet also lets adult Link pick up and swing that Megaton Hammer. You know that thing has got to be heavy.

Goron Tunic: The description in the game guide claims these are made of Dodongo hides and Bomb Flower fibers. Monsters likely don't disappear like they do in the game unless they are complete magical constructs and there's certainly old concept art for the series supporting this. They might also work according to the modern monster mechanics implemented in Skyward Sword, Breath of the Wild, and Echoes of Wisdom that couldn't exist in the older games, as concept art is concept art. But you do you, if you want monster corpses in your version then you can have them.

Zora Tunic: Weirdly less interesting than the Goron Tunic, it's supposedly constructed of fish gills. Not scales, unless that's a typo in the guide. Keep in mind that the Goron and Zora tunics make the wearer more resistant to the matching element and weaker to the opposite element, ice and fire hurt in those. Also, I'm allowing both tunics to resize to fit you in any form even though that goes against game mechanics, we're not here for those. Besides, some mods allow Young Link to wear the tunics.

Lens of Truth: The description mentions being able to see invisible demons. The Lens was already a heavily spiritual object so it may be able to pierce conceptual illusions and not merely ordinary invisibility and peering into treasure chests. For some reason peering into treasure chests without opening them only occurs with the Treasure Chest minigame but none of the dungeon or overworld chests, I'm just going to handwave that as a game limitation problem and allow you to peek into any chest with your Lens. It is also, if not outright stated, then implied to be a tool that aids in opening a person's True Sight (third eye I think) so it may be able to teach those who use it how to do that, eventually. You guys will have to fanwank. I think this might be what Wolf Link's, Sense, was or part of it anyhow.

Hover Boots: These will scale with speed allowing you to take longer steps, and yours expressly don't have crappy traction but still allow you to slide for those wind puzzles. I'll also say they let you leap upwards given how they function during the Bongo-Bongo fight. It's clear that if a trap door opened beneath you, you'd have some precious seconds to reach solid ground. So

you might get one air platform for a double jump, possibly two if you're as fast as Link. The boots will adjust to more comfortably fit but not resize.

Magic Spells: So I'm going to say you only harm or light what you intend to when it comes to Din's Fire, given how dangerous such a thing would be with friends and buildings around. Farore's Wind I'll say can transport more than one person but only if they're holding on to you and the spell's floating markers are only visible to the caster. And Nayru's Love can also protect those who hold onto you. If you like, you may eventually learn how to use these spells the same way Zelda does in the Smash Bros series. No reason a little more utility shouldn't be possible and a lot of the Zelda series magic seems to be some variation of these spells or possibly serve as a foundation for others.

Magic Arrows: Not entirely sure how these work but I'm going to say they connect to you magically, allowing you to switch elements without having to dip into your bag. This way you're still cycling through your gear swiftly and not contradicting the Link Be Nimble perk. Fire Arrows burn, Ice encases, and Light purifies/does radiant damage. They're pretty straightforward.

Silver and Gold Gauntlets: The Silver Gauntlets are said to contain the power of an army, which given the size of the blocks Link can move with them doesn't sound all that farfetched. The Gold Gauntlets give a man the strength to move mountains. Exaggeration or fanwank territory? Well, mountains are rather unwieldy, could just be a skill issue :). It does kinda put to mind whether Link could toss Biggoron with the Gold Gauntlets though. The gauntlets will adjust for a more comfortable fit but not resize.

Mirror Shield: Reflects sunlight, energy, and illuminates evil, revealing its true face on the polished surface. It can store energy to release as an attack too. This shield also never breaks nor loses that mirror sheen and like the Hylian Shield it has its original crescent moon design because the original designs are cool. A deep dive of Majora's Mask on youtube, that explained the real life inspirations from myths, expositied that evil abhors its true face and is frightened by it, which is something that mirrors, particularly

magical mirrors, reflect. It seems to be particularly effective on the dead/undead. So you can fanwank on what that means and how it works for your shield. It otherwise acts as a holy shield when reflecting sunlight and energy.

The Prince Mask in the manga is said to scare monsters and evil spirits away, probably a nod to Japan's own mask traditions. The manga version probably doesn't as the Kokiri carved all their masks for the play that day, but the one you get as a reward does have those abilities. Useful if you don't want to be accosted by Stalchildren in Hyrule Field at night, not so much if you're hunting Big Poes.

The Blue Cucco: Why yes it does summon a swarm of cuccos to peck anyone that beats it up to death, why do you ask?

Change Log

1.0

Made the Jump

Lots of adjustments and clarifications, too many to list.