

Tears of the Kingdom Scenario Supplement

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Our Last Line Of Defense Will Be Link.

Some heroes forever alter the course of kingdoms. Of those vaunted few, not many are as well known as the possessor of the *Triforce of Courage*: Link. It is no surprise that many jumpers wish to experience his journey from his perspective, even when his journeys invariably start with him at his lowest.

During the first few moments of *The Legend of Zelda: Tears of the Kingdom* Link is at his lowest. He has seen Zelda fall, lost an arm, lost his health and stamina, and the Master Sword has decayed to as near the breaking point as is possible for the blade. Nonetheless, he perseveres. By attaching this supplement to a Legend of Zelda jump with an option to visit the version of Hyrule wherein the Calamity has only recently been defeated, you'll be inserted into the *TotK* timeline as Link and begin your story within the Room of Awakening*.

Spoilers for Tears of the Kingdom ahead.

*If you wish you can instead be a friend of Link's and a fellow knight of Zelda's who accompanies them into the area beneath Hyrule Castle and thus gets swept up in the resulting chaos. This option will not prevent Link or any other relevant allies from getting the items they need to complete scenarios, though how this works (or if it even does) depends on your benefactor.

Items you already own that are sufficiently similar to reward items can be imported into them to gain their effects.

Main Quest Scenarios:

Great Sky Island

You awaken in the aptly named Room of Awakening. It is in short order that you discover that your arm has decayed to the point that it was beyond saving and that a curious spirit named Rauru has replaced it with his own arm, the very same arm that was pinning down the decayed monster: Ganondorf, who once threatened Hyrule and was sealed away underneath Hyrule Castle.

This scenario takes you from the Room of Awakening all the way throughout the Great Sky Island, and leads you through the Ukouh Shrine, the In-Isa Shrine, and the Gutanbac Shrine. In each shrine Rauru's spirit appears and tells you about a power the shrine restores, as well as encourages you to attain the Light of Blessing within. Along the way you meet Zonai Constructs: creations of the Zonai created to do various tasks and who continue to do them even now that the Zonai are all gone.

This scenario is completed when you enter the Temple of Time, gain the *Recall* ability, have the vision of Zelda, place the Decayed Master Sword in the light at the far end of the Temple of Time, and take the plunge from the Temple of Time to Hyrule's surface.

Rewards:
In managing to overcome the trials of each shrine, having the vision of Zelda, and taking the plunge to Hyrule you have shown the world your courage and determination. And you've gained two valuable items, in addition to the assorted weapons and gear you acquired traversing Great Sky Island, both of which will prove essential to your journey: your *Purah Pad*, and *King Rauru's Arm*. This scenario also awards you the ability to use *Recall*.

The *Purah Pad* is a technological marvel. This multi-use device has two primary functions, both of which are something else. Its primary function is to take pictures of things and record them in an expansive *Compendium* which details various trivia about the item in question and it can allow you to teleport to places of great significance. With the right technological know-how it may even be upgradable!

The second item is *King Rauru's Arm*. This mystically powerful item is imbued with Zonai power and gives you the ability to use a number of powerful supernatural abilities. *Ascend* allows you to move upward through solid material and emerge on top of it. *Fuse* is the power to attach objects to an equipped weapon or shield, enhancing the weapon or shield. Perhaps the most significant ability of these three is the power known as *Ultrahand*. This telekinesis-like ability allows you to grab and move objects, rotate them, and even stick them to other objects! In future jumps you can decide how this arm looks, such as making it indistinguishable from your

organic arm. *King Rauru's Arm* is an item though after this jump you'll be able to decide how it looks. So long as you wield this item you'll have access to your Zonai abilities.

The ability known as *Recall* is the power to select an object and reverse its movement until it goes back to where it was. You can stop the reversal at any time and this will end its reversed movement, and cause it to either stop or fall, depending on where it is when it stops (completely halting the momentum that was moving it forward originally).

Tulin of Rito Village

In the wake of *The Upheaval*, a strong cold front has slammed into the Hebra region, causing the temperature to plummet and spawning an unending blizzard. This is only one of the four regional phenomena plaguing major settlements around Hyrule. Somehow, fate will conspire to send you to Rito Village, where you will meet old and new friends and uncover a dark truth: the cold front is an unnatural thing, a creation of a powerful monster that has set up shop in a place once thought to be a myth, The Stormwind Ark. The monster responsible for the blizzard and the cold front; Colgera, must fall to liberate the region from its icy grasp.

Rewards:
By defeating Colgera you have freed Rito Village and Hebra from its frozen attention, as well as allowed Tulin to begin to grasp his destiny as the *Sage of Wind*. You are given the *Vow of Tulin*: an item that allows you to summon an avatar of Tulin who fights alongside you using his Great Eagle Bow. Tulin's avatar skillfully attacks enemies from a distance, and once every few minutes he can summon a great gust of wind which can be oriented however you wish and will blow back all but the most staggeringly heavy foes, as well as drastically enhance your speed in the air. This avatar can be summoned or desummoned at will.

As a secondary reward, you also attain ownership of the *Stormwind Ark*: a powerful and ancient flying warship. This vessel is piloted by zonai constructs who now obey you, is strikingly hard to even hit and much harder to damage, and can control the temperature around itself, though it's much better at making it cold and stormy than making it hot and dry. It is also equipped with multiple cannons that can deal devastating harm to those unlucky enough to be hit by them.

For your third reward you earn the loyalty of the *Rito VIllage* (which follows you as an importable location in future jumps) and find that 50 of their most skilled archers will be able to be summoned to your side at any time, aiding you with their speed, grace, and arrows and after this jump you'll be able to keep Tullin alongside you as an ally, friend, and companion.

All sage scenarios (Tulin of Rito Village, Yunobo of Goron City, Sidon of the Zora, Riju of Gerudo Town, and Find the Fifth Sage) also reward you with a *Heart Container. HCs* are items that restore some of the vitality you lost to the Gloom, or otherwise increase your lifeforce by a healthy amount for each one you have.

Yunobo of Goron City

The regional phenomenon plaguing Death Mountain is a stranger thing than the other regional crises. Many of the Gorons in Goron City have been eating a strange substance they have dubbed *Marbled Rock Roast*. This has lowered their productivity, and the once industrious Goron City is now an altogether stranger place. You are asked to go and investigate the city and see what has happened to Yunobo, the head of *YunoboCo* and one of the leaders of Goron City.

Upon investigating the city and having a tense confrontation with Yunobo the heroic goron will be saved and will return to normal. Together the two of you must head after a mysterious figure and dive into Death Mountain. In the Death Mountain Crater you will find the entrance to the Fire Temple. At the end of the Fire Temple lurks the *Marbled Gohma*: the dark monster that is the creator of the Marbled Rock Roast.

Rewards:
By defeating the *Marbled Gohma* you have dealt Ganon's forces a sizable blow and returned Goron City to its normal state as an industrious settlement. You have also allowed Yunobo to be attuned to his destiny as the Sage of Fire, and he makes the *Vow of Yunobo*. You can, at any time, summon an avatar of Yunobo, who is hearty, powerful (attacking foes with a Boulder Breaker), and who you can turn into a weapon with Yunobo's Power of Fire: his ability to roll at high speeds while surrounded by a fiery aura that lights enemies and objects on fire and deals massive damage to his enemies. The vow allows you to summon or desummon his avatar at will.

As the secondary reward for this scenario, you have found an *Unusual Mask*. And this one, unlike the one plaguing Yunobo, is a purification device that can heal people who put it on. This mask enhances the strength of those who put it on and it constantly refreshes and renews their minds. If you put it on yourself, you gain enhanced strength, an immunity to mind control (and this breaks any such effects already on you), and become immune to harm from fire.

The third reward for this scenario is the friendship and loyalty of Goron City. The industrious place agrees to follow you, both now and in future jumps, and you can summon 50 Goron warriors, all of whom are ready to help overwhelm your foes and who are skilled engineers and miners. After this jump, you'll be able to bring Yunobo along as a friend, ally, and companion.

Sidon Of The Zora

The phenomenon afflicting Zora's domain is a curious one. Sludge and muck rains down on the Zora from high above, threatening to pollute a critical part of Hyrule's ecosystem. You must reunite with Sidon, his father King Dorephan, and make new friends such as Sidon's fiance Yona, to work together to uncover the mystery of the pollution raining down on Zora's Domain.

Your journey will eventually lead you to the Ancient Zora Waterworks and from there up to Wellspring Island and the Water Temple. In the Water Temple you and your amphibious ally discover that the source of the pollutants is a strange creature, the *Mucktorok*. Upon destroying it you complete this scenario and make it possible for Zora's Domain to become pristine again.

Rewards:
In the wake of the demise of *Mucktorok* you and Sidon discover Sidon's true destiny: he is to become the next Sage of Water. He vows to fight alongside you, allowing you to summon and unsummon his avatar at will. His avatar fights with a Lightscale Trident and allows you to use Sidon's *Power of Water* to cover yourself in a shield of water that you can breathe in and move around in with no problems which counters flame abilities and which can be launched at foes with a strike. Enemies who can't swim who are struck by this attack perish, and even strong swimmers are knocked back.

The item reward for this scenario is the complete set of *Zora's Armor*. This beautiful handcrafted armor was once yours, but broke at some point after the Calamity and was in need of repairs. The repaired version allows you to swim unlimitedly, including through stormy or even ice-cold water (with zero damage), through whirlpools, and up waterfalls, as well as lets you breathe underwater. This suit of armor is a special thing with a purifying quality that causes it to somewhat clean spaces you move through, and it is incredibly effective against artificial and magical pollutants. Even the most polluted waters can be purified with striking ease with this suit of armor, which itself will never be affected by the pollutants. Be a one Hylian cleaning crew, jumper!

This scenario also awards you the loyalty of *Zora's Domain*. This guarantees that they'll follow you into future jumps and also allows you to summon 50 of their finest hunters and scouts who are all incredibly talented warriors and explorers able to deftly navigate both land and sea (as well as freshwater bodies of water). In future jumps you'll be able to bring Sidon along as a companion and friend if you wish.

Riju of Gerudo Town

The good warrior women of Gerudo Town are facing a regional disaster on par with the three other crises occurring throughout Hyrule. Part of the desert is now under the dark cover of a perpetual sand shroud, one from which dreadful monsters emerge with striking routineness. This unfortunate series of events has forced Riju, the leader of Gerudo Town, to send all of her citizens who cannot fight to the Gerudo Shelter and to try and take the fight to the monsters (primarily undead Gibdos). It is up to you to reunite with Riju and help her and her soldiers launch a meaningful counterattack to defeat the gibdos and destroy a number of gibdo hives.

When you destroy the hives you need to make your way to the Lightning Temple. The temple is infested by Gibdos and the leader of their foul friend group is the *Queen Gibdo.* To end this phenomenon, you must destroy her.

Rewards:
For freeing Gerudo Town from the sand shroud Riju is awakened to her destiny and *Vows* to fight alongside you both now and in the future. You can summon her avatar at will (and unsummon it with equal ease), which wields the *Scimitar of the Seven* and allows you to make use of *Riju's Power of Lightning*, a targetable lightning strike which can decimate enemies, destroy structures, and power various things.

Additionally you gain the loyalty of a mighty *Sand Seal*. This creature, very possibly a sibling of the legendary Patricia, is an incredibly speedy creature that can traverse the Gerudo Desert or any other sandy location at striking speeds. She is also loyal to you and can fight with uncanny ferocity in your defense. She has an impressive ability to appear whenever you are in a suitable environment for her (which includes bodies of water as much as it includes bodies of sand) and is immortal, reappearing a day after she is seemingly slain in battle.

The warriors of *Gerudo Town* vow to help you fight against the gloom and the monsters born of Ganon's eternal wrath. You can summon 50 of them at any time, gaining the aid, power, and protection of 50 impressive Gerudo Warriors.

Crisis At Hyrule Castle

In the wake of first arriving in Hyrule after departing from the Great Sky Island, upon meeting with Purah you begin this multistep scenario. The first part of this is completed when you go up to Hyrule Castle, meet Hoz, and spot *Zelda*. She… quickly vanishes. You are tasked with telling Purah what happened. She quickly tells you to focus on the regional phenomena. It is only after you resolve the crisis that you are given new instructions regarding Hyrule Castle: Purah has seen Zelda in Hyrule Castle but after seeing her a blood moon filled the sky and she disappeared. Purah asks that you investigate this.

You arrive at Hyrule Castle sometime after and as you explore you find Zelda, but she disappears after you get distracted by increasingly powerful groups of foes. After some time you finally find Zelda and she doesn't vanish… Instead it is revealed that it's not been Zelda at all, but a strange monster! Defeat this powerful foe to reclaim Hyrule Castle and lay one mystery to rest.

Rewards:
While searching around the castle you come across a strange device. During the scenario its usage is unclear. It's only right before the final fight against Phantom Gannon that the device's true nature becomes clear. It is the *Lens of Truth*. This handheld object glows in the presence of deception, vibrates when someone tells a lie nearby, and when you point it at illusions the illusions melt away. This even forces shapeshifters to take on their true forms!

While venturing through Hyrule Castle you explored many hallways and rooms. One particular set of things you stumbled across was the *royal guard outfit*! This set of armor improves your durability, gives you extra perceptiveness, and makes you much better at defending others, and

that's before you get into the subtle but real boost it gives to your stamina when you are using heavy blows.

You have liberated *Hyrule Castle* and can now take it with you into future jumps. After this jump ends it will be restored to its former glory and there will be a group of skilled Hylian soldiers to act as guards as well as some advisors and to do basic groundskeeping, maintenance, and cooking and cleaning. This is a beautiful castle with plenty of room for all of your friends and companions.

Find The Fifth Sage

In the wake of your valiant courage in defeating the monster known as Phantom Ganon and its clones you are able to go around Hyrule and inform your allies as to "Zelda's" true nature. And your allies, the Sages you've helped so far, go ahead and do some of the heavy lifting here for you on this. This surprises many people, but among the most shocked are your trusted allies and friends in Kakariko Village, including Paya and the Zonai Survey Team. They were visited by the false Zelda and told to stay away from the Ring Ruins that dot the village in the wake of the Upheaval (as well as a few other places). Now that they learn that they have been deceived they work to uncover the secrets within the Ring Ruins and ask for your help. The help you provide soon proves to be essential, inadvertently beginning a journey that leads you throughout Kakariko, into the Zonai Ruins in the Faron region, and then to the sky. All of this is the setup to a greater adventure that leads down into the depths where you must help someone from Hyrule's ancient past: Mineru, the Zonai Sage of Spirit (and Rauru's older sister).

This adventure comes to a head in the depths, inside the Construct Factory where you and Mineru do battle with a dreadful construct, one once meant for more positive tasks. When the construct is defeated Mineru joins you.

Rewards:
For finding and aiding the final sage you gain the friendship, loyalty, and *Vow of Mineru, Sage of Spirit*. This vow allows you to summon and unsummon Mineru's spirit, which will appear beside you as a powerful construct that can punch enemies, and attach materials and zonai devices to its hands and back for various effects. You can also ride it, which allows you to ignore many direct environmental hazards.

A secondary reward for this scenario is a *Zonai Repair Station*. This particular bit of Zonai tech can be used to dramatically help with constructing technology as well as repairing it. This place's abilities can be sped up by feeding it power sources such as zonai charges. It is especially handy as a device to repair technology, able to repair any technology placed inside of it (and can be used to repair weapons!).

Your third reward is that the construct factory follows you into future jumps. This factory passively produces zonai constructs, construct parts, and zonai devices. This place is not staffed by any constructs by detail, at least not in the state it follows you in, but the constructs

this place constructs can be filled with the same intellect as other constructs (but keyed to be friendly to you), and you can, with time and resources, create more Mineru grade constructs. These constructs could, in theory, also be possessed by assorted spirits and give them new bodies with which to interact with the world.

Recover The Master Sword

In the wake of joining forces with the newly empowered Mineru there's only a few critical tasks to do before venturing down into the depths. One of the final tasks to do, if you haven't already done so, is recover the Master Sword. The sword has been missing since it was placed in the light at the temple of time. To begin to uncover the mystery of its current destination you must first head to the Lost Woods. This proves to be complicated, involving a journey to the depths, but eventually you find yourself in the Korok Forest, clashing with more gloom monsters. If you overcome them and lift a curse placed on the Great Deku Tree you restore life to the region and the Great Deku Tree tells you how to find the Master Sword.

At this point, if you haven't been told this already, it is suggested you go connect with Impa near the first of the Dragon's Tears. There are ways to get the sword without aiding Impa when it comes to investigating the geoglyphs, or the Deku Tree, but doing so significantly lowers the difficulty of this leg of your journey.

Once you mount the Light Dragon and reclaim the Master Sword this part of your journey has come to an end. It is time to face Ganondorf in the darkness of the depths beneath Hyrule Castle.

Rewards:
The *Master Sword*; the Blade of Evil's Bane. This is the fully rehydrated Master Sword, glittering and gleaming, purified by the patience of the Light Dragon and the creature's millennia-long mission. This blade is now unbreakable and in the presence of creatures of darkness, even lesser gloom-infested beings, becomes fully unbreakable and takes on its stronger traits. It is also fuse-friendly, able to fuse with any other material and the fusion persists for as long as you wish (and can be undone at will). The blade can also fire off incredibly powerful beams of sacred light (which have the destructive power of sunlight when fired at evil creatures vulnerable to such things), and grows stronger when exposed to sunlight, growing permanently stronger in incremental measurements the more sunlight it is able to absorb (and if you find some holy light and expose it to that the rate at which it grows stronger skyrockets). Finally the blade can decimate patches of gloom, as well as heal people suffering from any sort of gloom-related weakness, not only normalizing such harm (deleting the status condition), but actually fully healing them of the harm done by gloom. This is well and truly an anti-evil sword.

Beyond that you have now gained the friendship of the Koroks and the Great Deku Tree. The forest follows you along your journey, and you will always have a home among the Koroks. The Koroks are kind-hearted, playful sprites, spies, and loyal friends and you can passively recover from injuries and wounds while being in the presence of the Great Deku Tree. You can summon

friendly Korok spies, summoning 25 of them at any time to deploy and explore places on your behalf. Only those attuned to life and/or nature supernaturally can see them unless they wish to be seen, and while they are very poor fighters (and afraid of fighting), they can help people and support friends with sometimes shocking skill.

Destroy Ganondorf

The finale. Armed with the Master Sword, and the support of all of Hyrule and the sages, you must venture into the deepest corners of the depths and confront the Demon King. With your allies you venture into the darkest pits in Hyrule and eventually find yourself face to face with the Demon King's Army, and find that your *Sage's Vows* have been forcibly deactivated.

As you confront the Demon King's Army and weaken it each of the sages you helped will appear in person. As they reappear you'll regain access to their *Vow*. For each sage you didn't help, the battle will be interrupted by the boss that was meant to die at the end of each of the temples and made more chaotic for their presence. After your confrontation with some of the last members of Ganondorf's army, you are able to go and confront the Demon King himself.

The Demon King awaits and the battle is fierce. He fights with truly awe-inspiring skill and uses both gloom-infused magic and pure martial might to try and bring you low. The fight is long and difficult but even if you deal him a decisive blow he refuses to perish quietly and devours a secret stone. This causes him to become a *Demon Dragon* and he attacks once more, determined even in a *draconified* state to kill you and destroy Hyrule. The Light Dragon comes to your aid and together you engage in one more cinematic duel, this one in the crimson-tinted skies above Hyrule. If Ganondorf falls once more Hyrule is saved, and in the aftermath of this final battle you grab hold of Zelda and fall into a lake together, Zelda restored to normal and your arm returned to its pre-gloom state.

Rewards:
Hyrule is saved and Zelda's long journey is over. The first reward for this scenario is that you can take Zelda, possessing her full slate of *BotW* & *TotK* abilities, as a companion into future jumps. Once per jump she can turn into a light dragon and successfully come back of her own volition, but she will be greatly weakened in the immediate aftermath of her transformation.

The second reward is a perk: *Evil's Bane*. This perk fiat-backs the full heroic slate of abilities Link himself personally possesses in these games, especially the *Flurry Rush* and the strange bullet time ability he possesses that activates when he pulls out his bow in mid-air and has stamina. This also grants you Link's purity and his courage, causing good-aligned and courage-based items to all recognize you as a viable owner and not put up tests of worthiness in front of you in the future. Finally this doubles how much damage you do to truly evil beings, and gives you greater resistance to their abilities, allowing you to power through them with a combination of willpower and courage.

Sometime after you save the world you'll find the *Ancient Hero's Aspect* waiting for you in a safe place. This armor grants you incredible protection against evil, fills you with courage, and encourages you in the never-ending battle against evil here and elsewhere.

Side Quest, Location, & Miscellaneous Scenarios:

Remembering The Past

Early on in your journey, possibly days after you begin this adventure, you will hear that Impa, the former head of Kakariko Village, has departed the village to go and follow up on some strange rumors. If you investigate this lead you find Impa near New Serenne Stable, where she needs some help getting into the air to see some strange markings from a new angle. If you help her with this she is able to see the geoglyph and Impa spots a Dragon's Tear: a pool of water created from the tears of the Light Dragon which themselves contain memories which can be learned by approaching them. After a short adventure you learn of more geoglyphs.

This scenario requires that you explore the lands of Hyrule and discover each of the geoglyphs and the dragon's tear that each glyph contains. When you have seen the last dragon tear, the one located in the Rist Peninsula (and which only appears after you have seen the first 11), the scenario is complete.

Rewards:
You attain two rewards for completing this scenario. The first reward is the ability to create *Jumper's Tears*, which is itself a perk (of the same name). You can artificially generate your own memory-filled tears and weep, allowing people to see your own memories from your perspective.

The second reward for this scenario is that you can now encounter dragon tears and geoglyphs in future jumps! These are, for all intents and purposes, items that you can encounter organically. They operate in the same way as they operate here but keyed to significant characters in future jumps, with dragons being the most likely characters to have dragon tears generated by them (if applicable), but other significant characters being likely targets of this as well.

Sage's Will

The sages of the ancient past have left relics of their own for you to collect. Across the sky you can find small stones that once belonged to the heroes who sacrificed themselves to give Hyrule a future. If you collect four of them you can give them to a goddess statue and they will power up one of the vows of your sage friends. There are a total of 20. Go explore the skies, find them all, and exchange them for solemn vows to get your reward!

Rewards:

The first reward you get is a buff applied to the vows of your sages. This buff doubles their damage and halves the cooldown for their abilities, which also become *your* abilities. You can now use their unique elemental powers yourself even without them as intermediaries for it.

The second reward is a handy buff that applies to everyone loyal to you. This buff, mechanically a perk named *Solemn Vows*, gives your followers, companions, and others loyal to you buffs to their combat competency that scale depending on how loyal to you they are. Those who are maximally loyal to you are twice as effective in combat in every way, and even those who only serve you as a matter of opportunity (like mercenaries) are a bit more effective in battle in every way.

Poe Poacher

Hidden beneath Hyrule, all across the Depths, there are statues of a reaper of souls. Their purpose is to deliver the souls of the departed to the afterworld… though perhaps they aren't actually good at their job, considering the sheer number of Poes scattered across The Depths. In addition to the six found in the Depths, there are two more - one excavated and brought to Lookout Landing, and one mysteriously located at the entrance to Hyrule's Great Plateau.

Speak to each of them, aid them if they have problems, and shepherd enough Poes in total to them to purchase every attainable item they offer (including the armor sets), and this Scenario will be complete.

Rewards:
As a symbol of your service and their favor, the Bargainer Statues will bestow upon you an enhanced version of the *Garb of the Depths*. In addition to the normal protections against Gloom and similar corruptive darkness, this outfit marks you as an usher of the dead, earning you the respect of psychopomps, gods of the dead, and similar beings, and the fear or respect of the departed.

You have also become a *Hyrulean Psychopomp*, gaining the ability to perceive and gather the souls of the dead in future Jumps. Your senses grow stronger at night, while underground, or within other dark spaces. Powerful and willful spirits may resist you, but this merely means you will need to wear them down. If you are wearing your new Garb of the Depths, souls forcibly bound to this world by necromancy or other means (for example, any souls attached to zombies) practically cry out to you, yearning for the afterworld and eagerly joining you, their chains easily broken by your very presence.

Finally, *Bargainer Statues* begin appearing in future Jumps, with six of them appearing in each Jump. They prefer any grand underground networks native to the setting, but will settle for particularly deep caves. A seventh will remain in your Warehouse for easy access. These statues allow one to communicate with local gods of death, and will also trade any souls you bring to them for valuable items found within the Jump. In addition, Items you have broken can

be instantaneously reacquired here for a number of lost souls equal to their original CP cost (or, if they weren't bought with CP, a mere 100 souls), bypassing any repair times.

Lomei Lord

Throughout Hyrule there are three Zonai Labyrinths, known as the Lomei Labyrinths. One is an island off the coast of Robby's former lab. Another is located deep in the frozen reaches of the Hebra region. The third labyrinth is located in the desert. You must visit each of these places, locating firstly their surface layers, then visiting them in the skies, before finally plunging deep underground to visit and face off against a powerful construct. When you do this for all three labyrinths, you complete this scenario.

Rewards:
For showing wisdom by exploring the labyrinths and solving their mysteries, courage by reaching the isolated mazes, and power by defeating their mighty guardians, you have proven yourself worthy of earning the *Purified Evil Spirit Outfit*. This outfit is a testament to the power of… well, power, and greatly increases your offensive capabilities, enhances your stealth, and causes you to look undead to mindless undead, causing them to leave you alone.

The second reward you receive for this scenario is a powerful ability to memorize the layouts of mazes, a *Maze Mind* (perk) which protects you from getting lost. This powerful sense grows sharper as it gets used and after a certain point it'll develop into a full on minimap in your mind's eye if you push it enough.

Clan Crusher

Everyone in Hyrule has been affected by the sudden ability to reach the depths. Some of the brave adventurers located in Lookout Landing have ventured down to the depths. And they aren't alone. Yiga warriors have taken to plundering the depths, setting up outposts throughout the cavernous region beneath the surface. To complete this scenario you must defeat Master Kohga aboard his goofy vehicle and you must attain all 34 Yiga Schematic books. Once you've completed both of these requirements you complete this scenario.

Rewards:
The first reward you receive for this scenario is *Autobuild*. This valuable ability allows you to essentially memorize different "builds" (composite machines created using one or more zonai devices) using zonai devices and gain the ability to create them even if you lack the proper zonai device but requiring that you pay a cost in zoanite that increases based on how many devices you are missing and the complexity of each missing device. The perk version of this ability you now possess can also be paid in in-jump currency rather than zoanite if you lack zoanite. You can also store an unlimited number of builds with this version of the power, rather than a maximum of 30.

The second reward you attain is a special *Yiga Schematic Book* which updates in every jump to include new custom designs based on the worlds you visit and the perks and items you attain. Designs in this book are also only half as costly as they should be.

Great Fairy Fashionistas

Throughout Hyrulian myth and history there are accounts of the *Great Fairies*. These mythic, statuesque women are figures of tremendous arcane power and they have frequently helped the various iterations of the hero. In this timeline these faeries: Tera, Cotera, Kaysa, and Mija, help you by using their magic to upgrade your clothes. That said, they need help. The imposter Phantom Ganon tricked them into hiding after they helped Link during the Calamity. If you coax them out of hiding, done by offering them both rupees and having a local musician or musicians serenade them with instruments they enjoy and have each of them upgrade an outfit as much as it can be upgraded you'll complete this scenario.

Rewards:
The first reward you'll receive is the *Brave Bard* reward. This handy perk gives you the same level of musical skill that past iterations of Link have possessed, making you an impressively skilled musician more than capable of growing in skill with assorted instruments and using them as a conduit to achieve outright magical effects.

The second reward you'll receive is a *Great Fairy Fountain* that is tucked away inside your warehouse (and can be imported into a setting if you wish). All four great fairies coexist here and whenever you upgrade an item you can choose which fairy does it. It is also cheaper to upgrade materials and any and all clothing you upgrade that comes in a set of some sort have special set bonuses, all of which double if you upgrade all linked items to their maximum level.

Unmasking the Yiga

The Yiga clan are not just under Hyrule. They are, to your discontent, as active on the surface as they are in the darkness of the depths. They are based in the Gerudo Desert, in a location some jumpers might be familiar with. They are also fully barricaded in their hideout, aside from two distinct groups. One group is made up of the annoying roving assassins that will occasionally harass you or other more lawful Hylians. The other group is decidedly more dangerous and consists of organized groups who have captured important locations like Robby's old lab, as well as a cave and a shack. Once you have visited and destroyed each of these outposts you'll naturally attain different parts of a Yiga outfit. With this outfit you can infiltrate the Yiga base in the Gerudo Desert. To complete this scenario you must visit the hideout, attain the lightning helm, learn the earthwake ability, and then defeat the Yiga hiding here.

Rewards:

For clearing out the Yiga base you have gained access to a reliable *Black Market* that is filled with shady merchants and questionable traders. These individuals will happily sell you, or anyone else who visits, bananas, mechanical devices, weapons, and even vehicles. If you import this as an in-jump location new merchants can stop by automatically, and if you keep this in your warehouse you will have a sense for when things will automatically replenish or shift as part of a cycle.

Your second reward is twofold. Your version of *Earthwake* is now twice as powerful, half as costly, and altogether more powerful. In addition to that, your display of martial prowess in clearing out the Yiga Clan has convinced seven Yiga: six footsoldiers and one blademaster, not QUITE to change their ways but to serve you as loyally as other Yiga serve Master Kohga. These warriors are loyal to you, awed by your power, and seek to bring about a future where you are in charge. They count as followers (though they can be imported as companions if you wish) for any and all perk/item purposes. If these folks are slain they respawn in your warehouse or some other similarly safe place the next day, no worse for wear.

A minor, third reward, is that your *Yiga Outfit* is now fiat-backed to be able to count as a simple uniform for other evil organizations in future jumps. This allows you to interact more easily with sapient baddies, particularly with minions, henchmen, and goons.

Lurelin Legend

The picturesque seaside village of Lurelin is a beautiful, peaceful place. Or at least it was until it was attacked by an unusually vicious band of monstrous menaces who somehow know how to maintain a boat and navigate the seas. It is… very unclear if this is an anomaly, or if other minions of Gannondorf's have this knowledge, but given the existence of at least one other canon group of monstrous pirates (on Eventide Island), it's clear that some monsters are intellectual titans who tower over their peers. These pirates attacked Lurelin and sent its inhabitants to the winds. Some of them ended up in Lookout Landing and eventually ask you to go check on their village.

You find the village in ruins, inhabited by the band of powerful pirates. If you defeat the pirates, including either a devious mastermind or unlucky klutz located in the well, you are asked by the locals to help with rebuilding. If you aid them in rebuilding Lurelin Village then you complete this scenario!

Rewards:
By helping the people of Lurelin rebuild you have become *Jumper the Builder*. This gives you the skills of the mythic builder Bolson, the man, the myth, the legend himself. You are incredibly adept at building houses and shops, able to do so in hours even by yourself, provided you have the necessary materials. You can even build ships and the like, though you are somewhat less skilled with this than you are with building houses and other such structures.

You have also earned the loyalty of the people of Lurelin, and Lurelin Village itself becomes a place you can live in for free, and that follows you into future jumps.

Zonai Engineer

Zonai Engineering. A hell of a thing, as you quickly learn while exploring Hyrule, the skies, and the depths. Zonai mechanics built constructs, amazing devices, and most likely played a role in the construction of things like the Lomei Labyrinths. This scenario involves you exploring Hyrule, encountering each kind of construct, each kind of device, and recovering each of the *Schema Stones*. To complete this scenario you must recover all of the Schema Stones (12 in total), encounter and make builds with all 27 Zonai Devices, encounter and interact with all of the different types of zonai constructs (both friendly and hostile), and max out your zonai energy cell (48 energy wells in total).

Rewards:
By completing this scenario you've naturally gained an honorary degree in *Zonai Engineering*. You are now an engineer, capable of creating zonai constructs from zoanite, and very importantly you know how to convert other materials into zoanite and zonai energy charges. This is represented by a perk: *Honorary Zonai Mechanic*, which fiat backs both your knowledge of the mechanical things you witnessed and interacted with, as well as grants you an enhanced learning rate when it comes to artificial intelligence, engineering, and robotics (which helps create new kinds of devices and constructs). You can also make blueprints for devices and constructs you've made.

The second reward you attain for this is a fiat-backed zonai capsule dispenser which appears in your warehouse and releases bunches of zonai capsules (complete with devices!) five times a day for free. You can also get more if you give the dispenser zonai charges. Zonai capsule dispensers can also be spread throughout future jumps, and intentionally spreading them causes them to attain new types of zonai devices, one per jump.

The third reward here is something special. You now have the friendship of a *Flux Construct*, one of the amorphous, hulking guardians of various sky islands and certain important places deep underground. These powerful constructs are capable of a range of attacks and mobility options including flight and somewhat modular shapeshifting and this one has your back. This is a fully powered *Flux Construct* that if defeated respawns in a day in your warehouse or some other similarly safe location.

Goddess' Glory

This scenario begins the first time you happen across one of the three goddess statues located in one of the three fountains: the fountain of courage, wisdom, or power. These statues will inform you that they no longer feel connected to the Mother Goddess Statue in the Forgotten Temple. To do this you'll need to retrieve a claw from Farosh and bring it to the Goddess Statue

of Courage, a claw from Dinraal and bring it to the Goddess Statue of Power, and a claw from Naydra and bring it to the Goddess Statue of Wisdom. After doing all of this you'll be prompted to visit the Mother Goddess Statue in the Forgotten Temple, which will tower over you and give you your reward.

Rewards:
You have been *Blessed by the Goddess*. You are now incredibly likeable, at least with regards to benevolent beings of great power. These beings are likely to offer you small tasks, ones less dangerous than the ones you undertook to get this blessing, and if you complete them for the beings in question they'll bless you, making you a chosen of theirs and also generally dote on you.

The second reward you've received for completing this scenario is the *White Sword of the Sky*. This is an unbreakable blade of freedom, glory, and life, and it is exceptionally potent against both creatures of darkness and those who seek to keep others in bondage. This blade can turn dark, indicating that it needs a bit of time to recharge, but is never truly broken. Additionally *The Forgotten Temple* (and the Mother Goddess Statue inside of it) follows you along your journey, with the Mother Goddess herself proving a steadfast ally in the perpetual fight against evil.

Depths Delver

The depths are a strange and dangerous place. And yet they are a vital strategic location filled with incredible beauty and essential resources. Early on in your journey you are likely to be given a primer into this location's whole deal and it is very likely that you will spend some time in this place over the course of your journey in this iteration of Hyrule.

The key to completing this scenario is simple. You must explore the depths fully and restore light to this dark place. When you successfully activate each of the 120 Lightroots that illuminate disparate portions of the depths you complete this scenario.

Rewards:
The first reward you find for completing this adventure is a special *Miner's Outfit*. This set of clothes glows, though you can dim it at will (and at most it is not as bright as a brightbloom seed), and while wearing it, you can see freely in the dark. This also reduces the damage you take from falling rocks and the like. If you check the pockets of these outfits you'll find a small number of brightbloom seeds that when struck shine and spread light in a small area around themselves.

The second reward you get for completing this is *Luminous Explorer,* a perk that allows you to spend energy to create your own light roots. These objects populate caves and other underground areas and when activated, brilliantly shine filling places with restorative light that weakens creatures of darkness and allows for safer exploration of such places. Creating a single light root is somewhat easy, but creating an expansive network takes a good deal of energy unless you have some sort of special object to root light roots to, such as a network of

structures from which light roots can extend downward. How much a single light root illuminates depends on how much energy you put into it, but even small ones can easily illuminate caves of decent size.

Skyward Bound

The Upheaval threw Hyrule into disarray. Some places were thrown into the air, such as Hyrule Castle, and chasms leading deep underground were opened. The emergence of the Sky Islands and the debris they routinely cause to crash to Hyrule's surface have made life on the surface a touch more dangerous and chaotic.

To complete this scenario, you must explore every sky island and complete every shrine located on them, all 32. This also includes exploring the sky labyrinths and doing the skydiving challenges. When you have fully explored the last of the sky islands, you complete this scenario.

Rewards:
The first reward you receive for this is one that reveals itself the first time you go skydiving after you complete this scenario. While in mid-air, a strange creature will come out of nowhere and catch you. This strange pal is a friendly, fast, and powerful loftwing: an ancient kind of bird once used in the distant past to explore the skies above Hyrule by truly ancient Hylians. Now it has come to your side to help you explore the skies here and in future jumps! This bird-buddy is strong enough to fight but it is defeatable. If it falls in battle it respawns the next day no worse for wear. This loftwing can carry you into the sky and will happily fight alongside you, helping you fend off skyward foes as well as harassing those on the ground.

The second reward you get for this scenario is an upgraded *Glider Suit*. This handy thing gives you incredible mid-air maneuverability and also protects you from falling damage no matter how high you fall from. This outfit is also quite stylish!

Shrine Savior

A simple yet daunting task. To reclaim your true might and vigor you must explore Hyrule in its entirety and prove yourself by completing all 152 shrines. That's all there is to this scenario. Once you've attained all 152 *Lights of Blessing*, you complete this scenario.

Rewards:
You truly are a hero and it is only fitting that you have a *Hero's Physique*. This grants you the imposing physique of the warrior who defeated the Calamity, and fiat-backs your physique so that barring something as destructive as a drawback, you can never be brought lower than your current might. Corruption meant to poison the body and mangle one's stamina slides off of you, ignored by you and you are protected from things like diseases that atrophy your body.

Beyond this you possess a slate of *Lights of Blessings*. You can infuse people with these lights of blessings to protect them and heal their bodies and minds, allowing you to restore long lost stamina and health. You are both healed and a healer now jumper.

Hero of the Kingdom

The ultimate scenario. This scenario is completed when you complete all of the other scenarios listed before this one, in both the *main quest* section and the *side quest, locations, and miscellaneous scenarios* section. This scenario serves as recognition for your dedication to Hyrule and its people, having required that you explore every corner of Hyrule whether you are exploring ancient shrines or trodding across distant sky islands. Hyrule itself is in awe of your heroism and you have earned a remarkable reward.

Rewards:
Your first reward for not only saving Hyrule but also exploring it, learning about its history, and helping even the lowliest of its residents is that you have become like Rauru, Hyrule's first king. In become somewhat Zonai-like, you have taken Rauru's abilities and internalized them, mastering them and becoming a *Hero of the Kingdom* (which is a perk). This makes it so that Rauru's Right Arm becomes a true extension of yourself and you can forever use Rauru's zonai-abilities, even when you are stripped down to your body-mod. This includes *Autobuild* and *Rewind*. It is a fitting reward for one who loves Hyrule so deeply that you permanently keep a part of Hyrule inside of you and can always rely on the powers you gained while combatting the latest iteration of Ganondorf and his monstrous minions.

The second reward you attain for completing this scenario is that it allows you to take the entirety of this iteration of Hyrule with you along your chain. Every corner of Hyrule, and any willing individual, gets to go along with you for the remainder of your chain. Anyone who wishes to stay gets to stay (and a copy of the Hyrule created by your actions remains, in case your chain does not operate on standard "Time stops when you leave" rules). This also doubles how many followers each individual location grants you.

The final reward for this scenario is that you gain the knowledge needed to create shrines. These shrines can serve as valuable training grounds for future heroes, and can be infused with Lights of Blessing which work for them like they worked for you: purifying corruption and restoring health and stamina. You can, at will, create dozens of shrines in an instant and spread them around a sizable distance around you.

Noncanon Scenarios:

These scenarios are not necessary for the Hero of the Kingdom scenario and build on existing lore but are, even beyond the scope of normal scenarios, entirely optional.

Hero of the Ages

This iteration of Hyrule is curiously linked to the past. Throughout the world you can find relics of the distant past, items infused with a certain degree of timelessness that fill you with a strange nostalgia and sometimes even bizarre powers. This scenario requires that you find all of the outfits linked to Hyrule's epic history. These outfits are the Dark Set, Fierce Deity Set, Hero of Awakening Set, Hero of the Sky Set, Hero of the Wild Set, Hero of Time Set, Hero of Twilight Set, Hero of Winds Set, and the Hero Set. When you achieve this notable goal this scenario is completed.

Rewards:
For completing this scenario you learn to tap into *The Heroes' Memory*. This links you to your past lives, which will always be skilled in different areas than you are, and will have much to teach you. You'll passively, albeit very slowly, absorb these skills as you do what different reincarnations of yours are skilled at, and you can learn at a dramatically enhanced rate if you go to sleep and choose to actively learn from your past lives, or enter a state of meditation with the express purpose of learning from your past lives.

The second reward you attain for this scenario is that the outfits you have earned here become fiat-backed *Heroes' Relics*. This makes them more durable and gives you an impressive skill boost when you wear them while doing something related to them, such as sailing or swimming while wearing the clothes of the Hero of Winds.

Imprisoning War

Requires successful completion of the Hero of the Kingdom scenario.

This unusual scenario begins at the end of your adventure. When you are done with the *Hero of the Kingdom* scenario you may expect to spend the rest of your jump relaxing in a Hyrule that you saved. At some point along your journey, however, Zelda, Purah, and Robby approach you with something deeply strange: a guardian you may or may not remember. This dog-sized egg-shaped fellow is named Terrako and is a time-traveling guardian that once helped save the world in an alternative timeline. This version only has scattered memories of that time, but is here on a mission and Purah, Zelda, and Robby have tirelessly worked alongside it to make that mission a possibility. Together the four have achieved something impossible: they have figured out how to reliably use Terrako to create a portal to the unthinkably distant past. Zelda wishes for you to go on one more adventure. She wishes for you, along with her and all of the friends you've made during this journey, to venture to the Age of Imprisonment and fight alongside

Rauru, Mineru, the ancient sages, and save Sonia, and Hyrule. If you agree you appear in the past at the moment that Zelda first enters it after Ganondorf reawakens and plunged Hyrule into chaos. But you are the not only ones to benefit from time-travel.

No matter how thorough you are in your efforts, some figures loyal to Ganondorf will be here as well and they will flee to the side of the Demon King. This allows him to gain some bit of knowledge regarding the wibbly woobly timey whimy shenanigans occurring and sets the stage for a truly apocalyptic conflict. A cinematic stage has been set for you, dear jumper, you must save the world and stop Ganondorf from being able to attain the victories he will gain in the Wild timeline, cutting it at its root. Defeat Ganondorf once more, and save the world without punting the problem down the road for future generations to deal with. When he is slain and the world is saved you have completed this scenario.

Rewards:
Aided by Terrako, Zelda, the new sages, Rauru, and Sonia, you have truly become a *Hero of Courage*. You are fearless, no matter the source of the fear, and you can turn courage into power and wisdom. Creatures who thrive on fear are weakened by your radiant aura of courage, and the power of your heart inspires others to be heroic and to give their all.

Your adventures here have allowed you to meet another true hero of courage: *Terrako*, a powerful warrior and mighty guardian despite his unimpressive size. This time-traveling hero has become your newest follower and companion, and is ready to protect you and fight alongside you to secure a brighter tomorrow. Additionally, Rauru, Sonia, and the ancient sages, and a fully living Mineru all become followers as well.

A final reward for this is a rare buff to a companion. During your journey here Zelda and you discovered the mysterious origins of *Secret Stones* and mastered the impossible art of *draconification*. The two of you can both make Secret Stones and somewhat freely swap between human and dragon forms, though this is still pretty energy intensive. Enjoy this boon, jumper, by completing this scenario you've surely earned it.

Notes:

-This is inspired by Pokebrat_J's fantastic BotW Scenario supplement.
-This was announced, and a WIP was shared to various spaces on August 19th, 2025.
-This was completed and published on August 29th, 2025.
-All location rewards (such as Zora's Domain) can be imported individually if you'd rather import some but not others. If you wish they can also exist in your warehouse and you can enter them at will to summon forth individual followers (including named friends).
-All vows count as items, though if you wish they can count as perks but such a decision is permanent and locked in at the end of the jump. This is relevant for lockout drawbacks and the like.
-If you wonder why I note whether rewards count as items or perks it's because I want it to be clear that they can be affected by things like uncappers or item-multipliers. Obviously how you square this in your jumps is up to you, but the actual intent is that these things are ultimately compatible with such perks or item modifiers.
-Yes, some things are out of sync with how they work in the base game. I have to do some of this to help spread out rewards and also to more cohesively do things than how the base game did. It's messy and imperfect, but I didn't want some scenarios to give a whole bunch while others gave nothing.
-If you already did the BotW Scenario Supplement… Enjoy squaring the circle that is having to do some things, not quite *again*, but definitely similar to what you've already done. The real awareness that many people who come here and do this will have gone there and done that did touch on some design philosophy things here, such as why I didn't add simple weapon items for the Sage scenarios. It presented an interesting challenge that encouraged me to have some fun with items, but I didn't let it be so egregious that rewards make no sense. Finding rewards was fun, albeit a little silly at times.
-One particularly odd bit is the *Zonai Repair Station* in the Mineru scenario. It is, essentially, the device where Mineru's construct was kept, but given some new features to buff it up to give you a cool normal non-location item.
-Please note that the actual order you do the main quest scenarios in doesn't matter all that much. They are written in a sequential order that mirrors how they go in the source material, but so long as you can plausibly explain doing them out of order in your chain that takes precedence over their order here. Obviously, you should be cognizant of butterfly effects but there are truly so many OCP perks for precisely that sort of thing that I don't doubt you can find some way to sequence-break the canon plot as a jumper in a million different ways. And even in the base game it's possible to get really silly with all of this. In my main save file I got the Master Sword in its recovered state shortly after facing Colgera. And I bet a thousand Lets Players got much weirder than me in their saves.
-The purpose of the side scenarios is to give you incentive to do a lot of the more interesting stuff. It's not to 100% the game but in jump form. I wanted to capture all of the big stuff, and not hyperfixate on the multitude of side quests and mini-adventures, as this game definitely feels bigger than its predecessor.
-There are a lot of good ideas in this jump document. I'm not sure who all is comfortable being namedropped, but plenty of friends, old and new alike, have contributed ideas that have made

their way into the jump document, albeit usually with a twist of some sort. If you are one such person, please know you have my gratitude and appreciation, and I'm delighted we could collaborate in some small way.
-Big thanks to J (I don't want to say someone's full first name without their consent), who was the main contributor to the Poe scenario and did a fantastic job writing up something really fun with very, very few edits on my part. J also contributed several things to this. Appreciate you homie! In the same chain of thought, someone anonymously helped with the *Unmasking the Yiga* scenario and this is a big thank you to them as well.
-Not every idea made it into the final version of this, but my hope is that this captures a lot of the style and substance of both the BOTW's Scenario Supplement and TotK. I feel like I created something fun that rewards jumper exploration of Hyrule in this iteration and pushes jumpers to experience the setting as envisioned by Nintendo. I also enjoyed the noncanon scenarios. I COULD revisit this and update it, but I feel like I captured enough of the really big stuff that it's not super likely that I'll do so, unless we get a truly shocking announcement and Nintendo reveals that there is some DLC in the works (which would contradict past declarations).
-Terrako! Look at that lad. Look at that unit.