

Linked Game DLC

IF YOU HAVE NOT BEEN TO ORACLE OF AGES **AND** ORACLE OF SEASONS, LEAVE.

When his adventures in Labrynna were over, Link left and returned to the Shrine of the Triforce, where it promptly sent him to Holodrum. Or did he finish in Holodrum and it sent him to Labrynna? It could be either way, it's not clear. Regardless of what order, there was more to follow.

After Veran and Onox's defeat, both of them claimed it was too late, that the Flames of Sorrow and Destruction had both been lit. Why this would be important was still unknown. Allow me to tell you the truth. Veran was a sorceress in training, taught by none other than Twinrova of the Gerudo. Onox was a demon from the Dark Realm, called to Hyrule and sent to Holodrum by Twinrova. Both of them were under her command, and both of them followed her will. The Flames that they lit were part of a ritual of Twinrova's own design, a perverse mockery of the triforce and her own resurrection at Ganon's hands.

When Link slew the second villain Twinrova began to make her move. Princess Zelda had left Hyrule Castle due to a premonition of sorts, quickly moving to Impa and Link's side in an effort to help them against the villains. As Link suffered through the death throes of his foes, Twinrova captured Zelda. Through this action, she lit the third and final flame, the Flame of Despair.

Here, your path will split. Heroes, Villains, and the Oracles. Drop In's may take any side they wish.

Heroes Path

The simplest route, and probably the most forgiving. All you need do is ensure that by the end of your time in the jump, Ganon is not currently alive. Whether this means you prevented his resurrection or slew him once more is not important. To begin, you will need to return to Hyrule - more specifically, to the Gerudo Desert when the ritual will take place. This is not as easy as it sounds. Thankfully, you have backup.

If you are in Seasons, then you will gain the assistance of three hylian knights. They're a little rusty, and have just recovered from their near fatal encounter with Onox, the one ended with Din kidnapped. Make no mistake, they are your allies through thick and thin, and are some of Hyrules best knights. Other than yourself of course. They may even be someone you went through training with. Unfortunately, they've been undercover as musicians for a bit, and are slightly rusty as a result. On top of that, they should probably still be in bed. Near fatal attack, remember?

If you are in Ages, then you gain the assistance of… Ralph. The good news is that he's not injured in the slightest. The bad news is that bar a particular variation of the spin attack, his combat skills are subpar. He goes round and round and cuts everything nearby to shreds, but he literally can't stop. To make things better and worse, he's figured out how to enhance his blade with magical energy, thus raising its power. He also gets dizzy and is out of commision for a moment every time he does his great spin. Hopefully the raw power of the attack will buy the two of you the time needed to recover.

Now, the journey to Hyrule. Sadly, the Shrine of the Triforce is IN Hyrule, and thus not available to send you far away to a distant land where you are needed. Also, you would probably lose most of your gear, making it a less than desirable method of transportation. With that in mind, you'll need an alternative method. Once more, there are two available to you. The Piaters and the Witches. And walking, but that's a horrible idea.

The Pirates are in your debt twice over. Once for freeing them from the Sea of Storms in Labrynna, and once for finding their captains' skull. Convince them they owe you, and they'll be able and willing to sail you to Hyrule. This is the slower of the two methods, but is arguably far safer. Unfortunately this won't be smooth sailing. For a third time during your stay, the batlike creature known as Vire will be assaulting you. Quick, agile, and capable of shooting fireballs at you from far far away. More than that, he's surrounded himself with a swarm of Keese. Given that Vire himself is a handful of Keese wrapped up in one body, you won't be able to slay him until every last one is dead. A decisive strike before he can replenish might do the trick, but that requires you to get up close and personal, something he's unlikely to allow. Unless you're extremely skilled with a seed shooter, boomerang, or slingshot, he'll be harassing you the whole way.

The two witches, Syrup and Maple, on the other hand, owe you nothing. You've done them a small favor or two, yes, but they almost immediately paid you back with a goods or service of some kind. If you want to get their help, you'll have to earn it. Thankfully, there is something you can do. One of Onox's minions stole one of their healing potions after he limped away from your battle. A demented wizard known as Agunima, a name you ought to be familiar with. He's locked himself away in a nearby cave and has raised such defenses that the two of them can do nothing about it. That's where you come in. Fight him a second time, whoop his ass for thievery, maybe steal a trinket or two as payment. Given that you beat him once already, it should be easy. What's not so easy is the army of Wizzrobes and Poes he's conjured up as guardians. Guardians that will be actively interfering in your fight. Regardless, if you manage to beat him and return triumphant, Syrup will order Maple to give you a ride on her UFO. Very fast, but also hold on for dear life.

Once in Hyrule, you'll have little issue actually reaching the dessert. If Vire isn't dead, he will call off the attack in favor of warning Twinrova that you're coming. If Agunima managed to survive the second go round and escape, he will have done the same. Thankfully, you won't need to fight either of them again after Twinrova expresses her 'displeasure' at their failures. Regardless of Twinrova's poor retirement plan, any stragglers from the group you fought will be all that stands between you and the Gerudo Desert. Given that you've got this far, it should be easy enough. Once in the Desert, your ally/allies and your ride will be more than enough to hold off whatever forces Twinrova has managed to scrape together to slow you down. Leave them to your friends' blades, and move past them to Ganon's Castle.

From there, things are simple. No tricks, no last minute surprises. Simply make your way through Ganon's Castle, fight Twinrova, save the princess. Honestly, other than the fact that Zelda is here it's basically just another dungeon, and you've already been through sixteen of those. The only thing you really need to be worried about is that the Castle will start to collapse shortly afterwards, so you should probably get the girl and skedaddle.

Villains Path

If you stand against the Light, then obviously you'll be helping Twinrova resurrect Ganon. Your goal is therefore to bring Ganon back and maybe even to kill Link. Depending on whether you were in Holodrum assisting Onox or in Labrynna helping Veran, things will change slightly. First off, with both of them dead (but successful, that's important) you need an excuse for why this isn't your fault. That's going to come in the form of one of your coworkers, a fellow minion.

In Holodrum, the dark wizard Agunima barely made it out of his fight with Link. He's currently hiding in a deeper level of the Dancing Dragon Dungeon. Still wounded, and with a great deal of his magical armaments damaged or flat out broken. If you didn't notice by his name, he's a prideful fellow, extremely confident in his power and skill. Hell, he named himself after the alter ego of Ganon, Agahnim. Unfortunately, he's lost and lost badly. Convincing him to back you up against Twinrova's fury is no small task. He wants replacements for his lost tools, healing to get back into top shape, and another chance to put Link down. And it just so happens that there lives a witch not too far to the south. Stealing (or buying, if you're a wimp) the first two should be easy, and the third will come soon enough.

With that done, Agunima casts some dark voodoo on Gohma's corpse and brings it back. Not to life exactly, he isn't powerful enough for that - "Yet!" - but a zombie of sorts should make for a decent ride on your way back to Hyrule. If you're willing to wait a while longer, he claims he can either make or summon up a decent number of Wizzrobes and Poes to serve as backup to the two of you. If nothing else, they can die first as the two of you run away to find a new boss.

In Labrynna, Vire has lost to Link twice now, but has survived both fights more or less intact. His 'body made of Keese' trick makes him exceptionally hard to put down for good. Nonetheless, you can't go back alone, so it falls to his cowardly ass to help you. Compared to Agunima, Vire is actually quite simple. He wants more Keese to work with. If you don't know, Keese are basically bats. Either pick Vire up and lug him around with you, or just take a stroll through Labrynna's many caves until you've collected enough to sate his cowardly nature. Vire's home away from home, the Mermaid's Cave, has a decent number of them but according to him that's not enough.

Once that's done, Vire will demand that you return to the cave, and promptly dive underwater. When he eventually comes back up, he'll have a duo of Octogons clenched in his claws. Siblings or children of the one Link killed, though he doesn't know which. If you feel like wasting even more time, you can capture even more bats for Vire, or have him collect the remaining three Octogons. While they won't be much use inside the Gerudo Desert or Ganon's Castle, the fact that you brought back some spare monsters should please your crazy boss lady.

At this point, you really should move your ass and get back to Hyrule. The extra monsters you brought with you should buy you some small favor should you have obtained them, though the fact that you wasted time getting them might burn it away. If you see an opportunity to take potshots at Link on your way back to Hyrule you may wish to do so, but otherwise just kick it into high gear and get moving.

Once you get back, you'll be immediately drafted into upping the defenses against Link. He still has to trek across the countryside a certain distance no matter what he does, so you have a few opportunities to put him to the sword. Whatever forces you brought with you, Keese, Wizzrobes, Poes, Redead Gohma, Octogons, as well as Twinrova's own forces - a decent supply of Moblins, Darknuts, and other lesser monsters. However, if you did manage to stall Link on your way back, then she has a surprise in store for the both of you. She's called out to the Dark Realm a third time and called up a demon she calls 'Madus'. Much like Veran it's got blue skin, though it acts more like Onox. This charming asshole is stupidly durable, partly due to his own nature, and partly due to the enchantments you bought Twinrova time to cast. If you didn't buy her that time, you're instead left with a small handful of oversized worms they call 'Dulga'. Stupid, but suprisingly stealthly what with them swimming about beneath the sand.

At this point there really isn't much more to do but actually go into battle. Arrange your forces however you like, and get ready to throw them into the grinder. Link will be here soon, alongside a small number of allies. Your job is to brutally murder as many of them as possible. Or. You could do the complete opposite, and brutally murder your allies. Vire or Agunima, 'Madus' or 'Dulga', whatever ground forces you've managed to acquire. Why would you do that you ask? Why, to speed up the ritual that's bringing Ganon back of course! All that delicious life force, you might just be able to bring Ganondorf back in his full glory instead of the beastial Ganon. Hell, you might be able to speed the ritual along to the point where he's back and on his feet before Link ever arrives. Throw your captured princess into the mix and this has a definite shot of working. All you have to do is throw away your chance to kill Link and stab a few of your allies in the back - the more the merrier!

Oracle's Path

If you aren't taking the fight to Ganon, and you aren't fighting for him, then what exactly is left for you to do? Well, assuming Link is the pound of cure to this dark disease, how about you go make an ounce of prevention? Things will change somewhat depending on where you are - mostly which half of the team you'll be working for, but the end result of this will be the same. Ganon sealed away once more, hopefully never to return. We've seen how that plays out though, so maybe something a bit more final is in order.

If you are in Labrynna, you'll be teaming up with the first party. Nayru will gather up her allies, Ambi, and the Captain, and send the lot of you even further back to an era when Link is running around with a talking hat. Immediately upon arriving she will abandon you… leaving you in the hands of Nayru, Din, and Farore? A past trio of Oracles, suddenly very confused. Whether you actually explain what's going on doesn't matter - if you tell them, they'll help you. If you try to keep it a secret, Farore will immediately understand what's going on and do the explaining for you. Somewhere along the way, a young man(?) calling himself Sheik will arrive claiming that Princess Zelda sent him(?) to assist you, dragging a young woman by the name of Syrup with him. Given that this all started because of her prophetic dreams, it's even likely to be true. With your forces assembled, the second part can begin.

If you are in Holodrum, then you'll be working with the second party. Din will gather up her own team, Ralph, Maple, Impa, and the Captain. Why is he here twice? Well, he's just that old. Farore is here as well, and Nayru will show up in short order claiming that the first half of the plan is in motion, is about to start, and has already finished. Time travel is slightly confusing, but so long as you yourself manage to fulfil your part, things should be fine. That said… no one has actually explained the plan to you, so maybe you should get Farore to do that?

Regardless of which continent you are one, and which time period you are now in, once you're ready to set out, the first part is simple. You need to get to the Gerudo Desert and Ganon's Castle. By boat, by foot, honestly it doesn't really matter. In the past, Sheik can use his(?) royal conscription to commandeer transportation of some kind, or the Captain can call his crew and you can sail. In the present… Impa can do the exact same thing, and so can the Captain. Maple or Syrup might even be willing to fly you there. Pick a path, make a plan, and get moving. You have time to spare since the past is the past, and the future is coming in through the wrecked army that Link left behind, but that doesn't mean you can or should waste time you might not have.

Once in the Gerudo Desert, things become clear. You need to seal away Ganon, but the crew in the future doesn't have enough time to make one from scratch. Even if you doubled the number of participants, Twinrova would never allow it, and between her interference and the nearby army, you would never be able to make it in time. But, repair a broken one? Much more doable, thus the need for the party in the past. Ambi or Ralph with Nayru, Impa or Sheik with Farore, and Syrup or Maple with Din. The royal bloodline of Holodrum, the ancient technology of the Sheikah, and a legacy of magic from the Witches. An artificial triforce made from Leadership, Loyalty, and Legacy, paired with the Oracles of Seasons, Ages, and Secrets, and bolstered by the goddesses of Power, Wisdom, and Courage, and using the same man to anchor the two rituals together into one. In any other scenario, it

would be a work of magic to last forever, to go down in stories for as long as Hyrule still stood. I'm afraid things won't be that easy.

In the past, a young wizard named 'Vali' is making a menace of himself. Specifically, the pervert seems to have fixated on Ambi. Given her relationship with the Captain, this means both of them are out of commission for the time being. Good news is, he isn't actually that dangerous. Bad news is, as long as he's around then the ritual can't go on. Back to the good news, there's only one of him and there's seven or eight of you. Deal with the irritating wizard and get back to work! Just don't kill him, because god knows what that would do to the timeline.

In the future, Twinrova is getting truly desperate. Link has cut his way through her army and she can smell the sheer amount of magic your ritual is putting off. Normally she would come to smash you in person, but that means leaving Zelda unattended and Link unmolested. Normally she would send her army and generals after you, but she's no longer confident that's enough. That's why she's pulled out an old friend to help her. The Iron Knuckle armor, a giant suit of armor that Onox's own was based on. Sturdy as hell, hits almost like Ganon himself, and strong enough to send you flying, the Iron Knuckle isn't anything to scoff at. Be careful not to kill it's brainwashed pilot and get the ritual up and running!

Assuming you're successful, the ritual will be cast, dampening dark magics across all of Hyrule, only to be broken by the young Twinrova not so far in the past. Later on, near the end of your battle, the ritual in the future will finish and bring the whole thing back online, at full power even. With Twinrova's artificial triforce negated by your own trio of triforces - Tri-Triforce? Nonaforce? - the dark ritual meant to resurrect Ganon will fail and the flames of Destruction, Sorrow, and Despair will go out. Well, assuming that he isn't back already. If he is, he will still be weakened, but I suggest going to help.

Rewards

In exchange for completing the scenario, you have a handful of options to choose between. There are three rewards, of which you may pick two. If you choose a reward not from your Path, you may only choose one.

Heroes Rewards

Blessing of Courage

The Triforce of Courage is associated with Farore, the Goddess of Courage. According to the ancient legends, she is the goddess who created all life. She is also often associated with wind and the forests. As part of your reward for slaying Ganon, you've been given a fragment of life magic that makes up the Triforces blessing upon its hero. Up to eight times per jump, whenever you defeat a particularly powerful foe - a boss monster, if you will - you'll be able to steal a fragment of its life energy for yourself. This extra 'heart' will usually equate to about 1/3 of your base health, though it may occasionally be a tad more or less. If no such creature exists, or you don't intend to go looking for them, you may instead find a total of sixteen lesser sources of this life energy in places where it would concentrate over time. An ancient battleground, deep inside a forest, a graveyard, so on and so forth. When combined, this will equal to about four 'hearts'.

A Really Loyal Horse

Link's horse was abandoned at the Shrine of the Triforce not once, but twice. And even after that, it still served him faithfully. If anything, it seems to have sought him out after the first time, if only so that he could go back and leave it there a second time. Perhaps it is a descendant of the legendary Epona? Regardless, this horse is bound to you and as such has a useful power. When you whistle for the horse, it will hear you no matter how far away it is. Of course, that does not mean it will come right away. If you leave your horse days or weeks away, it will take days or weeks to reach you. And that's assuming there's a path for it to follow - if you're across the ocean or somewhere equally unreachable, then I'm afraid that while it will draw near, it will eventually give up. Oh, and don't worry too much about feeding it while it's alone - nature's bounty will simply open up whenever it needs a meal and you aren't there to provide. Farore's doing, I'm sure.

Zelda

Every hero needs a princess! And to think, she almost went for an entire adventure without getting kidnapped or otherwise molested by the darkness. Well, damsel in distress tendencies aside, as one of your potential rewards for slaying ganon and rescuing the princess, you can take Zelda with you as a companion. You don't exactly have a close relationship with her - a temporal aftershock of the downfall - but you've saved her four times now so it's not as if you are a complete stranger to her. Perhaps this time will be the charm that relights your reincarnation romance?

Villains Rewards

The Dark Ritual

Twinrova's damned masterpiece, their attempt to resurrect Ganon, and the artificial triforce it runs on. This perk is actually two fold - unless you bought both flames prior to this, the ritual itself may be useless to you, so it has a second option. In addition to Twinrova's ritual that combines Despair, Sorrow, and Destruction into a 1up for you. The more energy they generate the better off you'll be, but in theory as long as all three flames are lit, no matter how close they are to dying out, you'll be able to use them to come back once per ten years. Of course, if you lack the flames… Well, you also have a small portion of the same talent that Twinrova has, the same one that created this ritual in the first place - the ability to create dark, damned, and defiled copies of things considered sacred and holy. The dark mirror to the triforce, creating a mockery of Hylia's reincarnation control. Perhaps you yourself might wish to create a dark blade to extinguish the light? Well, best of luck with that.

Flame of Despair

The third and final flame necessary to complete the Dark Ritual. Much like the other two, this flame feeds on negativity and enhances it in turn. Thematically similar to the Flame of Sorrow, this one is more… soul crushing. Instead of destroying their life through bad decision making, it simply removes their will to live as they fall into despair, hence the name. Of course, their despair is good for you, and as you wreak havoc and it drains away at the land, you will find yourself growing smarter and feeling more alive. This 'mental energy' is what is drained and siphoned into you. Destruction was the body, and Sorrow was the soul. Despair is the mind.

Ganon(dorf) or Twinrova

Now this is probably a spectacularly bad idea, but if you wish to do so, be my guest. Also, in spite of the name you aren't limited to the two of them, as you can take any surviving member of the forces of darkness once Link is dead, defeated, or otherwise out of the picture. Actually, since Ganon(dorf) is ridiculously strong and Twinrova is actually two people, you can take two lesser allies such as Vire, Agunima, 'Malus' or the Iron Knuckle, or an entire group of trash mobs such as Agunima's Poe and Wizrobes, or Vire's Keese and Octogons.

Oracle's Rewards

The Second Oracle of Secrets

Farore's place in history is to be a supporting role to both her sisters and to the hero. Once upon a time that never was, she could have been a heroine in her own right, but such a thing never came to be. I'm not quite sure what's happening here, but I think she just dumped you with her powers and ran off to have an adventure of her own. Anyways, you new powers revolve around secrets. An unerring sense for when an area has an item you've not discovered yet, what kind it is, and roughly where it is, the ability to know when you're being lied to or misled and what the truth really is, and a truly phenomenal ability to hide both your person and entire locations from the prying eyes of villains. It's a secret to everybody after all. Except, perhaps, for the hero.

Farore's Memory

Each of the three oracles received a magical item to assist them in their duties. ...Whatever those actually are, I don't think they ever said. This green book was the one given to Farore, the Oracle of Secrets. The book compiles information, and expands on it to a certain extent. A half heard whisper about a lost item might be recorded in the book as the entire conversation, or perhaps revealing all the relevant details that you didn't actually hear. Of course, as an item belonging to an Oracle, it is stronger in their hands. While a normal person might hear a few words and receive the whole conversation, the Oracle can merely walk through the location where the item is and know it is there - at which point this book might as well turn into a copy of the guidebook, because it's pulled even more secretive information about that item out of thin air. Similarly, if a villain were to brag about even having a plan, the book would detail most of said plan.

Farore, Din, or Nayru

Assuming you walked the path of the Oracle, then you should know by now that their true power can only be unleashed when together. Though I suppose this is not a unique event, given the Triforce, or how Ganon always triumphs over Zelda or Link, but always falls when they work together. Regardless, I'm offering you the option to companion one of the oracles. Farore, the child that is wise beyond her years. Din, the possibly half gerudo dancer. Nayru, the eldest of the three and the slowest to act. Do keep in mind however, that this is quite literally the only chance to companion Farore.

If for some reason these options do not appeal to you, you may trade your two picks back in exchange for 100 cp each, spendable in either of the Oracle jumps. If you stuck to the theme and your origin in both jumps is the same, you may take three picks, for a potential total of 300 cp.

On the flip side, if you desire more choices than you should rightfully have access to, then you may pay 200 cp for an extra point, up to twice the amount you would normally be given, leaving you with four or six points depending on your loyalty to your origin.

The companion options may be taken twice, if applicable. There are three Oracles but only one Zelda after all.

Q - Are these paths mutually exclusive?
A - Sort of? The Hero and Villain paths mirror each other, but the Oracle assumes Link goes alone.

Q - Does the extra cp still assume I have my discounts?
A - Yes. If you failed to pick up your origins 400 cp perk or item, you will be able to afford it.