



By Pokebrat_J

"The history of the royal family of Hyrule is also the history of Calamity Ganon, a primal evil that has endured over the ages. This evil has been turned back time and time again by a warrior wielding the soul of a hero, and a princess who carries the blood of the Goddess."

There have been few stories as beloved as those in the lands of Hyrule, and the reincarnating hero known to many as Link. If you have wanted to take up the mantle of the Hero of this age, where calamity has struck and tore out the heart of a great kingdom, yet found the rewards for such a role to be lacking, then this is the supplement for you.

By attaching this Supplement to a Legend of Zelda Jumpchain with the correct requirements, then you'll be taking on the role of the hero known as Link and living out the grand story that all started in a secluded shrine.

Items you already own can be imported into reward items in order to gain their effects.

Breath of the Wild

Nearly a century ago, Calamity Ganon descended upon the land once again, bringing ruin and destruction that the inhabitants of Hyrule still haven't fully recovered from. You will rise from the Shrine of Resurrection, and will be given the mission of accomplishing what you couldn't one hundred years ago. You must go to Castle Hyrule and defeat Calamity Ganon once and for all. It would be wise to not go there immediately, filled as it is with some of the mightiest monsters in the kingdom, instead going out to acquire strength and weapons that can help you survive the trials ahead.

Rewards:

With the defeat of the Calamity which has plagued these lands for the last century, you have redeemed yourself, proving to all that you truly are the **Champion of Hyrule**. You are a bane to all creatures of darkness and evil, your attacks bypassing any defenses they may possess. When the forces of darkness face you in battle, the only future they have is defeat.

During the final battle with the Dark Beast, you will be granted a weapon imbued with a portion of the Goddess' power, the **Bow of Light**. A powerful weapon, not only is it indestructible, but it will never run out of the holy arrows that make it so potent, as each one strikes with the force of a dozen guardian lasers. This is especially effective against monsters and those aligned with the dark, penetrating through all of their defenses.

With the Malice of Ganon now removed, you can lay claim to **Castle Hyrule**, restored to what it was before the Calamity. A beautiful palace that is almost akin to a mountain, it houses the greatest collection of knowledge in all of Hyrule, with some books dating back all the way to the very founding of the kingdom and encompassing nearly every avenue of knowledge imaginable. By cleansing this castle of the taint of Ganon, you will have gained the loyalty of fifty Hylian soldiers, all of whom have pledged their loyalty to you. Additionally, you may now take Princess Zelda as a companion, if you so desire.



Divine Beast Vah Medoh

After the reemergence of Calamity Ganon, the Rito Champion Revali was sent to Vah Medoh with the task of assisting Link, but Windblight Ganon infected Vah Medoh with Malice and killed Revali, trapping his spirit there for one hundred years. Since then, Ganon's power grew strong enough to remotely control the Divine Beasts once more even in his imprisonment. Under his control, Medoh flies over Rito Village in the Hebra Region, threatening the inhabitants of Rito Village with the fear of being shot down by its cannons if they fly too high. You must find a way to enter the Divine Beast, and put an end to the malice within.

Rewards:

You have come to master the signature magic of the champion of the Rito people. With **Revali's Gale**, you can call upon his connection to the air and create powerful gusts of wind. Though they can be used to propel you high into the air, you could also use it to blast enemies, sending them tumbling and flying. With mastery, you will truly learn to master the winds themselves.

Upon the defeat of Windblight Ganon and purging its influence from the Divine Beast, the ghost of Revali will gift you the **Great Eagle Bow** that was once his in life. Not only is it an indestructible weapon with limitless ammunition, but due to its connection to the air it will vastly enhance all wind magic and abilities you may possess.

For your great feat, you will find that **Rito Village** has agreed to join you on your travels. Along with the loyalty of fifty Rito warriors, you will be able to take command of the now cleansed Divine Beast, through which you can command the very winds themselves. Additionally, you may now take Teba as a companion, if you so desire.



Divine Beast Vah Naboris

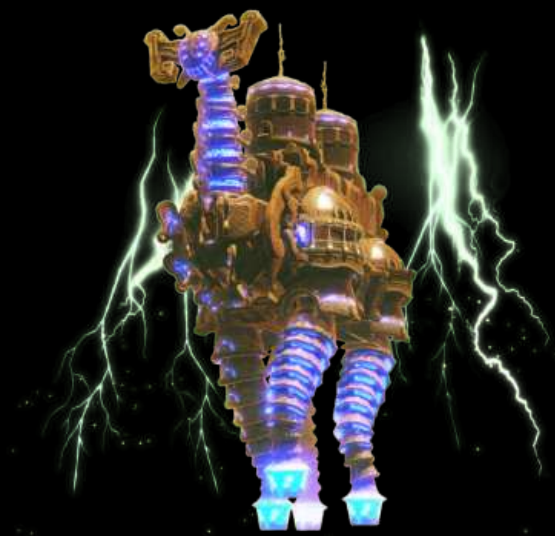
After the reemergence of Calamity Ganon, the Gerudo Champion Urbosa was sent to Vah Naboris with the task of assisting the Hero, but Thunderblight Ganon infected Vah Naboris with Malice and killed Urbosa, trapping her spirit there for one hundred years. Since then, Naboris wanders the East Barrens of the Gerudo Desert, threatening the inhabitants of Gerudo Desert with the risk of being struck from its lightning should it travel too close, causing many problems for people in the Gerudo Desert, obstructing travel and deterring visitors. You must find a way to enter the Divine Beast, and put an end to the malice within.

Rewards:

You have come to master the signature magic of the champion of the Gerudo people. With **Urbosa's Fury**, you can call upon her warrior's spirit in order to strike your foes with the desert storm, powerful bolts of lightning that could fatally wound a Lynel or Hinox. Though you can alter the exact power of these bolts, they will seek out all nearby foes, even ones hiding from your senses.

Upon the defeat of Thunderblight Ganon and purging its influence from the Divine Beast, the ghost of Urbosa will gift you the **Scimitar of the Seven** that was once hers in life. Not only is it an indestructible weapon, but due to its connection to lightning it will vastly enhance all lightning magic and abilities you may possess.

For your great feat, you will find that **Gerudo Town** has agreed to join you on your travels. Along with the loyalty of fifty Gerudo warriors, you will be able to take command of the now cleansed Divine Beast, through which you can command lightning itself. Additionally, you may now take Riju as a companion, if you so desire.



Divine Beast Vah Rudania

When Calamity Ganon emerged, the Goron Champion Daruk rallied the Champions to go to their Divine Beasts, but Fireblight Ganon infected Rudania with Malice and killed Daruk, trapping his spirit there for one hundred years. In that time, the Beast caused increasing levels of eruptions from Death Mountain, dropping Magma Bombs on the path to Goron City, increasing the temperature to the point of making Eldin inhospitable to non-Gorons, and forcing the abandonment of the Gorons' northern mine & sites on Death Mountain. You must find a way to enter the Divine Beast, and put an end to the malice within.

Rewards:

You have come to master the signature magic of the champion of the Goron people. With **Daruk's Protection**, you can call upon his protective nature and conjure a ruby shield that completely envelopes you, and can even be extended to surround those nearby. So long as this defense still stands, you will be rendered immune to all physical and magical attacks that come for you. It would take multiple Lynel attacks before this ability ends, and even then only requires a minute to recharge.

Upon the defeat of Fireblight Ganon and purging its influence from the Divine Beast, the ghost of Daruk will gift you the **Boulder Breaker** that was once his in life. Not only is it an indestructible weapon, but due to its connection to fire it will vastly enhance all fire magic and abilities you may possess.

For your great feat, you will find that **Goron City** has agreed to join you on your travels. Along with the loyalty of fifty Goron warriors, you will be able to take command of the now cleansed Divine Beast, through which the very power of molten earth is at your disposal. Additionally, you may now take Yunobo as a companion, if you so desire.



Divine Beast Vah Ruta

After the reemergence of Calamity Ganon, the Zora Champion Mipha was sent to Vah Ruta with the task of assisting the Hero, but Waterblight Ganon infected Vah Ruta with Malice and killed Mipha, trapping her spirit there for one hundred years. As time passed, the possessed Vah Ruta pumped out water from East Reservoir Lake, threatening to destroy its dams and destructively flood much of Hyrule. You must find a way to enter the Divine Beast, and put an end to the malice within.

Rewards:

You have come to master the signature magic of the champion of the Rito people. With **Mipha's Grace**, you can call upon her kindness and compassion, manifesting in an azure light that will heal the wounds of both yourself and others, bringing one from near death to perfect health in an instant. Each use of this ability does need a while to recharge, roughly a minute, but that is a small price to pay for such a blessing.

Upon the defeat of Waterblight Ganon and purging its influence from the Divine Beast, the ghost of Mipha will gift you the **Ceremonial Trident** that was once hers in life. Not only is it an indestructible weapon, but due to its connection to water it will vastly enhance all water magic and abilities you may possess.

For your great feat, you will find that **Zora's Domain** has agreed to join you on your travels. Along with the loyalty of fifty Zora warriors, you will be able to take command of the now cleansed Divine Beast, through which you can command the power of water. Additionally, you may now take Sidon as a companion, if you so desire.



Ancient Towers of the Sheikah

After your awakening in the Shrine of Resurrection, you will find that a number of Sheikah Towers have sprung up from the earth. Though the full extent of what they're capable of is unknown, as of right now they can download highly detailed and accurate maps of the surrounding areas onto one's Sheikah Slate. Your goal here is quite simple, in that you need to find all fifteen Sheikah Towers and interface with them utilizing your Sheikah Slate.

Rewards:

You have seen countless sights during your journey throughout Hyrule, and it would be a disservice to refer to you as anything other than a **Legendary Explorer**. Not only do you have a mental compass that will never steer you wrong, but your eye for the hidden and interesting are unmatched. Even from a mile away, you could pick out an anomaly in the landscape that would inevitably lead to adventure and rewards, or simply give you a view of the land that cannot be matched. There is much to experience in this world, and you'll be sure to see it all.

You will find that the **Sheikah Tower Network** will follow you as well, importing themselves instantly into any setting you visit. No one not allied with yourself can utilize them, or even harm them. Not only will they automatically give you an incredibly detailed and constantly updating map of the entire setting, but you can even teleport in between them at your leisure.



Dragons of the Triune

Across Hyrule, one will find three different dragons, all of whom have been around long before recorded history. Dinraal, the Fire Dragon of Power. Farosh, the Lightning Dragon of Courage. Naydra, the Ice Dragon of Wisdom. Each of them are powerful entities, and it is said that their scales are amongst the rarest and most potent reagents. Your goal here is to find each of these dragons and acquire a scale from each of them.

Rewards:

For being in close proximity to these dragons, as well as collecting a piece of them, you will find yourself having gained what has been commonly called the **Blessing of the Dragons**. Beings of great power now seem to have a sort of fondness for you, often going out of their way to avoid inconveniencing you or aiding you when asked. Dragons, though, will sense a form of kinship with you, and will treat you as one might a favored sibling or child.

Taking all three of these scales, you managed to fashion a necklace resembling three triangles forming a larger one. While wearing this **Dragonscale Amulet**, you will find yourself protected from the elements of fire, ice, and lightning, to the point where you would be mistaken for possessing immunity to attacks of these elements. It will also allow you to ignore the freezing cold or scorching heat, to where you could walk through a blizzard wearing only this and it would feel like a midday spring stroll.



Heart of the Yiga

The ancient Sheikah are often described as an advanced civilization whose power and wisdom had saved the land of Hyrule multiple times. After the first Great Calamity though, about ten-thousand years ago, their technological power came to be viewed as a threat to the kingdom and thus put them at odds with the King and the people. Then, the Sheikah were exiled. Some of them decided to cast off their technological advances and strove to live normal lives, while others fostered a hatred towards the kingdom that shunned them and swore allegiance to Calamity Ganon. The latter Sheikah banded together and formed a militant group. Just over a century ago, this group formally became the Yiga Clan, when the return of the calamity was inevitable. Though it may be impossible to root out what can only be described as this doomsday cult, you are to deliver a crippling blow to them, infiltrating their hideout and defeating their leader, Master Kohga.

Rewards:

Your name will be praised and damned by all who know of your new title, the **Bane of the Yiga**, which is well earned. It is nearly impossible to deceive you through any means, your eyes seeing through any disguises, your ears picking out any lies within your presence. You can easily pick out even the most skilled of shinobi out of a dense crowd, letting none escape your gaze.

Hidden within the very heart of the Yiga clan hideout, you will find a porcelain mask marked with the eye of the Sheikah. This is the **Mask of Truth**, originating from an age long forgotten. While it is worn, it allows the wearer to see through all illusions, as well as ignoring any form of Invisibility. It should be no wonder why it would be hidden away from the reach of all others.



Reincarnation of the Hero

You are one who bears the soul of the Hero, that distant, ancient figure who defeated the God of Destruction and saved the first to bear the blood of the Goddess. Should you desire to grow closer to those honored incarnations, then you must undergo a quest. Dotted all across Hyrule are twelve statuettes, each one depicting one of your predecessors. Some may be found in the deepest caves, the highest mountains, or could possibly be found in an unassuming shop. Find and collect all of these, and you will receive your reward.

Rewards:

Upon the collection of that final statuette, they will all come flooding back to you, the **Memories of Past Lives**. Not only can you call upon the knowledge and experience of all of your past incarnations, but also the sum total of all of their skills, perfected over the course of lifetimes. From swordsmanship to horseback riding to archery to smithing to music to even magic, it might be easier to list the number of skills you don't possess.

Upon unlocking all of the memories of your past lives, all of the statuettes will start glowing before combining into a single mass. Once the light dies out, it will reveal the **Beast of Courage**, a mighty and intelligent creature that will accompany you on all of your travels. It is strong enough to tear apart a Guardian in a matter of seconds, durable enough to take multiple hits from a Lynel without slowing down, and its senses of hearing and smell are truly legendary. Fully trained to obey your commands, it can be of any animal you desire, though it will default to a wolf.



Search for the Golden Seeds

Among all of the races found in Hyrule, none are as connected to nature itself like the Koroks. As such, should any wish to go traveling, especially with how dangerous it is nowadays, then they need to hide. Your goal here may be simple, but is extremely time consuming. You must find all of these hidden Koroks and collect all nine hundred Korok seeds, returning them to Hetsu before you can gain your rewards.

Rewards:

When you give the rather large Korok all of the seeds, Hetsu will use them to upgrade not your pouches, but your Warehouse. With this **Korok Storage**, your Warehouse is nearly ten times larger than before, allowing you to store even more than before. In addition to this, you will be able to summon anything within your Warehouse to your hands in an instant, and vice versa.

With such an exhaustive task completed, you will find that the **Great Hyrule Forest** will follow you on your journeys. Not only does it come with the Great Deku Tree and a large number of Koroks, but any land connected to it will be brimming with life. Crops will grow larger and faster than before, magical ingredients will be all the more potent, and all magic related to nature and plant life is much more effective when close by.



Shrines of the Sheikah

After the Sheikah helped to seal away Calamity Ganon, they built the Ancient Shrines to serve as training grounds for the hero as he prepared for the revival of Calamity Ganon. They test many qualities of the one who would bear the mantle, from combat prowess to lateral thinking. There are one hundred and twenty dotted all around the lands of Hyrule, and it is your task to complete each and every one of them. Do so, and reap the rewards.

Rewards:

You have undergone all the trials, each one designed to test the Hero in all things, from creative thinking to combat prowess, and you have passed them all. You are counted amongst the **Worthiest of Heroes**, something with more weight than one may think. No longer will you need to undergo tests or trials to prove your worthiness, as such a thing has already been proven beyond a shadow of a doubt. Even arcane artifacts that can only wield certain individuals will gladly accept your claim over them.

Upon your completion of the final trial, you will be given a curious green tunic, one that smells strongly of the forest. The **Armor of the Wild** has been magically enhanced, reducing all physical damage to a mere tenth of what it could have been, as well as vastly increasing the potency of any sacred relics or holy magic you may possess. In this age of sorrow and melancholy, you will stand as the Hero who will banish the darkness and return the light.



The Champions' Ballad

Once all four of the Divine Beasts have been freed, you will receive a message, a familiar voice whispering in your ear, inviting you to return to the shrine which you had first woken from. They will urge you to undergo a number of trial, each one based on one of the ancient champions whose spirits you have just freed. After completing them, return to the Shrine of Resurrection one more, and undergo your final test.

Rewards:

You have seen much, and conquered everything placed in front of you, and have learned of the **Ballad of the Champions**. Though they may be long gone, their memory lives on within you, quite literally. At will, you can summon spectral facsimiles of these heroes of old, each one at the peak of their power. Though they are not truly alive, they can still plan and coordinate with you, who can experience the world through their senses as if they were your own. Should they be destroyed, you need only wait a day before summoning them once more.

At the end of your trials, you will be given a most unusual reward. A mastercraft of ancient Sheikah construction, the **Master Cycle Zero** is a vehicle without compare. Not only will it scale with your speed, almost three times faster than your best, but it seems to ignore physics entirely, capable of traveling up vertical surfaces as though they were a flat plain. Never requiring fuel or maintenance, you can summon it to your side at any point you desire.



The Master Trials

Deep within the Lost Woods, beneath the gaze of the Great Deku Tree, there lies a sword of legends. Though it is diminished greatly from what it once was, there is a way to both claim the sword and restore it to its former glory. A series of forty-five trials, in which you will be deprived of all equipment and forced to rely on what you can scavenge within, with each more difficult than the last. Should you wish to undergo this deadly gauntlet, you need only place your hand upon the ancient sword's hilt.

Rewards:

After such grueling tests, none can deny that you are a true **Master of Combat**, the likes of which hasn't been seen in millennia. When taking part in battle, you will simply know the ideal way of taking down your opponent with what you have on hand. Even if they're stronger than you by magnitudes and capable of shaking worlds, so long as they could theoretically be defeated, you will know the optimized path to achieving victory.

At the end of it all, you will be given a weapon without compare. **The Sword That Seals The Darkness** is now yours to wield, empowered far beyond what it once was a century ago. Not only is it an indestructible and exceptionally powerful holy weapon, capable of slaying most monsters in one attack, but it can fire off beams of holy light without end, vastly extending your reach in combat. In time, you may come to awaken the spirit slumbering within.



Village of the Sheikah

There are possibly none who hold stronger ties to the royal family of Hyrule than the Sheikah, who have stood by their side for countless millennia and supported them to the best of their abilities. Now, they seek to assist you on your quest, but one good deed deserves another, does it not? You must be of assistance to as many of the villagers as you can, helping them when you have the chance. Eventually, you will be asked to find a stolen artifact, which upon its return will see you rewarded.

Rewards:

After all you have done to assist the people of the village, Impa will be more than willing to instruct you in the ways of the Sheikah. Through **Impa's Teachings**, you have become a master of stealth, going through even the most defended and populated fortresses completely undetected. Such is your power of stealth that your movements make no sounds, and you leave no smells behind.

Having earned the unconditional trust of **Kakariko Village**, the inhabitants have decided to join you on all of your future travels. Among them are thirty highly trained shinobi who will gladly follow your command, and twenty scientists who work towards recreating and even enhancing the technology of their ancestors. Additionally, you may now take Paya as a companion, if you so desire.



Into The Wild, Into The Vast

So, you've actually done it. You've traveled to the highest peaks to the lowest caverns, fought everything from keese to the Dark Beast itself, and have emerged victorious. For completing all other Scenarios, enduring all of their hardships and returning with all of their rewards, there is a special reward for you, someone who has gone above and beyond what anyone ever expected.

Rewards:

You shall be known forever more as the **Hero of the Wild**, someone who undeniably wields the soul of the hero. With this, you have learned to use the basic functions of the Sheikah Slate by yourself, something that has become a part of your Body-Mod. Even when stripped of absolutely everything, you'll still be able to wield the power of the ancient Sheikah people.

For conquering all the challenges within its borders and uncovering its numerous secrets, you will be able to take the **Kingdom of Hyrule** with you in its entirety, attached to your Warehouse within its own pocket dimension. If you want, you can import it into future settings, or combine it with other properties you own. It automatically has all of the other locations you've earned here combined with this and improved them, as well as doubling the amount of followers you've received.



Notes:

-If you already have any of the offered companions, you can fuse the two, doubling their power.

-**[Memories of Past Lives]** will give you the equivalent of no-hit run versions of Link from all games of the series in terms of combat skill, as well as mastery of all tools/spells at their disposal. Yes, this includes Hyrule Warriors.

-**[Beast of Courage]** is not an actual version of Link, in case that needed to be clarified. It's just the literal manifestation of his will and ferocity.

-**[The Sword That Seals The Darkness]** will effectively be an amalgam of all variations of the Master Sword throughout the series. Every upgrade, every ability, all of them applied.

-If you want to complete **[Village of the Sheikah]**, you just need to complete all the Kakariko Village quests in-game.

-**[Hero of the Wild]** will give you the basic forms of the Remote Bomb, Magnesis, Stasis, and Cryonis runes as a Body-Mod feature.

-About **[Kingdom of Hyrule]**:

- It will be much larger than its in-game counterpart, being roughly the size of Texas.
- If you want, you may have the Depths included, though a certain mummified being will be absent.
- **[Castle Hyrule]** will ward the entire kingdom from the forces of darkness, repelling or weakening them if they manage to enter.
- **[Rito Village]** will protect Hyrule from natural disasters like hurricanes or tornadoes, even magically conjured ones, making them impossible unless you or a companion are the ones summoning them.
- **[Gerudo Town]** will be protected by fierce desert storms, burying all enemies that set foot in the desert underneath tonnes of sand if they weren't shredded first.
- **[Goron City]** will find its many mines automatically replenishing with each month.
- **[Zora's Domain]** will automatically purify any water source in Hyrule, making all of them safe to drink and unable to be poisoned, polluted, or sabotaged.
- **[Great Hyrule Forest]** will have the Great Deku Tree connected to and capable of controlling all plantlife in Hyrule, only using it to protect Hyrule from monsters and invaders.
- **[Kakariko Village]** will become shrouded in mist which only Sheikah, yourself, and your Companions can successfully navigate.

-When in doubt, fanwank.

-Have the day that you deserve~