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Botw dlc 2 guide



Witcher 3 Quest Summary				
	Wild Hunt Base (+DLC)	Hearts of Stone	Blood and Wine	Total
Main Quest	56	9	16	81
Side Quest	133	6	41	180
Contract	29	0	5	34
Race	6	1	0	7
Treasure Hunt	56	9	20	85
Event	40	0	2	42
Total	320	25	84	429



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Repeat this process until the enemy has been defeated, causing Kee's sanctuary to appear. Flurry runs again works well to defeat the last scout on this narrow bridge. You have to align it so that the input of this labyrinth structure is facing the gate, right when you step on the switch. The pump throws toward a bunch of boulders, then explode it and then follow the use of the wind greed. After all the enemies have been defeated, the sanctuary will rise from the floor next to a close wall. You do not have to get into the entrance, actually, it's much faster just go straight to the arena. The link will acquire the unique oblatorator. Wind terminal The end of the wind terminal is located directly in front of the fire terminal, which is only to the right of the large locked door. Take the last path and then make another left. If you throw an orb, it will break the wood that the treasure bean is in pear. Detone to blow up the boulders nearby. If this was a clock, it would be in the 3 hour position. You need to throw a bomb toward the boulders across the street, although the wind gourd nearby block a gate temporarily. Some of the blocks have a grid that you can rise. Lift the smaller ice pack and take it to the front, throwing it into the water. (Soon) Rohta Chigah Santuário to reveal the Santuário de Rohta Chigah, you must go to the pontion located northeast of Saída for the sanctuary of the resurrection. It is located near the Mountain of Cuho, which is north of Torre Tabantha and south of the village of Rito. With all four greeds activated, pass them to the top of the pillar. Use stasis on the wind gourd, or in the gear when you are facing the gate, allowing you to buy some time for the door remain open or reopen, allowing to explode the boulders. Team your armor And use the ability to swim in the waterfall to go through a sams of blue circles. Win rare rare serve Unlock the zero link master cycle motorcycle by removing all the new challenges in the Ballad DLC from the champions. This enemy can be a bit difficult because it has significant shield protection. Walk along the way to the left when you lower the stairs. So you can cross the platform to get to it. See the Champions' Ballad Walkthroughwiew DLC DLC Quests 15.1 New Armortotal Life The Ballad DLC of the champion included the addition of many new armor pieces listed below. Use Cryonis to create a path, extending the ramp on a staircase as a pattern to guide the ball. Just follow these simple steps. Then, use cryonis to create and block of ice and then bid the large block on top of the ice block, causing the electricity to go through the circuit, opening a path to the monk. Open your chest for an item, but the monk is not found anywhere. Make it successfully will make the Sanctuary of Shira Gomar appear, just southeast of Canyon Tanagar. I find the easiest way to face this is being aware of each scout at all times and what it is doing. The next room contains some fire torches in a line, with many that continually connect and hang up. Now wait until the big block in the mobile gear comes and get it with magnese. The vertical lights are kind to dodge. Just walk around them. Beat on the switch and when you are about to be aligned with the target, detonate the pump to start the orb in it. Then there is another guard case, which can be withdrawn with the oblatorator or more arrows. This is done easily walking by AA by using Stealth and attacking the enemies at the distance with arrows, particularly with shock arrows. You will need to use Cryonis to create some ice blocks by guiding the orange block in the hole at the bottom right of the sanctuary. Skip and open the door to enter the last area. The blue circle only appears Initiate morning from the hours hours 5 in the morning 6 in the morning. Ex Champion's Song Staththrough The EX Champion's Song Questine involves link after photos on the southwest monument of surfing around the desert and knocks down a powerful beast. Note, there is a treasure bay, just above where is the sanctuary of the resurrection, but it is behind a gear moved quickly. Light your torch and go up, melting one of the blocks on the top platform too. Most of these enemies are not a significant threat - Lizalfos can be attacked in the distance, the Moblins are slow, and the bokoblins walk around horses. If you use stasis at the right time, so that it freezes well where the small hole, you can open the treasure bay to get a shield of gerpo. Once every enemy has been defeated, the gate will be open allowing access to the monk. Head for the next room where you will find some moving pillars with stylish walls attached to them. Hop on your shell and slide through the circle. After arriving, put the Sheikah Slate on the pedestal's ardue to trigger a scene. From here, you want to get the block on the top line and move it all the way from where the locked gate is located as we'll need it to rise at the top. There is water on the ground here and right in the center there is an advantage switch that needs to be pushed. The platform has three small pillars on each side and you can turn it so that it is blocking all the lines of fire in the exact same time. Walk through it and another circle will appear toward the waterfall. How to unlock the divine beast very own motorcycle from the zero master cycle is an old motorcycle that can be used to fragment around Hyrule with considerable speed. What you want to do is use stasis in one of the blocks when you are directly right. You can use the mechanism on your map to change the rotation of this structure. Open to get a Flamblade. If you look at the back wall, you will find a rectangular rectangular That you can grab with Magnese. Use Cryonis in the center of the room to raise an ice pack, causing the switch to be pressed. If you talk to him, you will discover that the Divalry Dragon has appeared at night and specifically that you must reach your horn while you are shining. Fortunately, there is a gravel of constant wind of the ground, allowing you to stay in the air for a while. The path presents some more guardian scouts. Noe Ragee Shrine shoots the first target and mount the Geysir in front. You can use the magnese to pick them up and put them on the lava. Expanding from the champion's champion's champion, the questionline see the link branching from the Eastern monument to run waterfalls and solve complex puzzles from the sanctuary. Then it open it to get a diamond. More importantly, the extended story provides us with a complete and complete vision for the final moments of the champions, as introduced during the main mission. This powerful bokoblin can be easily withdrawn with the oblatorator of a success. Now there are a series of circles that appear while you descend the mountain. This area is filled with Lizalfos, many of which are powerful enemies. Yowaka Ita Santuário Walkthrough An enemy camp full of Bokoblins await herois trying to enter the YoWaka Ita Sanctuary, where players will have to wear energy beads to open a locking doors. Rohta Chigah Shrine Walkthrough A flock of Lizalfos keeps the resting place of the Rohta Chigah sanctuary, where the link will be in charge of avoiding hazardous spectacles. To successfully do this will cause Kee Dafunia's sanctuary to appear. Race for a peak Ananis adorn to the south of the Hebra peak you will find a large bright blue circle. For the second set, the first and third disconnect and call, and the second and fourth follow pattern. Float to one side of the room where a scout was if you did not yet do it. Is a little high, so you really will have to Back and launch a bombing bomb in. All bokoblins should be defeated to reveal the sanctuary. From the sanctuary of the resurrection, the path more on the left side is where the water terminal is located. Higher on the outer wall, you will find a gear, where that rectangular block will fit. Check out our guides on how to win or locate some of the last brands of Hyrule, and be aware of more contents as we trace more and more indescribable treasure. A second exchange of it hidden behind a metal gate. So, since the fourth light was low enough to be under the way or loud enough to be higher than the link, it quickly passed in full within reach. Here below, there are four greeds and if you just ride those inside the pillar, you should be to hit with an arrow. Just right there is a gate that you can drop the ball and will decrease and land in a hole, causing a closing gate to open. Run and talk to the monk. There is a bonfire here along with a rite called Mazli. You can support and open it to get a shield of attention from mind. First, move the blocks away from the electricity and organize them so that you can climb up to the platform next to the locked gate. Once the Scout has been defeated, the gate on the far side will be open. From here you can now use Cryonis in the water to reach the largest edge and the second terminal. Turn the dungeon so that this gear is moving in the anti-hourly direction. Once defeated, the Sanctuary of Kamia Omuna will open to the northwest. You will have to make your way up to three waterfalls, ending at the top of Lulu Lake. Now take the end of the moving gear closer to the center of the room and connect it with the rectangular block. Take one of the small boxes to the right with the magnese and put it here, making the pass. Take the small block and place it under the large block that is right. I recommend photographing with ice arrows from if you have them so you can land at the top of the talus and attack with a strong weapon. After getting the orb, you want to carefully sneak up the hiding place to go back to the arena. There is a great gear by turning on the lava here and you want to turn so you can jump on top of it, and that will take you up. This will cause the sanctuary to decrease below the ground, bringing you to the entrance of an extra dungeon of the divine beast, the final test. Wild breaking! Ballad DLC DLC equipment guides along with new missions, a new opportunity arise to gain serve, and the ballad of the champions have a lot. This triggers a battle with the molding. It will turn and will cause the water to draw from the floor below. You can shoot them with arrows, or just move strategically around the block as well as use your shield to block your attacks. When approaching the water, use Cryonis in the waterfall and then slide. Fight against the gross of the sand make your way to the southeast portion of the Gerudo desert, east of the Sanctuary Misae Suma and the southwest of the southern labyrinth of Lomi. Just follow these steps. Start up the long set of stairs, where the lights will turn and the korima ETSU will appear. Run forward and you go there it is water throughout this area and there is an object just above the platform that you are in pace. At the top, move the two metal blocks that are on the rails toward the corner, which will cause the orb to recover the two metal blocks along the way for them to be straight , allowing orb to the role. Just to the left when you enter, there is a high load that has a ball and chain that remains in the water. Walk to the fire and wait until the night. Then use the same device below to throw an orb into it. Contrary, you can wait for a slight opening between the shields to use the same weapon, or Dispatch your health with arrows at the distance. The last challenge requires you to use motion controls to transform the platform. Here you will find a bright blue circle. This is the beginning of a shield surfing mission. You have to align them so that the current passes through all four. Sharo Lun Shrine run in front and grab in the metal box. Each monument has three different challenges for link to seek only vacant locations in the form of guidance photographs. Shoot a bomb and explode the stone, making it diminish and allowing you to pass. Giveright Ganon (soon) 5.4 Champion Mifatototal Life Visit Kass that is marked on your map, just southeast of the east reservoir lake. If you look closely, they are actually maps show three places within the Tabantha and Hebra regions. Take the orb and take it back to the fire columns. Here you will find a set of impartial vertical lights along with a set of horizontal lights. Waterlight Ganon (soon) 15.5 Champion Daratotal Life Stop a cast stone. Titan Make your way to Lake Darman, which is located at the north end of Eldid's region, northeastern city of Goron. There is an optional treasure bean if you turn right. Play ORB Underground The third purpose requires you to return to Yiga hiding place. Wait until the platform has become until the path opens. Once you are outside in the desert, right to the northwest of the city of Gerudo. Follow the way to reach a bag that contains a giant antique ninth. Melt the big block all the way to the top until it is about half the size and then put the distance torch. Now wait until after midnight, and you will see Divalry approaching the north. Note, there is a treasure bay at the top of this sanctuary, with a wind greedy located behind the pillar that he connected. As the gear rotates, the blocks fall due to gravity. Conquer the ancient enemies His path northwest of Zora's domain for the Zorana plateau. Begin by taking the easiest enemy with the bow first, which is the one in front of the gate on the other side of the room. It will take some effort to overcome these guys, then I suggest stock a few ancient arrows, or at the minimum, have some powerful bows with bomb arrows. Income terminal of the resurrection sanctuary, is the first corridor to the right and you can see some wash only outside. Carefully slide and try to land on this moving platform. Continue forward and the next line of fire is directly on your way. Now go up at the top of the Cryonis block and, on top of the smaller block of ice. Use the stasis on this object, and then press it a season of times so it turns to the time. With the water lowered, you can make your way under the gate. (Soon) Ruvo Korbah Sanctuary The Sanctuary of Ruvo Korbah can be reached, going to the Southeast of Saída to the Sanctuary of the Resurrection. Climb and go through that blue circle too. First things first are to turn the dungeon so that the wind is blowing toward the fan. Run ahead and simply duck underneath the first set of flames. Use this metal block and place it in front of the next flame. When the path is clear, skip quickly by the gap. Note that there is a waterfall behind them as well as the water below them. Show the orb in the large hole in the center of the arena and the sanctuary of Kihro Moh will appear. The first thing you need to do is take the moving gear to allow yourself to enter the room. As his name suggests, he will defeat any enemy with a single hit. You can open the treasure chest here to get a box of swallows. The warning is that it will reduce the outcome of the link for only a heart turn, causing a link to die for only a single success as well. Use Cryonis to break the block ice that is in the middle, causing the large block to the left to fall. Then get out of the ground floor To retract this platform and then retreat. He'll take you on the other side of the room and you need to avoid the flames. You need to swim by the circle before disappearing. Upon entering the ETSU Korima Sanctuary, continue forward to start a great force test with a SCOUT II guardian. The area on your map has some trees and this area is full of guardians. This is a little more tedious than it should be, but stay with him until you got. You can deform yourself to the Sanctuary Kuh Takkar and then make your way west. Then throw a bomb, making molduga come swallow. Sit up to the morning and 5 in the morning. You can visit Teba and Kanell in Rito Village to get some clues about what to do. Once again, use Cryonis in the water in front and then jump to the block. I find the second the easier to run once it turns off. The battle itself is not very different than a regular battle of frames. The first two can be removed with the unique oblatorator, and the third can be withdrawn with some arrows. The last set is more difficult, linking and turning off in a much more complicated pattern. They are just high enough so they reach the base of the pond, allowing link to stay on top of them without falling into the lava. Shoot four targets to win make your way to the vain track and you will see all the targets on the wall. Shoot the horn of the flame dragon to the Hebra Tower and then get on the way to the southwest along the way. The Legend of the Zelda: The respiration of Wild DLC Pack 2 has arrived, and players are already diving into the last release of contention entitled in the Ballad of the Champions. Take the metal block and go up on top of it. I recommend climb on top of one to stay away from the range of molduga. Yowaka Ita Santuário to reveal YoWaka Ita Santuário, you must go to the ponion located north of Saída to the sanctuary of the In the first room, use the magnese to move move Left platforms and make your way toward locked gate. Just at the edge of the cliff, you'll find two Zoras: Muzu and Totikka. The next area has some skewers that you should avoid, along with some scouts that appear. You need to go to the entrance to the big room and then climb the high ladder. This will connect the rotation bar from the gear, causing the entire platform to rotate. Slide and climb the nearby ladder. Just above the water, I step on the floor switch when the orb comes, causing the ramp in motion, changes the direction, allowing the orb to continue forward. Just above the corner there is a treasure bay that you can use the blocks to achieve. Climb the steps and climb the ladder. So if you are not yet doing this, immediately disconnect the equipment on the map so that the cylinder is facing right. Take the magnesis and stand right on the other of the platform that is hand. Kamia Omuna Sanctuary run and drop a bomb at opening. Put the Sheikah Slate at the terminal to remove another from the locks and then return to the main room. Each of them has a terminal that you need to unlock to progress within the dungeon. At this point, you will need to take the most difficult scout of the guard on the bridge. Once or cleans the mobile platform, turn your attention only on the ramp and use stasis in Totter Totter, keeping it in place and allowing the orb to fit into the ice blocks that you created. There is a big wheel in the center of the dungeon and using the Mass Map, you are able to change in which direction the wheel is spinning. The first thing we need to do is get the rotation. Now stay to the side of the block, take it with Magnisese and walk along with this so that it blocks the flames. Then place the small block on top of it to continue the mains. From there climb all the way and then The monk. When climbing the way to the mountain, you will find several enemies including Ice Keese, Moblins, Ice Chuchus and an ice wizzrobe. Sneak back into the Yiga hiding place and the guards are still patrolling the area, although in some slightly different points. If you step on the ground floor, a gate against the wall will be open, causing an orange orb to fall. Use Cryonis to create an ice block underneath the small block, lifting the large block to the third level. I recommend heading to the city of Gerudo and talk to Frely to rent a sand seal. You can use the motion controls to shoot the laser on the switches by activating or disabling the platform. Animance BANUS DLC 1 - Judgment Master DLC 2 - The Ballad of the Champions will come in three separate packages, and it is available only in a season pass pack for \$ 19.99. Kee Shooting Sanctuary The sanctuary is big or small titled, because you will need to use large or small boxes to continue the electricity chain throughout the sanctuary. Muzu will give you some advice on the morning sun. The next pillar on the right has a magnetic block beneath it. After a few moments, the columns disappear one by one. These enemies are probably better better withdrawn from a distance with the arrows, as they approach them will require a fight with many at once. As the talus is actually in lava, there is no safe ground around it. Continue passing by a series of circles until you reach the end and the Santuário Takama Shiri appears. Inside you will find a message that is blowing air. Start the scene with it to acquire a spirit orb. Making success in time will make the sanctuary of Mah Eliya appear. In the room you will see a large cylinder with sting that is spinning, but if you look closely, there is a clear path to you. Walk just to the right of the target. There are a treasure bean in the distance. In the second room, disconnect disconnect First Metallic Block so that it is no longer loaded. Just south of the Tabantha hills toward the canyon tanager there is a large area below, but not quite up to the canyon. Path to the sea to the east, the light ray goes through a blue circle. Make sure that none of the blocks are touching the closest blocks of the gate, if contrary, you will not be able to walk in them. Until the front, you'll find a huge ball and chain. Here are the sanctuary that the Herit of Time must conquer before passing to the later stages of the Ballad DLC of the champions. From here, create a safe path using the blocks to reach the platform that has the electricity. Wait for the pillar to turn to see a set of six boulders. Ex the Champions' Ballad - a musician for each champion after completing the first four sanctuaries, the ablatorator of a blow will separate and summon monuments in four different places in Hyrule. Use this opportunity to quickly run through the short bridge that forms and for the next room. This will prevent it from falling, which, in turn, will cause it to move the next equipment and lift the next platform. Although there are some ways to do this, you can actually successfully guide the block using a single cryonis block. After defeating all the Lizalfos, the sanctuary will climb from the ground to a few feet distance. This will cause the nearby door to open and you can reach the treasure baundry that contains a radiant shield. By taking the way to the stairs, you will find another Scout II, which is more difficult this time since the area for the battle is much smaller. When these missions have been completed, the new DLC missions can begin. In addition, electricity is now flowing further into the living room, causing the gate to be opened. RUVO KORBAH Shrine Walkthrough A Lizalfos Series and Knights Bokoblin The entrance of the Sanctuary of Ruvo Korbah, a great test of forces forces Contains more than the usual amount of old guardians. Along the region region, there are some pillars that are out of the ground. After hitting, a second target will appear. This moves up and down. Just above where the end point of the ball is, there is a treasure bean that contains a giant antique nord. Take one of the second small boxes with the magnesis and connect the energy to orange orange, causing the platform to increase. Always use the magnese to move the bottom block and then run completely. Return to the sanctuary and place the shaiika's riddle in the pedestal. Places represent three objects that you must complete to progress. Then jump down and deliver some impressions. Move the blocks so that the electricity flows to the ground, opening the gate. You need to use the magnese to put one of the blocks at the top of the white symbol in the lava. The conclusion of each set of three missions with champion themes are not even more even more the ex 'Ballad Ballad de Champions, will result in an impulse to the special ability provided by this specific champion. Successful to tie four targets will make the sanctuary No and Ragee appear at the bottom of the vain range. In addition, it is a good idea to stock resistance pocoes, as you can fill your stamina vain. Use the flame to light the torch on fire and then skip to the next ice. If you look at the fan, you will find a moving platform. Climb the ladder and make the dungeon one more time. Kee Dafunia Santuário After arriving, equip the torch that is leaning alongside fire. The last blocks of motion require the use of cryonis. Use the set to pass the area when you turn off. This avoids a hit kill to call, and also prevents the bokoblins from connecting to other nearby people. Then slide on top of it and will trigger RNU Honika's sanctuary to appear. After defeating all Bokoblins, the rise from the floor just meters away. The One is easy. Go through the two millions after they hang up. Electronic terminal of the sanctuary of the resurrection, is the first corridor on the left. Now use Cryonis to create an ice pack, raising the large block on the left. Then turn around and pull the two blocks to the other side, causing the electric current to flow and open the door. Each of these four sections is feared based on one of the elements of various champions, fire, water, wind and electricity. As with all previous divine animals, the first step is to get the map, which fortunately can be found directly to the front. The next door will be open, allowing fast access back to the main room. FLURRY RIGHTS works well if realized, as they will cause immediate death with the unique oblatorator. As the goal suggests, you simply need to defeat all the skywatchers here. On the west side of the lake you will find two large metal blocks. The Giant Orb is located where the great collection of powerful bananas were found previously. You will find a traveler here and on the sand below the object so that the target is facing you. Then if you look at the side of the sanctuary, there are lines with several torches and columns representing the orb bundle. For a closer look closer to how this can be done, go to our main legend of Zelda: the Wild Walkthrough and Guide Breath. At the end of the cylinder, you will see fire appearing in several columns. Then throw and land in the circle at the end of the sanctuary, opening the gate to the monk. Now use remaining two blocks to transfer electricity to the other side, causing the gate to be opened. Then use the stasis on the fan and slide through the fan of the ventilator. Then quickly pass the stairs and use the nearby walls as protection. The former Revails's former champion's revail champion's music allows Hyrulean Stoic to Shief to surf a mountain and put his aech arc and arrow skills for the final test. Before entering the room, look up and you will find a metal block that you can grab with the magnese. Now, using Cryonis and the three blocks, you need to create a ladder that is four levels of height to reach the highest platform. This allows you to reach a bag in the ground that contains a zora launch. However, as it is just above lava, sliding towards the one you will fall into the lava and do not trigger the sanctuary to appear. Make your way to the path slowly, taking an enemy at a time. It is a bit of mouse trap where you need to use your skills and objects available to guide the ball in the right direction. Explode you are inside Stun Molduga. If you look along the wall, there is a slowly slowly moving which has blocks linked to them. Make sure that the top line block you can up is not electrified. FireBight Ganon (soon) 15.6 Urposatotal life champion Make your way to Kass, which can be found only southeast of the Divine Besta Vah Nabori. Be cautious, as when entering the next room, three scout scout I will fall immediately. Once you go through the labyrinth, it will fall from the opening in the center, falling directly to the ground where you can go and pick it up. There is an evasive bokoblin at the top of the log, and another more powerful on top of a large tree. Zelda Legend: Ballad Walkthrough League How to Start The Ballad DLC Champion This guide covers the very beginning phases of Ballad DLC from champions, involving link returning to the sanctuary of the resurrection and Claiming the exclusive weapon of the oblatorator. Just north of the lake is a Goron named Krane, who counts a huge monster on Lake Darman. A blue cells will appear while you descend the mountain. Turn the dungeon so that it is spinning in the anti-hourly direction and seeing the opening for the next room. Open your chest at the end to get the small key we needed. Waiten for him to get a little closer and then paraglide to the dragon. Climb on the hope and go to the next room where you will find the monk. You can then use the magnesis to open the door, causing the balls to fall. Successfully pass by all of them in allocated time to get the Sanctuary Shoo Lun appear. The DLC packages contain the following resources - some of which have not yet been elaborated: Deluxe Treasure Baams with Premium Items Warning Announcements on December 7, 2017 to make the final launch trailer shown in the plays of the game, The Ballad of the Champion provides the closure for 100 lost years from the fall of the champions before the beginning of the main mission. Red A é a € *1 A

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Allowing you to pass. Succeeded to the final circle in time and this will make Kiah Toza's sanctuary appear.
Close the door to the bottom. On the right, you will find a motion puzzle. It is directly close to an eelic gourg, it will open the gate, allowing you to shoot the switch. After arriving, you will discover that there is an IgNo Talo in the lava below. There are three orbs here that you can grab with the magnesis. Pump arrows work well in this situation to attack a distance and make heavy amounts of damage. Push it against the wall wall and Use Cryonis to create an ice block below it, lifting it. For the first two sets of flames, you only need to be next to the metal box, so that the Boxes Block They were the flames. Winning those wheels will take time, however, as the dlc of the champions ballad offers a lot of new contents, and players will have to go through all this in order to unlock the divine beast of two-wheel link. Hide behind a wall for a few seconds between the second and third Scout, if necessary to avoid an attack. The DLC gives players the chance to take all new challenges and win some super rare look, like the master of the zero motorcycle link. From this location you need, if you wait until the morning, the morning of the morning, a sunshine radius will shine in the water below. The key here is that you need to shoot four targets without taking your paraglider. Daruk champion's music pass by passing the former Daruk champion, the Questine Tasks the Herit of Time with knocking out a golem of fire and fighting for a mountain, avoiding a fire death. Walk to the big blocks of ice in front and allow the flame to pour the cubes, That you pass. Tactics are the same as Or use a fire run or sneak into a blow with the obliterator, since the shield protection will momentarily disappear. Now use the magnese to pick up the small block and move it carefully to the left so that most of the block is on top of the large block on the left but it is still holding the large block to the right. 15.2 The great Plateuautal life to begin the search, return to where everything began: the sanctuary of the resurrection. If you put a block below the first gap and slightly to the left, the orange ball will fall, hit the edge of the ice block and jump to the right, to the gate. Once you have defeated them all, Sato Koda's sanctuary will appear. You will need to start taking the path from the left, because we can not go straight since the door is blocked. Upon entering the Sanctuary of ETSU Korima, continue the first set of lights and climb the stairs. You can use Cryonis on the back wall and climb a lot of ice blocks to obtain it. Beware of ice burst on ice with ice wizzrobe and ice shot by the strongest Mòblin too. Once again bid an orb on the target to hit. Even if he is calling, you can still land on him, but you will not cause so much damage. Etsu Korima Santuário The Santuário Etsu Korima is located directly south of the Saúda for the sanctuary of the resurrection, and can be reached climbing the mountain on the opposite side of the river. Rinu Honika's sanctuary titled Blaze, this sanctuary requires you to avoid and block fire fire using blocks. The process is the same and you only have to time. Below, there is some water against a wall. At the highest edge to the left, you will find another block, then claw with the magnese and hid below. Then slide and talk to the monk. This room is extremely easy to pass: Walk to the left side to pass the first pillar, then remain left to In the second pillar and find the exit nearby. Nearby, The area contains some scouts that vary in difficulty, with all of them attacking from one time. This will cause the second set of gears moving through the room. Sato Koda Santuário at the top left of the sanctuary, you will see an orange ball rolling down. You can also paraglide on one side and use the obliterator of a blow, then go to the other side later and make the same thing. Do not play the real flight game, but simply jump the edge. Ananis of pursuing on earth This goal requires you to get a sand seal. You can also search for all the pieces of armor using the respiration of the wild interactive map. If you have already talked to Teba after defeating the fearah, he reached the reach of flight with his son. Use stasis on the fan again and run through the lines. Run to the end of the room and activate the terminal. Take point and shoot the horn. First we need to raise the left, then use Cryonis to create and block of ice and then rise. With the two attached, the gears will be spinning, creating an opening that allows you to enter the next room. Go through the blue circle and another will appear only to the east. Melt one so it is approximately half the size as the other and then use the two blocks to create a bit of a ladder that you can rise. Ex the Champions' Ballad - The first four sanct the opening steps of the initial ex, the Champions Ballad Quest, see Link fighting in enemy camps and completing the challenging sanctuaries, being limited to just a quarter of a heart The. At one point there is a gap and you will have to jump, use your Paraglider, along with the wind blast nearby to cross. Surviving Fiery's fate of lava to make your way to Darb Pond, located southeast of the city of Goron and south of the Mountain of Death. New weapons, armor and other gear resources, The "Cycle Zero", which serves as the conclusion ba'nus of the extended plot, for Retrodeders at the top of the main drops (even and including the "Lobster's Tonic" fan of the Legenda de Zelda: the Wind Waker). Use an arrow to shoot the ice chuchus in the distance, and make sure you stay away enough for the link not to be hit by your ice explosion. This throws the ball to the other side of the room, knocking on this water wheel and causing the water level to go up. This will increase blocks four levels of height and you should be able to climb up to the top to complete the sanctuary. Use Cryonis to create a number of ice blocks so they act like a ladder. Located nearby is a campoblins camp, varying in the weakest force for the strongest in the game. Skip to the first block and make your way along the permetal to the right. Thunderblight Ganon (soon) 15.7 Final Divine Experiment BeastTotal Life After completing all four ballads of the champions, you will be summoned back to the sanctuary of the resurrection. Kiah Toza Santuário in this sanctuary you have to get the broad orb in the hole below. In the next area there are flames down from the ceiling and there is a second block of metal in the lava below. Behind the blocks, if you look at the ground, you'll find a high path. You can talk to the trio of Gorons on the cliff higher for more information, but they do not provide substantial tips. Perfect guard blocks with your shell is also effective. You can click on each individual piece to visit the corresponding wiki page, which provides a detailed description as well as information on how to acquire it. This time you want to adjust the object with motion control so that a clear path through the center of the objects highlight the target. Nearby there is an open area full of Lizalfos, Mòblins and Bokoblins. I recommend using a bow that makes you more distance. Up to the top and then Paraglide on the fire to return Metal box. One of the horizontal lights moves up and down, making it a little harder to avoid. Your best bet is wait at the east end of Knuckel Island and create a camping fire. Crouch out to avoid the three first horizontal lights and walk under them. Do this and then run to reach the monk. If you look at the map, there are four sets that eliminate from the center of the Divine Beast. Beat them with a pump arrow and then follow with a regular arrow to hit the switch. Fortunately, this effect is the other side of the powerful weapon of the obliterator, which can destroy any enemy in just one hit. There is a point where the piece fits directly into a whole. Remember, the unique obliterator is only two accesses before you need to recharge. Follow the Light Ananis alone climb up to the top of the mountain of death and you will find a blue circle appeared in one of the pillars, just south. Take them and place them in the holes next to, causing the next door to open. After reaching a second target will appear. On one side of the pillar, there is a small windmill. The last of his behind a gate that has vertical bars. Once the orb is in the labyrinth, you will need to constantly adjust the direction of the map and let gravity take the ball through the labyrinth. You need to put this block to fit into the hole in the center of the room. From left to right, the solution of the puzzle is. Shira Gomar Santuário Paraglide through wind gears for the platform ahead and then removes a bomb. In addition, the link can only attack with the unique obliterator twice in a short time before the weapon loses its power. Find what the path of light shows that one of the photos leads to an area east of Uilria Grotto and west of Knuckel Island. Contains a stone crushing. The last point of interest requires the use of the large block. Beware of the Nearby too. Take and pull it into the outer wall. Once all the enemies were defeated, the sanctuary will rise from the chanx. Additional challenges and tests were also introduced. Enter and start CutScene to get a spirit orb. The first is the easier, and you can move slightly into the corner and then take it off with an arrow shot. Push a block so that it is up to the locked gate, and a second block next to him, so you can easily walk to it. Follow the greeds to the monk ahead. Climb the steps and stay on the floor to cause a large stone to appear. Run forward and place the burning on the pedestal to get the Massor map. Fortunately, you can point well between the bars and hit the switch with an arrow. Cachoeira Pursução Ananis just east of Zora's domain, make your way toward Mikau Lake. Bokoblins can be easily killed at the distance with the arrows, and any furniture or lizalfos running can be killed quickly with the unique obliterator. Follow the way and you will see an instrument where you can drop a bomb. The urban fury is also very useful against frames. Undo to the top and then run and talk to the monk. Exactly lam, Divraal's horn will be shining. Mah Eliya Santuário You will find two large metal boxes that are attached to the wall on the rails. At this point, the link will need a few moments to recharge. The Legend of Zelda: Wild's respiration is the first Zelda game to include download contents (DLC). Push it to the whole and all the platform will begin to turn. 15.3 Revalitostal Life Champion Visit Kass that is now marked on your map. As it approaches the link you will find a structure with three pillars. I find it easier to get there when the gear is blue or spinning in the hourly direction. Mounting the moving gear to Small staircase against the wall in right. Be sure to continue coming back for more contents as we approach the Zelda legend: Wild DLC blow 2, the ballad of the champions. Ex, the final judgment of the Champion 'Walkthrough at the end of the former' Ballad Quest champion puts the link ability for the final test, conquering a massive multi-part dungeon and facing a powerful old entity. Water terminal You can use the gears that are near the lava on the first floor of the dungeon to reach the top of the room. If you look at the wall wall, there is a labyrinth as a structure where the orb can travel. You can open the treasure bay to get a real arch. If you follow the elementary path, it is divided with a going to a bright orange orbe. Use Paraglider to enter and reach the bottom of the area. Once again, make a staircase and go up all the way to the top. Step on the switch at the top and decrease the platform that the Scout appeared. Now organize the remaining six blocks so you can transfer electricity to the circuit at the other end of the room. Take the magnesis and throw it on the bar that stretches out of the wall, causing the current to pass pass. Then take the two scouts to the left and right using pump arrows or other sturdy arrow type. Walk to the right and step on the switch, making two large ice blocks fall on the ground. This content includes smaller things such as supplies, for new modes and even further content of history and dungeons. Paraglide down and activate the terminal here, releasing one of the locks on the big door. Head the nearby stairs and use the bow to take two more faster scouts from guardians. One on the ground, and another on the high platform nearby. Slack the blocks on top of each other and use stasis on the top block. Use the magnese to get the and bring him in his direction. In this room there are some hidden hidden Within the large structure ahead and you have to reach all of them to activate all wind gylrstors. Once you have successfully done, use the stasis on the large fan and then slide to the terminal. Turn the dungeon and slide back to the entrance, landing on the upper platform. Create an ice pack on the ground, even in the middle, lifting both large platforms at the same time. Shut down and step on the floor switch when orb rolls over the next revamp, causing the catapult to shoot in the hole direction. This will allow you to navigate along safe soil without falling into lava. In this final room there is a treasure bean that you can get. To loosen it in the Ólico GÁ © and will fly up. Open the treasure to get a thunderstep and talk to the monk to get out of the sanctuary. For the third grouping, just climb on top of it. However, it is not quite loud. You can accomplish an attack with the obliterator immediately after attacking a weapon as it is momentarily vulnerable to sword attacks. The water is on the ground in most places, so you can use Cryonis to create barriers, if necessary. Takama Shiri Santuário The sanctuary is titled Double proposition as there is a million metallic platforms that you will need to go through areas, in addition to continuing the chain. Etsu Korima Shine Walkthrough A true bag of powerful enemies, hide around the frozen resting place of the Etsu Korima Sanctuary, where the Herit of Time should navigate a pitch-black labyrinth. From here, take the block that is on the ceiling with the magnesis and drop to the floor below. There is a treasure bean that is constantly falling and you and breaks its fall, creating an ice pack. You will find a blue circle and after moving, another circle appears more in front. Of higher you can slide to the upper platforms by the area farther from the sanctuary You have discovered that there is a white symbol in the lava below and you have to step on so that the sanctuary appears. appear.

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