

GUIDE

ULTIMATE TRIAL

Will you be able to master the trials?

As life demands you to make decisions, so does the trials.

Do you strictly follow the events predestined for you?

Or do you question your way of life at the very end and go back to the beginning, where it all started?

It depends on you which path you will take.

– Credits and Special Thanks –

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Contents

Deep within the Lost Woods	4
The Hero of Time	6
Shiba	7

Equipment and Items

Equipment	8
Useful Tools	10
Upgradeable Tools	12
Buffs	14
Rupees	16
Heart Containers and Pieces of Soul	17
Stronghold Residents	18
Trade Quest	20

Locations

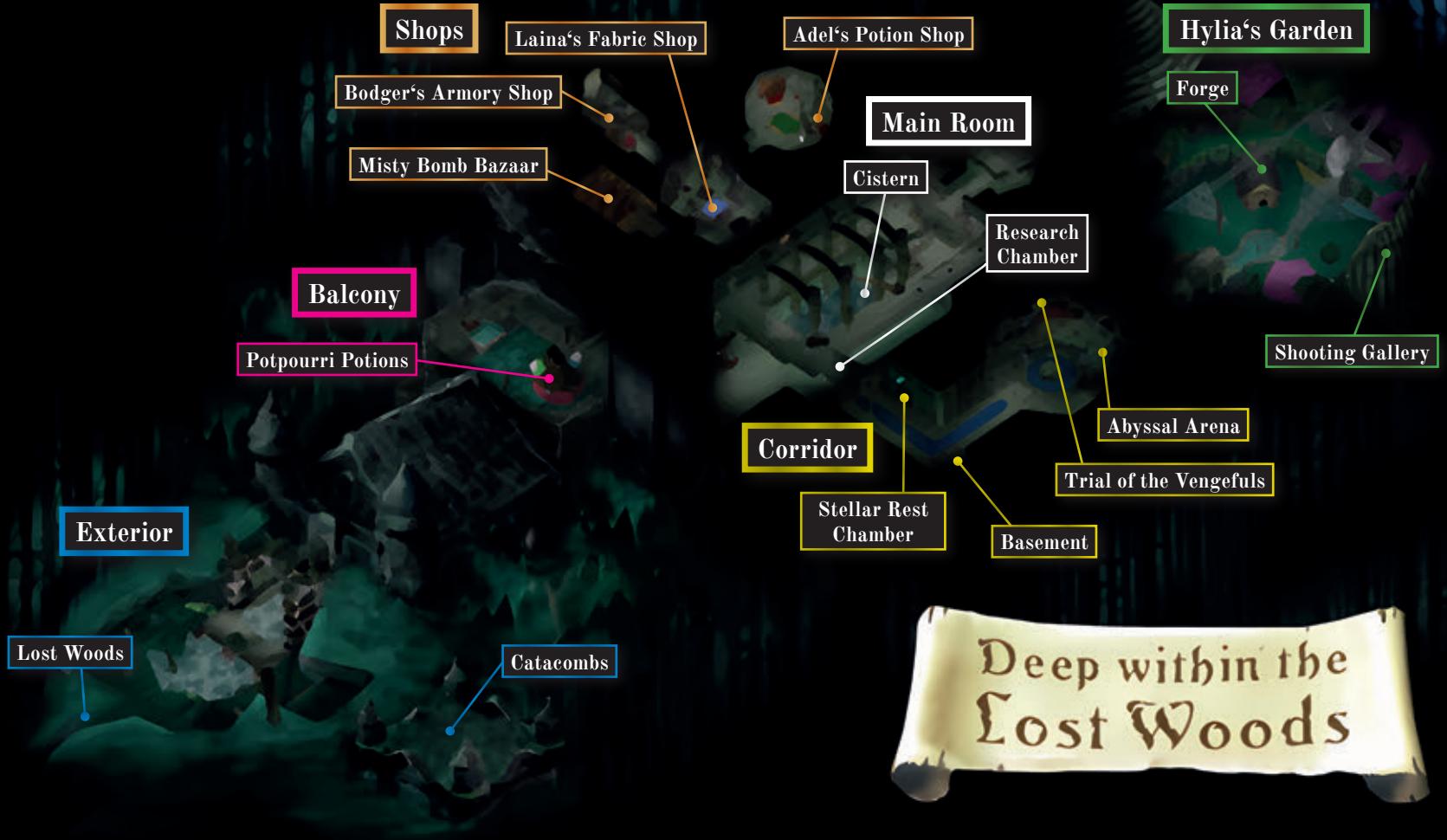
Path of the Lost Woods	22
Stronghold Entrance	23
Shiba's Stronghold	24
Research Chamber	25
Balcony	26
Potpourri Potions	27
Laina's Fabric Shop	28
Misty Bomb Bazaar	29
Adel's Potion Shop	30
Bodger's Armory Shop	31
Corridor	32
Rest Stellar Chamber	33
Basement	34
???????	35
Garden	36
Forge	37
Cistern	38

Modes and Mini Games

Trials of the Hero	40
Abyssal Arena & Trial of the Vengefuls	41
Shooting Gallery	42
Mushroom Minigame	43
Marathon	44
Colosseum	45
Randologie	46
New Game Plus	47

Dungeon and the End

The Catacombs	48
The Final Trial	52
Hylia's Justiciar	53



The Hero of Time

As Link wandered through the dense and twisting paths of the Lost Woods, his mind weighed heavy with the impending showdown with Ganondorf. Each step felt like a journey into the unknown, the eerie whispers of the forest seeming to guide him deeper into its labyrinthine depths.

Lost in thought and haunted by memories of battles past, Link suddenly found himself standing in a clearing unlike any he had seen before. The air crackled with an otherworldly energy, and a sense of foreboding hung heavy in the air.

Before him stood a mysterious structure, ancient and weathered by time. Its origins were shrouded in mystery, yet it beckoned to Link with an irresistible pull. As he approached, a chill ran down his spine, and he couldn't shake the feeling that he was being watched by unseen eyes.

With a deep breath, Link ventured forth into the heart of the mysterious place, his senses heightened and his sword at the ready. What secrets lay hidden within this enigmatic realm? Only time would reveal the truth as Link braced himself for whatever lay ahead in this eerie and unfamiliar land within the Lost Woods.



Shiba

In the heart of the Lost Woods stands Shiba, a mysterious figure bearing a massive axe, a symbol of his strength and determination. He is the builder of the stronghold, a sanctuary for those seeking refuge from the forest's dangers.

Shiba's weathered appearance speaks of a lifetime filled with trials, yet his resolve remains unyielding. The stronghold serves not only as a haven but also as a place of growth, where people are only permitted to leave once they overcome their own personal trials.

As the guardian of the stronghold, Shiba stands ready to protect those within its walls, ensuring that they find safety and solace amidst the chaos of the forest. Shiba only allows people to leave his stronghold once they beat their personal trials, a testament to his belief in the strength of the human spirit to overcome adversity.



Equipment

The Master Sword

The legendary blade that repels all evil. It is said to be the ultimate weapon against demons.

Hatch's Sword

An ancient sword that lets you charge and run through enemies. It was once used by Hatch. Available once you hit enemies with your sword 1500 times, talk to Dara and visit Bodger's shop.

Razor Longsword

A two-handed longsword that is based on terminian sword designs. Due to extra connections for stability, it can't break at all. Available at Bodger's shop.

Hylian Shield

A shield that accompanies you since Link's childhood. Sturdy and strong. If you lose it, it's available at Laina's shop.

Hatch's Shield

A shield that lets you parry attacks. It is said to be wielded by a demon once. Available at Bodger's shop once you unlocked the second gate in the Trial of the Vengefuls.

Mystique Shield

A mystical shield that can block magical attacks but no physical ones. Available at Laina's shop.

Kokiri Tunic

A tunic that represents Link's origin.

Hydrothermal Tunic

A tunic that combines heat-resistence and the ability to breathe underwater. Available at Laina's shop.

Rainbow Tunic

A tunic that makes everything much more enjoyable. When getting hit, it'll restore some of your magic. You get this as a reward for completing the trade quest from Tingle.

Kokiri Boots

A pair of boots that represents Link's origin.

Iron Boots

Perfect to walk underwater. Not on land. Available at Laina's shop.

Hover Boots

Boots that let you hover above cliffs for a short while. Try combining this ability with other items' abilities. Available at Laina's shop.

Useful Tools

Hunter's Bow

An item to defeat enemies and activate switches. Obtainable in the Bomb and Bow shop.



Fire Arrow: An elemental arrow that increases the damage of your arrows. You get it for setting a record of 1000 in the Shooting Gallery by Morshu.



Ice Arrow: An elemental arrow that increases the damage of your arrows. You can find it in the cistern.



Light Arrow: An elemental arrow that is able to pierce darkness. You receive it from Shiba once you collect all three spiritual stones.



Bomb Arrow: Very strong arrows that use up your bombs. Available after beating the Trial of the Vengefuls.

Pinwheel

An item to increase your speed for a short time. With this, moving becomes way faster but it's also useful to dodge enemies. Available at the shop of Laina.

Roc's Feather

An item that allows you jump. When using midair, you can use it again to do a spin attack. Make use of it to also dodge enemy attacks. It's a reward for beating the Adult Trial.

Din's Fire

Creates a sphere of fire. Available at Adel's shop.



Nayru's Love

Creates a sphere of protection. Available at Adel's shop.



Hylia's Blessing

Creates several pillars of ice. Available at Adel's shop.



Unveiling Lid

An invention to see the unseen. It reveals anything that a regular person can't see with their own eyes. Available at Bodger's shop.



Golden Bell

Without the Golden Bell, there is 40 % chance to meet a merchant once Link enters in the restroom during the trials. The Golden Bell increase the chances to 100 %, making it impossible to miss a merchant. Available at Adel's shop.



Warp

Brings you back into the stronghold. It's available at Laina's shop.



Deku Nuts

Useful to stun enemies. Available at Laina's shop.

Upgradeable Tools

Boomerang

An item that lets you stun enemies. It's a gift from Shiba to Link.



Mage Boomerang: Lets you steal rupees from enemies. An upgrade that's available in the blacksmith's shop.

Claw Shot

Let's you hook to treasure chests, enemies and poles. Available at Bodger's shop.



Sting Shot: Increases its distance. Upgrade at the blacksmith's shop.

Megaton Hammer

Let's you activate switches, open blocked gates and defeat enemies. Available at Bodger's shop.



Platinum Hammer: Deals x 2 more damage. Available at the blacksmith's shop.

Cursed Helmet

You become slower and lose rupees every second but you receive half the damage when you are hurt. Kill more than 50 enemies in the colosseum to receive it.



Uncursed Helmet: Won't slow you down as much as the Cursed Helmet. Upgrade at the blacksmith's shop.

Bomb

A weapon that can even destroy Beamos. Obtainable at Misty Bomb Bazaar.



Upgraded Bombs: You get them once you obtained the blast powder from the blacksmith.

Bombchu

A weapon that can even destroy Beamos. Obtainable at Misty Bomb Bazaar or from the kokiri merchant in the trial (25 % chance).



Upgraded Bombs: You get them once you obtained the blast powder from the blacksmith.

Leather Chrono Clock

Let's you stop time. A reward from Chorus for defeating 1000 enemies.



Golden Chrono Clock: Upgrade at the blacksmith's shop.

Empty Bottle

Empty Bottle 1: A reward from II Piantissimo for beating his record in the Child Trial.

Empty Bottle 2: A reward from II Piantissimo for beating his record in the Adult Trial.

Empty Bottle 3: A reward from II Piantissimo for beating his record in the Hero Trial.

Buffs

Bomb Bag

You receive it once you buy bombs. You can carry 30 bombs.



2nd Bomb Bag: Sold by the Zora merchant in the trials. Lets you carry 50 bombs.



3rd Bomb Bag: Sold by the Zora merchant in the trials. Lets you carry 99 bombs.

Quiver

You receive it once you buy the Hunter's Bow. You can carry 30 arrows.



Silver Quiver: Sold by the Zora merchant in the trials. Lets you carry 50 arrows.



Gold Quiver: Sold by the Zora merchant in the trials. Lets you carry 99 arrows.

2nd Deku Nuts Bag

Sold by the Zora merchant in the trials.



3rd Deku Nuts Bag: Sold by the Zora merchant in the trials



Advanced Arrowheads

Multiplies damage of your arrows by x 2. It's available at the blacksmith's once you acquired the bow.



Forged Swords

Multiplies damage of your swords by x 1,5. It's available at the blacksmith's once you obtained Hatch's Shield and the Razor Longsword.



Blast Powder

Triples the strength of bombs and bombchus. It's available at the blacksmith's once you obtained bombs and bombchus.



Sword Beam

Powers up the Master Sword. As long as you have full hearts, you can use beams to defeat enemies. Available in the Catacombs.



Magic

Let's you use magical items. A reward for beating the Child Trial.



Magic Upgrade: Available at Bodger's shop.

Rupees

In the vast realm of Hyrule, rupees reign supreme as the currency of choice for adventurers seeking to arm themselves with weapons, equip themselves with essential gear, and even increase their vitality with coveted Heart Containers. As you traverse the land and vanquish foes, gather as many rupees as you can, for they hold the key to unlocking the arsenal of weapons, the arsenal of equipment, and the arsenal of vitality-enhancing Heart Containers that will aid you in your quest to save the kingdom. Remember, in the world of Hyrule, rupees are not merely currency—they are the lifeblood of your adventure.



1 Rupee



5 Rupees



20 Rupees



50 Rupees



200 Rupees

Wallet

Your basic wallet that lets you carry 200 rupees at a time.



Giant Wallet: Lets you carry 500 rupees at a time. Available in the catacombs once you collected 25 Pieces of Soul.



Colossal Wallet: Lets you carry 999 rupees at a time. Available in the catacombs once you collected 50 Pieces of Soul.

Heart Containers and Pieces of Soul



In this adventure, heart containers are available for purchase rather than being assembled from heart pieces. Visit the area of Laina's Fabric Shop with your hard-earned rupees to acquire these valuable containers, which will enhance your vitality and fortify you for the trials ahead. Stock up on heart containers and embark on your journey with confidence.

Dive into the depths of the Abyssal Arena, where with each victorious battle against waves of foes, you're rewarded with a precious Piece of Soul. These tokens, imbued with the essence of defeated foes, serve as a beacon of hope for the lost souls that reside in the catacombs. With a total of 50 Pieces of Soul scattered throughout the arena, adventurers are encouraged to collect them all. Exchange these tokens with the souls in the catacombs to unlock hidden treasures and aid them on their journey towards redemption.



Gather all 50 Pieces of Souls to unveil the secrets hidden within the depths of the Abyssal Arena and bring light to the souls trapped in darkness.

Stronghold Residents

**Chrom**

Requirements:
Complete the
Child Trial

**Inu**

Requirements:
Get a score of at
least 500 in the
Shooting Gallery

**Toralph**

Requirements:
Make 50 sword
slashes on monsters

**Grant**

Requirements:
Either have the Giant
Wallet and 500 rupees
or the Colossal Wallet
and 999 rupees

**Piantissimo**

Requirements:
Complete the
Child Trial

**Loredo**

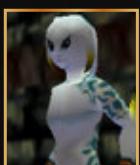
Requirements:
Defeat the
Grimstalker or get
defeated 10 times

**Dara**

Requirements:
Make 250 sword
slashes on monsters

**Deku Dancer**

Requirements:
Play for 2 hours
or completed
the Hero Trial

**Micki**

Requirements:
Defeat 500 enemies

**Pim**

Requirements:
Complete the Adult Trial
(disappears once you
give him the map)

**Michel**

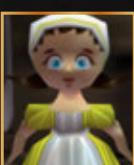
Requirements:
Make 750 sword
slashes on monsters

**Naseem**

Requirements:
Located in the Misty
Bomb Bazaar once
you talked to him
in the Child Trial

**Will**

Requirements:
Unlocked if you
get at least 5
upgradeable items

**Elie**

Requirements:
Unlock the third gate
in the Trial of the
Vengefuls

**Rolf**

Requirements:
Unlocked if you
buy at least 9
upgradeable items

**Gale**

Requirements:
Unlocked if you have at
least 5 Pieces of Soul

**Aria**

Requirements:
Shoot 25 arrows

**Nyla**

Requirements:
Unlocked once you
have at least 6 hearts or
double magic

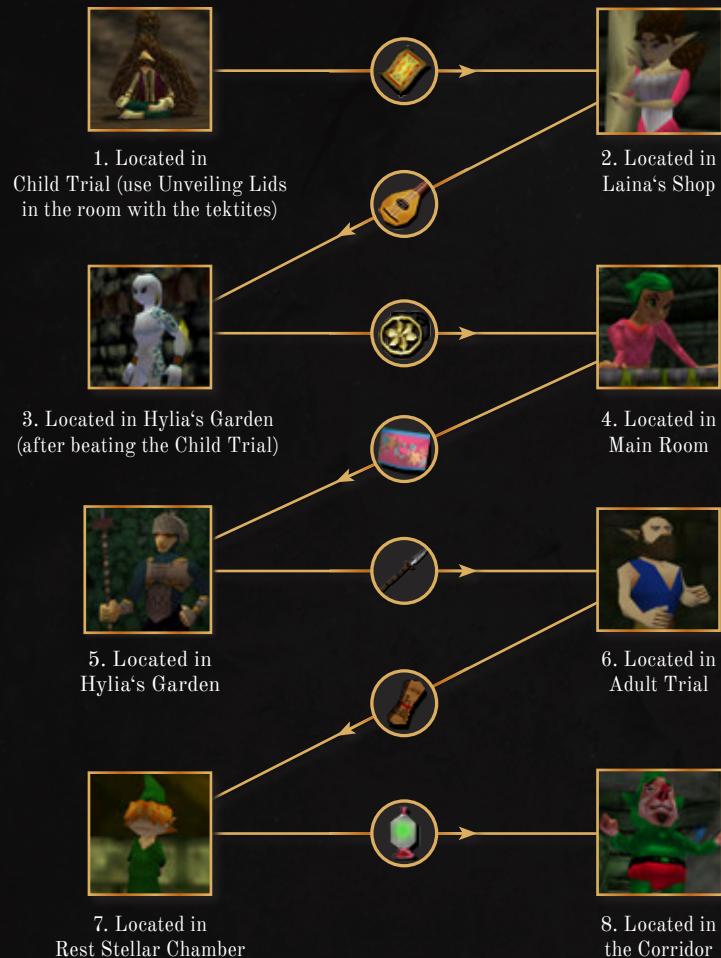
**Morshu**

Requirements:
Shoot 50 arrows

**Syrup**

Requirements:
Have at least
one bottle

Trade Quest



Thank you!
This is your reward!



Path of the Lost Woods



A mystical and enchanting forest shrouded in mystery and peril. As you embark on your journey, you find yourself in an undiscovered corner of this ancient woodland, surrounded by towering trees and winding pathways that seem to lead endlessly in every direction.

In this new area of the Lost Woods, you'll quickly notice a unreachable treasure chest nearby. Use the Sting Shot to propel yourself onto this platform.



A hidden treasure chest is hidden upon these mushrooms. You can go up there by using your Sting Shot.



Stronghold Entrance



Darkness reigns and mystery shrouds the forest. Here, amidst the gloom, stands the entrance to a formidable stronghold, its imposing silhouette rising ominously against the trees. Venture forth into the depths of the stronghold, but beware the shadows that lurk beyond its gates.

The path to the catacombs is blocked and can only be opened by using a hammer or bombs.



To reach the area up there, activate the switch that's hidden in one of the bushes. The pole won't be active for too long so use the Chrono Clock to keep it active longer. Then you can use the Claw Shot or Sting Shot to get up.



Shiba's Stronghold



The ancient hall stands as a testament to time's passage, its weathered walls harboring secrets of old. On the first floor, shops and corridors bustle with activity, while the second floor holds hidden chambers and trials awaiting the courageous. Link's journey unfolds as he navigates these floors, each holding its own challenges and treasures waiting to be unearthed.



Hey, friend! Just a heads-up: whenever you check in with me, I'll make sure to fill you in on any new faces that have joined us in the stronghold or any exciting new shops that have popped up. Don't hesitate to swing by whenever you want the latest scoop!

I'm also quite stylish so depending on the language you pick, my hat will change.

Research Chamber



Introducing Takkuri, a passionate professor fascinated by the study of souls. However, his research is hindered by the stronghold's constraints, preventing him from venturing outside to explore the catacombs.

As you progress through the Abyssal Arena and collect specific quantities of pieces of souls for each wave, return to Takkuri, and he will graciously impart valuable insights. Additionally, delve into his diary to uncover further discoveries and revelations.



Hoot hoot!

What would a professor be without some giant creature within their basement? Takkuri's favourite animal seems to be a crocodile.



Balcony



Step outside and enjoy a moment of tranquility as you breathe in the fresh air and take in the scenic views. Nestled among the lush greenery, you'll find the Potpourri Potions, offering a delightful array of fragrances to tantalize your senses.

As you relax on the balcony, you may notice a Goron sitting nearby, appearing slightly dizzy from the height. Take a moment to chat with this friendly traveler or just enjoy the silence.

Have you taken a good look around? There might be something golden looking at you.



Potpourri Potions

Magic meets alchemy! Step inside for a selection of potent potions to aid your quest.

For just 10 rupees, Syrup sends you on a journey into the Mushroom Forest to gather rare ingredients for potion upgrades. Or, if you're in a pinch, stock up on overpriced potions to keep you going until you unlock other shops.

To unlock the shop, you need to at least have one bottle in your inventory. You can get a bottle by beating Il Piantissimo in one of his marathons.



Laina's Fabric Shop



Welcome to Laina's Fabric Shop, where a treasure trove of shields, tunics, boots, and an assortment of other essential items awaits the discerning adventurer. From sturdy shields to protective tunics and swift boots, explore their extensive collection and equip yourself with the finest gear to conquer the challenges that lie ahead on your epic journey.



Formerly a Magic Bean seller, now dealing in Heart Containers, this savvy entrepreneur caters to adventurers seeking enhanced vitality. Visit his shop to acquire these valuable treasures and bolster your strength for the journey ahead.

Misty Bomb Bazaar



Enter into Misty Bomb Bazaar, a renowned purveyor of all things explosive, where adventurers can browse through an extensive assortment of bombs, bomb bags, arrows, and bows to prepare for their daring escapades. The shelves are lined with a myriad of options, from compact bomb bags for the stealthy traveler to sturdy bows for the sharp-eyed archer.

Peruse the selection of bombs, ranging from traditional bombs to specialized variants, each offering unique advantages for different situations. Need to blast through a rock blockade or clear a path through dense foliage? Misty Bomb Bazaar has the perfect bomb for the job.



Adel's Potion Shop



At this esteemed shop, the proprietor offers an impressive array of elixirs and magical items, each imbued with potent enchantments to aid adventurers on their quests. Among the treasures to be found are Din's Fire, a powerful spell that conjures flames to engulf enemies; Nayru's Love, a protective charm that shields the wearer from harm; and Hylia's Blessing, a miraculous spell that casts pillars of ice that freeze enemies.

Introducing Loredo, the bookish character who spends his days buried in tomes and scrolls. Known for his frequent naps, he mumbles valuable information when awakened by a well-aimed Deku Nut, sharing tales of the world's history with adventurers.



Bodger's Armory Shop



Bodger's Armory Shop stands as a testament to the artistry of weaponry and the allure of ancient artifacts. Amidst the rustic charm of his shop, adorned with weapons of yore and adorned with intricate designs, adventurers find a haven for their questing needs. Within its hallowed halls, Bodger offers a selection of esteemed items, including a medallion for teleportation, a stingshot for versatile traversal, a formidable hammer, an enchanting magic upgrade, two finely crafted swords, and a sturdy shield.



Corridor



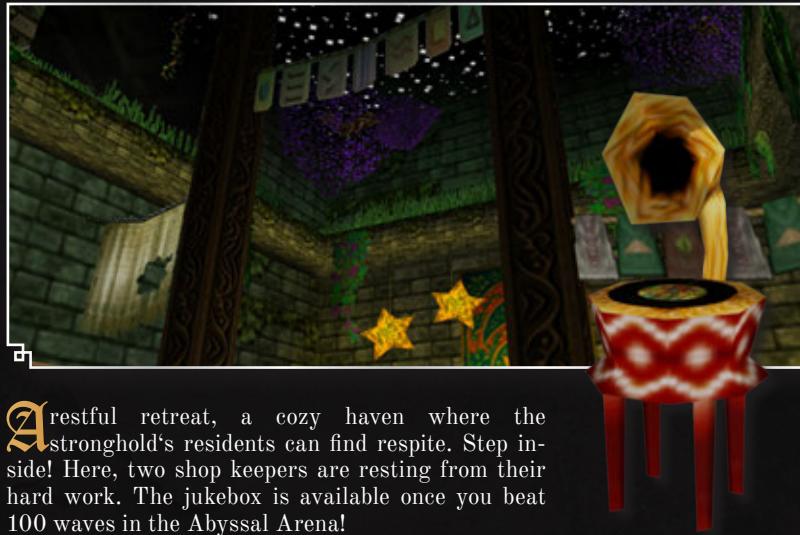
The corridor, the central hub connecting various key locations within the stronghold. Here, you'll find entrances to the Rest Stellar Chamber for a moment of respite, the basement where secrets await discovery, the serene garden for peaceful reflection, and the Abyssal Arena and Trial of the Vengefuls for thrilling challenges. Traverse this corridor to embark on your next adventure and explore the diverse wonders that await beyond each entrance.



Meet Chorus, the insightful character who keeps track of your victories and defeats. Approach him to learn how many times you've been defeated, the number of enemies you've vanquished, and the remaining monsters you need to defeat to earn valuable rupee rewards.

Engage with Chorus to gain valuable insights into your journey through the stronghold.

Stellar Rest Chamber



A restful retreat, a cozy haven where the stronghold's residents can find respite. Step inside! Here, two shop keepers are resting from their hard work. The jukebox is available once you beat 100 waves in the Abyssal Arena!



Bodger will open his shop once you beat the Child Trial.



Adel will open his shop once you beat the Adult Trial.



Basement

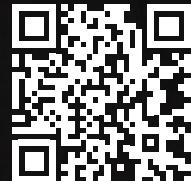


In the basement, explore a collection of paintings revealing diverse worlds from different times and dimensions. Each canvas offers a glimpse into different civilizations, realms, and everything in between.

The basement can be unlocked by opening the first gate in the Trial of the Vengefuls.



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???????



Somewhere within the stronghold lies a secret chamber, concealed from plain sight. Its location is known to only a select few. Within its hidden confines, ancient artifacts and forgotten treasures await discovery. Can you uncover the secrets of the secret chamber hidden within the stronghold's walls?

Listen, traveler, for I, the Keaton, hold a hint to the secret room. It's tied to my essence, so seek out my symbol to uncover its hidden location within the stronghold.



Mirror Mode

An option to add some spice to your adventure. Obtainable from the Keaton.



Garden



Hylia's Garden is a serene haven adorned with colorful flowers and a majestic statue of the Goddess Hylia. Amidst the blooms, the blacksmith's workshop echoes with the sound of craftsmanship, while nearby, the shooting gallery provides a lively activity. In this tranquil setting, beauty and activity intertwine, creating a harmonious retreat for all who visit.

To reach the treasure chest, climb up the bush and jump onto the ledge by using Hatch's Sword and Roc's Feather. The treasure chest is behind Hylia's statue.



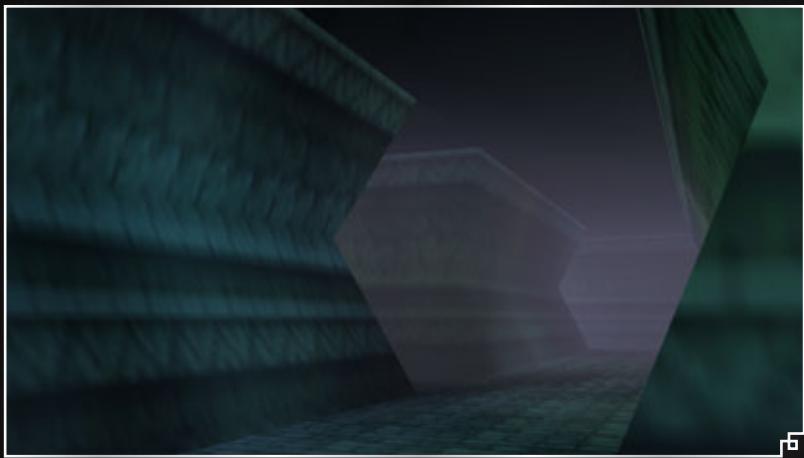
Forge



At the blacksmith's forge, adventurers can purchase a variety of weapons and buffs to enhance their combat prowess. Choose from a selection of finely crafted weapons and powerful buffs to increase the damage of your arsenal, ensuring you're well-prepared for any battle that comes your way. Visit the blacksmith to gear up and strengthen your abilities as you journey through the realms of adventure.



Cistern



To get through the gate into the cistern, first, head over to the Research Chamber. Once you're there, do a magic spin attack near the alligator statue nearby. That does the trick and will open up the gate for you, allowing you to move forward.



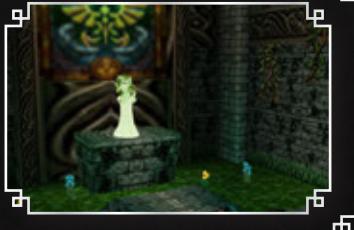
Trials of the Hero

In order to escape the Stronghold of Shiba and the Lost Woods, Link must beat the trials that he was burdened with. Prepare yourself properly by buying equipment, items and heart containers!

The Child Trials



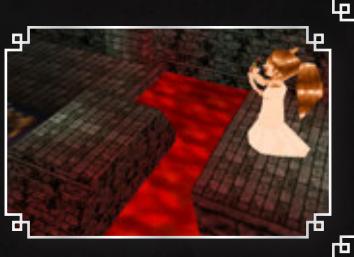
A trial that consists out of 25 rooms that reflect Link's childhood.



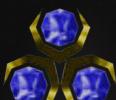
The Adult Trials



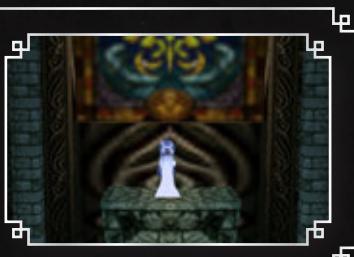
A trial that consists out of 50 rooms that reflect Link's adulthood.



The Hero Trials



A trial that consists out of 75 rooms that reflect Link's heroism.



Abyssal Arena & Trial of the Vengefuls

Discover Pieces of Soul, mystical artifacts earned by triumphing in the Abyssal Arena. With each victory, you'll obtain a Piece of Soul imbued with the essence of fallen foes. These tokens offer more than mere value; they guide lost souls in the catacombs toward redemption. Accumulate enough tokens to witness their gratitude as they depart, leaving behind treasure chests filled with rewards. Your kindness to these souls unlocks hidden treasures, enriching your journey through the catacombs.



Prepare for the ultimate challenge in the Trial of the Vengefuls! Face off against the formidable foes you once vanquished in The Legend of Zelda: Ocarina of Time, but with a twist – they've returned stronger and more relentless than ever before.

Each boss you encounter has been imbued with newfound power, testing your skills and determination like never before.

Defeat these enhanced adversaries to prove your worth as the Hero of Time once more. Only the bravest and most skilled adventurers will emerge victorious from this grueling test of strength and courage.

Shooting Gallery



Welcome to the Whack-A-Octo! Face various Octoroks: regular, fire, ice, and stone. Use different arrows to defeat them: Ice for fire, fire for ice, and bomb for stone. Aim carefully and rack up points within the time limit to become the champion. Think fast, act fast!



Mushroom Minigame



Step into the enchanted forest and prepare for an exhilarating challenge. You find yourself in a vast hole surrounded by towering mushrooms, each one a stepping stone in your quest.

Collect as many mushrooms as you can within the time limit of 60 seconds! Traverse the giant mushrooms with agility and precision, gathering the elusive fungi as you go.

But beware, one misstep and you'll find yourself tumbling down into the depths below. Fear not, for the helpful hover plant will swiftly return you to the maze to continue your quest.



1 x Mushroom



3 x Mushroom



3 x Mushroom

Marathon



Are you ready to put your speed and agility to the test against the fleet-footed Il Piantissimo? This renowned racer has set up a series of trials to determine who is truly the fastest in the land.

Race against Il Piantissimo and prove your mettle as you strive to beat him in each trial. With determination and quick reflexes, you'll conquer each course and claim your title as the ultimate racer!

Beat Il Piantissimo's record for each trial:

Child Trial Marathon: 0:11:00

Adult Trial Marathon: 0:25:00

Hero Trial Marathon: 0:46:00

The reward for each trial is a bottle!



Colosseum



Enter into the arena and prepare to face hordes of enemies charging at you. Armed with your trusty weapon, you have the power to defeat each foe with a single strike. How many enemies can you vanquish within the time limit?

Test your skills and reflexes as wave after wave of adversaries rush towards you. With precision and timing, unleash your strikes to overcome each foe swiftly. But beware, as the challenge intensifies with each passing moment.

Hoot hoot!

By using the Magic Boomerang, you can earn a lot of rupees in this minigame!



Randologic

Hrmm, I'll gladly tell you about Randologic and New Game Plus!



Disabled

The original experience.
Enemies are set and never change.
Perfect to prepare yourself
properly for combat!



Thematic

A specific set of enemies
regarding the trials will be
random. No big surprises!



Chaotic

The havoc unleashed!
You'll never know what enemy
will await you in the next room.



New Game Plus

Once you've beaten the game, you'll unlock New Game Plus (NG+). At the end of the credits, you'll be asked whether you'd like to continue into NG+. Alternatively, you can also convert an existing save file into NG+ from the file selection screen.

What Carries Over

In NG+, your progress won't reset completely. You'll bring the following into your new run:

- Hearts – all maximum health upgrades you've earned remain intact.
- Items – any key items you've collected carry over.
- Upgrades – improvements to your equipment and abilities stay with you.

What Changes

While much of the game will feel familiar, NG+ adds some twists:

Randomized Trial Themes – during Trials, the theme will change every 5 rooms instead of remaining fixed, keeping you on your toes. Neo Bosses, stronger and more dangerous versions of familiar bosses will now appear within the Trials. These battles will test all the skills and upgrades you've earned.

NG+ is designed to give veterans a tougher challenge while letting you enjoy your hard-earned progress. If you thought your first run was intense, wait until you face the Trials in New Game Plus!

In NG+, some enemies have additional attacks and might behave a little bit differently than usual.

The Catacombs



1. Upon entering the Shrine, take heed of the inscriptions on the giant stone tablet and unravel the enigmatic riddle it presents.



2. Activate the switch nearby to unlock the gate blocking your path. Consider utilizing items that enhance your speed to swiftly traverse to the other side!



3. Pass through the now open gate and utilize the Unveiling Lids and the Roc's Feather to navigate through the obstacles and reach the next area.



4. Upon entering the next chamber, you'll encounter three gates barring your progress. Utilize the clues provided by the riddle to decipher the code: „right, left, middle, middle.“



The Catacombs



5. Activate the switch within this chamber and retrace your steps back to the initial room.



6. With the gate now unsealed, proceed through it to obtain the Sealed Key.



7. Venture into the chamber inhabited by the Poe souls. Prepare to face off against the formidable Grimstalker and emerge victorious in battle.



8. Upon defeating the Grimstalker, the souls are liberated from their captivity. However, they seek Soul Tokens as tribute. Gather as many as possible and return to the chamber to claim your well-deserved rewards.

1. Take a few steps away from the leap.



2. Equip Hatch's Sword, Hover Boots and Roc's Feather



3. Charge the attack and use Roc's Feather once you're falling.



4. Walk through the room and open the treasure chest.



The Final Trial



After acquiring the bomb arrows from the Trial of the Vengefuls, you can use them to blast the statue, causing it to collapse and form a makeshift bridge. Upon collecting the three spiritual stones from the trials, the door will unlock, granting access to the final trial. Shiba will then inquire if you are prepared; once you agree, there's no turning back. Ensure you are adequately prepared for this ultimate challenge.



Hylia's Justiciar



~ Phase 1 ~

Shiba wields a massive axe, hitting hard with each swing. Your best bet is to dodge or block, but watch out—his blows might break through your defenses and knock you over. He's not just about brute force, though. He can summon pillars of fire, hurl spears, and fires an explosive beam of energy from the palms of his hands. And if you try to keep your distance, he'll throw his axe, sending it spinning in circles around the arena before it returns to him.

~ Phase 2 ~

In phase 2, Shiba unveils three potent magical abilities. First is [Nayru's Aegis](#), rendering him invincible briefly, only penetrable by Hatch's Sword. Then, [Din's Fury](#) rains meteorites from above, urging constant movement to evade. Lastly, [Farore's Expansion](#) sets traps of green light triggering explosions. Stay agile and attentive to overcome these challenges!

Don't hesitate to experiment with your gear; consider employing Roc's Feather to leap over the dangerous zones created by Farore's Expansion, or utilize the Pinwheel to swiftly evade Shiba's relentless beams. Remember, staying in motion is key to survival, so keep moving and seize the opportune moments to strike. Best of luck!

