

GatorMUN XX

BACKGROUND GUIDE



The Council of Hyrule
Specialized Committee

GatorMUN XX

A Word From Your Director

Dear Delegates,

My name is Patrick Lewicki, and I am the Director of the Council of Hyrule. I am a fourth-year Political Science and Economics double-major, and have been involved in Model United Nations since the eighth grade. I have served many roles in Model United Nations leadership, having most recently been the Secretary-General of GatorMUN XIX. I also serve as the Music Director of the Honor Chords A Cappella group, all on top of my current course load.



With how busy my schedule is, I place a lot of value on what I do with my free time. One of my biggest hobbies over the past decade has been video games, of all genres and types. While I also enjoy Stardew Valley, Mario Kart, and Mario Odyssey, my favorite game of all time is The Legend of Zelda: Breath of the Wild. To me, it presents such a unique window into a vast world where almost anything can happen. There is no right or wrong way to play Breath of the Wild, which means everybody who's played the game has a unique experience with it. I also adore the art, the ambient music, and I even enjoy the characters and the story. I know that for the latter two aspects, I am in the minority with my opinion, but I know that the characters and story can combine for a wonderfully unique experience when it comes to a Model United Nations Committee.

The Council of Hyrule takes place a mere week after the end of Breath of the Wild. During this time, Zelda, exhausted from her 100+ years of holding Ganon at bay, needs help rebuilding Hyrule. She has asked leaders from all over the Kingdom to gather at Hyrule Castle to aid her in this endeavor. It will be a difficult task though, with Hyrule needing everything from new governments, a restarted economy, infrastructure, security, and improved relations with the Zora, Gorons, Rito, and Gerudo.

Rebuilding Hyrule will no doubt be a challenge, but delegates that cooperate, pay attention to detail, and invent creative solutions will certainly succeed in restoring Hyrule to its Pre-Calamity Glory.

If you have any questions, please feel free to email gatormun@gmail.com and put "Council of Hyrule" in the subject line. We will be using Directive-style writing and will not require position papers.

May the Goddess Smile Upon You,

Patrick Lewicki

Rules of Procedure

This Committee will abide by Robert's Rules of Order, below is a brief summation of the basic procedures needed to be successful in this committee. Points and motions not listed in this document are chair's discretion on acceptance. The goal of this committee is to create one resolution as a group by the end of the conference, based on attendance more may be accepted. Page minimums and maximums will be established throughout the committee as well as sponsor caps.

Order/Agenda of a Model U.N. Conference

1. Setting the agenda.
 - a. This means choosing the order in which you will debate topics, if there are multiple on the table.
2. Debating the topic.
 - a. Moderated Caucus
 - i. Moderated debate
 - b. Unmoderated Caucus
 - i. Work on draft resolutions, sporadic debate, time for additional research, etc.
 - c. Speaker's List
 - i. When the speaker's list is closed, move straight into the voting procedure.
 - d. Vote on motions as they arise.
 - e. Author's Panel
 - i. Group of sponsors present resolution
3. Voting procedure
 - a. Resolutions are presented, then voted upon.
 - b. No one may enter or exit the room once voting procedure has begun

Rules of Procedure

QUORUM

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as “Present” or “Present and Voting.”

MOTION TO SUSPEND THE RULES FOR THE PURPOSE OF A MODERATED CAUCUS

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as “Present” or “Present and Voting.”

MOTION TO SUSPEND THE RULES FOR THE PURPOSE OF AN UNMODERATED CAUCUS

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

MOTION TO SUSPEND THE MEETING

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

MOTION TO ADJOURN THE MEETING

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year’s conference.

POINTS OF ORDER

Points of Order will only be recognized for the following items:

- a) To recognize errors in voting, tabulation, or procedure,*
- b) To question relevance of debate to the current Topic or*
- c) To question a quorum.*

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

POINTS OF INQUIRY

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time. The question must conform to the following format:

Delegate from Country A raises placard to be recognized by the Committee Director.

Committee Director: "To what point do you rise?"

Country A: "Point of Inquiry."

Committee Director: "State your Point."

Country A: "Will the delegate from Country B (who must have just concluded a substantive speech) yield to a question?"

Committee Director: "Will the Delegate Yield?"

Country B: "I will" or "I will not" (if not, return to the next business item)

Country A asks their question (it must not be a rhetorical question.)

Country B may choose to respond or to decline.

If the Delegate from Country B does not yield to or chooses not to answer a question from Country A, then he/she yields all remaining questioning time to the Committee Director.

POINTS OF PERSONAL PRIVILEGE

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure.

Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

RIGHTS OF REPLY

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL.

Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

FRIENDLY AMENDMENTS

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

UNFRIENDLY AMENDMENTS

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

Delegate from Country A raises placard to be recognized by the Committee Director

Committee Director: "To what point do you rise?"

Country A: "Point of Inquiry."

Committee Director: "State your Point."

Country A: "Will the delegate from Country B (who must have just concluded a substantive speech) yield to a question?"

Committee Director: "Will the Delegate Yield?"

Country B: "I will" or "I will not" (if not, return to the next business item)

Country A asks their question (it must not be a rhetorical question.)

Country B may choose to respond or to decline.

If the Delegate from Country B does not yield to or chooses not to answer a question from Country A, then he/she yields all remaining questioning time to the Committee Director.

PLAGIARISM

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

MOTION TO ENTER VOTING PROCEDURE

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as “Present and Voting” are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

ROLL CALL VOTING

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: “For,” “Against,” “Abstain,” or “Pass.”

During a Roll Call vote, any delegate who answers, “Pass,” reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to “Passing” Delegates, they must vote: “For” or “Against.”

ACCEPTING BY ACCLAMATION

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Background Guide

Hyrule Historia (No, not that one)

The history of the Kingdom of Hyrule is a fascinating story with many twists and turns. The many incarnations of Link, Zelda, and Ganon have faced battle for so long that most of their battles are now legends and fairy tales. However, for the sake of simplicity, this overview of Hyrule's history will focus specifically on Breath of the Wild, and the other legendary battles will not impact the committee. The Zelda timeline as a whole is far too complicated (and frankly convoluted) to fit into a single committee, so for the sake of the Council of Hyrule, Breath of the Wild is the only story that is canon to the committee.

Hyrule's history can be broken down into four simple eras. The first is 10,000 years ago, the second is 100 years ago, the third is one year ago and the fourth is one week ago.

10,000 Years Ago

A long-standing cycle emerged in Hyrule's history, where a Hero of Legend, wielding a blade created by the goddess Hylia, worked alongside a Princess directly descended from Hylia to seal away a constantly reincarnating evil known as Calamity Ganon. These battles were so ancient that they became legends, even in Hyrule 10,000 years ago.

During these ancient times, the Sheikah were a brilliant people with some of the most advanced technology in the Kingdom's history. They and the King of Hyrule, all being wise, decide to prepare some weaponry and anti-Ganon measures to ensure that the Hero and Princess could seal Ganon away the next time he returns. Thus, much was constructed, including Towers and Shrines, which were meant to test the Hero and build his strength before battling with Ganon. Another creation of this era was the Guardians, autonomous robots who could fire powerful lasers at their targets (and help provide cover fire for the Hero and Princess). The last and most notable creation of this era was the Divine Beasts, giant animal-shaped mechs who could attack Ganon from miles away. These Divine Beasts needed to be piloted, however, so different peoples stepped up to pilot different Divine Beasts. A Gerudo piloted Vah Naboris, a Rito piloted Vah Medoh, a Zora piloted Vah Ruta, and a Goron piloted Vah Rudania. These pilots (alongside this incarnation of the Hero and Princess) were dubbed "Champions". Soon after, Ganon arose, but thanks to the Champions, quick work was made of him.

After the battle, the King, fearing the technology should be turned against Hyrule, asked the Sheikah to bury it away. Most of them agreed to this, but some dissenters resented the King for his request. These dissenters soon formed the Yiga Clan. The technology was buried away for the next 9900 years until it was most needed.

100 Years Ago

King Rhoam Bospohramus Hyrule was in charge of the Kingdom. He had sensed danger from a prophecy about Ganon's return, so he took action. First, he ordered the army to find and excavate as much of the ancient technology as they could. It took some time, but they managed to find all of the Shrines, Towers, Divine Beasts, and Guardians. The King's daughter, Princess Zelda, wanted to aid in the research of this technology, but the King forbade this, since Zelda still needed to train to unlock her Hylia-given power to seal Ganon away. In happier circumstances, Zelda's

mother would've aided her but her mother tragically passed when she was but a child.

Still wanting to help in a more active role, her father assigned her to recruit new Champions to pilot the Divine Beasts. Among her recruits were Revali of the Rito, one of history's most skilled and prideful archers. She then recruited Daruk of the Goron, one of the toughest warriors of that age. Next came Mipha, the Zora Princess; Mipha was a magnificent healer and kindhearted leader (who especially adored Link and her younger brother, Sidon). Lastly was Urbosa of the Gerudo, one of the most powerful fighters of the age and a dear friend of both Zelda and Zelda's mother.

All while these events were passing, the Hero was reincarnated as the son of a Royal Guardsman. Link was born in Hateno Village, and as time passed, he proved to be the best knight Hyrule had ever seen. It was during his time as a knight that he became close with Mipha and many other Zora. Link was soon appointed a Champion, and the King hosted a marvelous ceremony to introduce all of the new Champions to the kingdom's citizens. Link was appointed by the King to accompany Zelda wherever she should go in her efforts to unlock her powers.

Zelda tried almost anything, from praying at the Springs of Courage, Power, and Wisdom, to studying her ancestors, but she was unable to feel any sort of power course through her. Her last effort came as she ascended Mount Lanayru to pray at the Spring of Wisdom, but it did nothing. The Champions all comforted her after she descended the mountain, but it was at that precise moment that Calamity Ganon had returned.

The Champions rushed to their Divine Beasts and Link and Zelda rushed to the castle. The Champions had prepared vigorously for this moment, but Calamity Ganon had a plan to thwart them. He spewed forth Malice, a toxic sludge that can damage or corrupt whatever it touches. The Divine Beasts were hit with Malice, spawning smaller versions of Ganon called Blights; these Blights defeated all of the Champions and corrupted the Divine Beasts, causing hefty damage wherever these Divine Beasts were stationed. The Guardians were also hit with Malice, and soon turned against Hyrule, as the ancient King had feared. The Guardians proceeded to destroy Hyrule Castle Town and most other settlements around Central Hyrule. The army attempted to make a last stand at the Citadel, but they too were thwarted. King Rhoam himself had perished at this point.

The Guardians forced Link and Zelda on the run, Zelda being devastated by the loss of her loved ones. They eventually make their way just east of the Dueling Peaks and are exhausted from battle. A single Guardian approaches, threatening the pair with its laser. Link, despite being weak, raises the Master Sword one last time to protect the Princess. Zelda, having grown close to Link, jumps in front of him to save his life, and it is at that moment that Zelda unlocks her powers. She's able to shut down all of the nearby

Guardians to ensure her and Link's safety. Link passes out from his weakness, but Zelda, seeing the Master Sword glowing, realizes he can be saved by the Shrine of Resurrection. She orders some Sheikah warriors take Link there as she takes the Master Sword to store it safely under the watch of the Great Deku Tree until Link can return. Zelda then returns to Hyrule Castle to use her powers to hold Ganon back until he can be defeated.

1 Year Ago

Link awakens from the Shrine of Resurrection, and grabs the Sheikah Slate. However, he also faces the loss of his memories. The ghost of King Rhoam slowly reintroduces Link to the world of Hyrule. The Shrines, which were inaccessible for the past 10,000 years, are now accessible (with use of the Sheikah Slate by Link). The Towers, long having been buried, rise out of the ground. Link slowly builds his strength and regains his memories (thanks in large parts to Impa and Purah). He accomplished much right after his resurrection, including but not limited to, restarting some Ancient Tech Labs, fully upgrading his Sheikah Slate, expanding his inventory by finding Korok Seeds, helping construct an entirely new Village, repurchasing his home, receiving a motorcycle, and many, many more Side Quests. To get meta, assume Link 100%-ed Breath of the Wild with both DLC packs, because there are not enough pages in this Background Guide to detail everything in the game.

Right before starting to reclaim the Divine Beasts, Link reclaimed the Master Sword from Korok Forest. He then proceeded to Wasteland to reclaim Vah Naboris. He snuck into Gerudo Town disguised as a Vai (Gerudo for "woman") since Gerudo Town only allows Vai inside its walls. He was tasked by the young chief Riju to reclaim the Thunder Helm from the Yiga Clan. Link accomplishes this task, in the process temporarily defeating the Yiga leader Master Kohga. Upon returning to Gerudo Town, Riju and Link make their way via Sand Seal to Vah Naboris and are able to shoot it in its feet enough times to stop it from shocking everything within a mile around it. Link then conquered this Divine Beast and in return received Urbosa's Fury. He then proceeded to help the people of Gerudo Town enough to convince Riju to let him borrow the Thunder Helm.

Link then went to Zora's Domain, where he met the Zora Prince, Sidon. It was a long, perilous journey to Zora's Domain, but Link finally made it, and there he found both his old friends and those who resent him over Mipha's death. King Darphean of the Zora welcomes Link with open arms, and gives Link some armor Mipha made for him. Link completes the armor set, kills a Lynel, and then goes to see Divine Beast Vah Ruta (on Sidon's back). Link is able to shock Vah Ruta enough to prevent a devastating flood, and he then boards the Divine Beast to retake it. Upon defeating Waterblight Ganon, Mipha grants Link the healing power known as Mipha's grace.

Next on Link's agenda was Goron City. He arrives at the volcanic city and meets the leader, Bludo. Bludo tasks Link with finding Yunobo, a young Goron descended from Daruk (who was sent to get painkillers for Bludo). Link, using Bludo's cannons and some bombs, reaches Yunobo and Yunobo gives Bludo the painkillers. Bludo's back still hurts though, so Link and Yunobo need to trek to Vah Rudania themselves. Using some stealth, some boulders, and some cannons, they reach the peak of Death Mountain, and Link is able to climb in and retake the Divine Beast. As his reward, Daruk gives him Daruk's Protection.

Lastly, Link heads to Rito Village. All Link does here is recruit a grizzled old Rito archer, Teba, who takes him up to Divine Beast Vah Medoh. They take down its shields, Link hops inside and retakes the Divine Beast. Revali, begrudgingly, rewards Link with Revali's Gale.

Finally, Link makes his way to Hyrule Castle to defeat Ganon. Right as Link enters the Castle's Sanctum, Zelda (who to be fair was holding on for over 100 years at this point) can no longer contain Ganon. The Divine Beasts fire at Ganon, taking away half his health. Link proceeds to fight the abomination until its defeat. However, Ganon's pure essence remains and reforms into the gigantic pig-like Dark Beast Ganon. With the help of Zelda, his horse, and the Bow of Light, Link is able to defeat Dark Beast Ganon, and Zelda seals Ganon away...for now, at least.

1 Week Ago

Zelda and Link, having defeated Ganon, start thinking about the ever-important task ahead of them: rebuilding Hyrule. Zelda is exhausted after holding back Ganon for so long, so she tasks Link with heading up the operation. Link, recognizing his strength as a warrior but weakness as a policymaker, travels around Hyrule on Master Cycle Zero to recruit people to the newly-established Council of Hyrule. In this process, he's able to give back Champion weapons and a weakened form of Champion powers to the Champion successors. He also gives the Sheikah Slate to Purah so she can study it further.

Hyrule Today

Hyrule today is a broken kingdom with neither sufficient infrastructure, governance structures, security, nor any semblance of an economy. The landscape, mainly in Central Hyrule, but found all across the Kingdom, is littered with ruins of villages long destroyed by the Calamity. While Ganon has been vanquished, many monsters still roam the countryside. While Ganon has been vanquished, some monsters remain. Mainly, Fearsome Beasts still remain all around Hyrule, though if they aren't provoked, there can remain an uneasy peace. Guardians have all been disabled, but that's not to say they cannot be reenabled (either for the light or dark). The Yiga Clan, being people and not beasts, still remain in the shadows. With their deity gone, they will stop at nothing to ensure his return.

Hyrule's population lives on the perimeter of the Kingdom, which makes travel and trade between the villages far more difficult than it would be without settlements in Central Hyrule or safer infrastructure in that region. Shopkeepers around Hyrule are looking to expand their businesses and would love to offer goods from all around Hyrule, rather than being limited to local goods. Traveling traders and Stable owners are anticipating more business, and might need help expanding capacity.

Hyrule, despite being quantifiably safer, is still a broken kingdom, and it needs the help of the Council of Hyrule to get that done.

Creatures of Hyrule

Beasts of Hyrule are monstrous creatures who seek nothing but to wreak havoc on the lives of the good denizens of Hyrule. Some are more intelligent than others, but they are not the wisest creatures. Some have elemental (fire, ice, electricity) properties and others don't. They are not to be trusted.

Standard Beasts will have a default color, but as they increase in difficulty, all beasts share a color scheme (default color, blue, black, silver, and gold in the order of weakest to strongest).

Bokoblins

Bokoblins are small goblin-like creatures who are essentially Hyrule's default enemy. Their weapons of choice are one-handed clubs. Their default color is red.

Moblins

Moblins are tall, thin, orc-like creatures with long noses. They are larger and stronger than Bokoblins but are slower. Their weapons of choice are two-handed clubs and spears. Their default color is red.

Lizalfos

Lizalfos are lizard-like creatures who mainly live near water. They come in elemental varieties and are much more agile than either Moblins or Bokoblins. Their weapons of choice are spears, boomerangs, and bows. Their default color is green.

Fearsome Beasts are larger than standard beasts and can cause terror by their mere presence. They also have unique weak spots.

Lynels

Lynels are manticore-like creatures who, short of Ganon himself, are the most-feared beings in all of Hyrule. Their attack is stronger than all but Guardians, their mobility rivaled only by Lizalfos. The weakest Lynel has more health than the strongest Guardian, and Lynels follow the same color-based difficulty as standard beasts (red-maned is easiest, gold is toughest). They are not to be trifled with, though should you face one, know that its weak spot is its head. If hit in the head by an arrow, it will be stunned long enough for you to make your escape.

Taluses

Taluses are giant stone golem-like beasts with no face to speak of. They have two arm-like appendages made of rock which they will throw at whomever attacks them. Taluses come in both Igneo and Frost varieties, requiring specialized elemental equipment to deal with. Their weak spots are ore deposits on their tops or backs, and they are otherwise invulnerable to damage.

Hinoxes

Hinoxes are giant Cyclops-like creatures who populate Hyrule. The least intimidating of the Fearsome Beasts, Hinoxes are slow, have a very large weak spot (their one eye), and rarely use weapons. They also carry weapons their attackers can use wrapped around their neck. Hinoxes also follow the same difficulty increases as Standard Beasts (red is easiest, black is toughest).

Moldugas

Moldugas are giant sand sharks who move quickly and strike powerfully. They are the only Fearsome Beast to be concentrated in one area, and that area is Wasteland. There are relatively few Moldugas in Hyrule, but they are nonetheless important as their innards can be used to craft life-saving medicine. They have no weak spots, but all of a Molduga is vulnerable; in order to take one down, an adventurer would need to barrage it until it dies. Most prefer to just stay away.

Octoroks

Octoroks are small beasts who live underground or underwater. They fire giant boulders from their mouths at whoever disturbs them.

Pebblits

Pebblits are tiny Taluses that come in the same elemental varieties. They have no weak spot, however, but are easily defeated with a simple bomb.

Wizzrobes

Wizzrobes are wizard-like creatures who deal damage through their elemental weapons. They also have the ability to teleport and turn invisible.

Keese

Keese are bats with one eye that come in all elemental varieties.

Chuchus

Chuchus are giant piles of elemental jelly that attack by throwing themselves directly at you, or by using their various elemental powers.

Peoples of Hyrule

Hyrule is inhabited by many different peoples possessing unique physical attributes, histories, cultures, and strengths. Most of Hyrule's people are friendly (with one notable exception), and these are the residents of the Kingdom our committee seeks to help.

Hylians

Hylians are one of the largest groups who reside in Hyrule. Hylians are descended from the Goddess Hylia and those who lived amongst her court. Hylians are human-like creatures that have pointy ears, varied skin tones, and many used to have an ability to do magic. For most, this is no longer the case, but for a reincarnated hero named Link and a line of Princesses all named Zelda, they still possess such abilities. Hylians mainly populated Central Hyrule and Castle Town 101 years ago, but the Calamity drove them to the Stables and to faraway villages like Hateno and Lurelin. Hylians governed Hyrule since the kingdom's inception, but largely granted autonomy to the other peoples of Hyrule. Famous Hylians include Link and Zelda.

Sheikah

The Sheikah were another of the largest groups who resided in Hyrule. Since ancient times, they were technologically advanced people, and were the architects behind the Guardians, Towers, Shrines, Divine Beasts, and Sheikah Slate, just to name a few. They are typically paler than Hylians and have red eyes and white hair. They also have much longer lifespans than Hylians. In all other respects, they look very similar to Hylians. The Sheikah have long assisted Hylians in governing Hyrule. The Sheikah call Kakariko Village home, and it was in this Village they survived the calamity. The Sheikah are, generally, skilled warriors and they still make unique weapons like sniper bows, shields, and broadswords. The Sheikah use an eye with a tear dripping down as their symbol. Famous Sheikah include Impa, Purah, and Robbie.

The Yiga Clan

The Yiga Clan are a group of Sheikah assassins and thieves. They split apart from the Sheikah over a century ago as they sought to aid Calamity Ganon. They wanted to aid Ganon as they thought he would value the Sheikah more than the Hylians did. The Yiga Clan mission is to eliminate all who would stand against Calamity Ganon. The Yiga Clan are led by Master Kohga and have their hideout near Gerudo Town. They all have black hair and use an upside-down Sheikah crest as their crest. They are the most intelligent enemies, possessing an uncanny ability to teleport, unparalleled agility, and general craftiness. The smaller Yiga Footsoldiers specialize in using bows or one-handed weapons, and the larger Yiga Blademasters attack using Windcleavers. The Yiga Clan remain a force to be reckoned with, even after the Calamity's end.

Koroks

Koroks are tiny wooden people whose faces are covered by leaves. 900 Koroks lived all around Hyrule until last year when Link found them (turns out these Koroks were playing a century-long game of hide-and-seek), so today they all live in Korok Village. Koroks can do a little bit of magic, like expanding one's inventory and playing

music, but their magic is mainly reserved for entertainment. Korok Village is watched over by the Great Deku Tree, an ancient elder from the kingdom's long past. Koroks are broadly pacifists owing to their size, but even large Koroks like Hestu aren't fond of fighting. That being said, Korok Village is where Zelda took the Master Sword to store it while Link was being healed, so they're pacifists out of pragmatism more so than out of ideological conviction. Famous Koroks include Hestu.

Zora

Zora are fishlike people who can breathe water and air. Zora mainly live in places dense with waterways or bodies of water. They can swim very fast when in the water, but walk, run, and dive with grace when out of the water. Zora also have longer lifespans than Hylians, because the peoples naturally heal at different rates. The Zora are expert craftsmen, having built their hometown, Zora's Domain, entirely out of Luminous Stone. When in combat, the Zora prefer to use spears to fight, and Zora craftsmen have created some of the finest spears in the Kingdom. They also have a rich history which was recorded onto several disparate stone monuments which surround the Domain. A rich history exists between the Zora and the Hyrule Royal Family, including both in ages long past when the Great Reservoir Dam was constructed, and recently with the relationship between Mipha and Link. However, rifts in that relationship expanded when Mipha passed away in the Great Calamity, with many older Zora holding resentments towards Link and other Hylians. These rifts, though, started to heal ever since Link retook Vah Ruta and prevented the Domain from flooding. The current leader of the Zora is King Darphean, a wise, brave, and noble King who has governed Zora's Domain justly. Famous Zora include Mipha, Sidon, King Darphean, and Mushu.

Rito

Rito are birdlike people who walk on two legs, are covered in feathers, and whose arms are surrounded by wings which enable them to fly. Because higher altitudes can be quite cold, they have evolved protection against the cold. And, since their hometown, Rito Village, is located just south of the Hebra region, cold protection greatly aids the Rito. Rito Village itself is located on a tall, thin, cylindrical rock formation in the middle of a large lake; the Village's various structures are built from wood and attached to a central spiral staircase which surrounds the rock formation. Because of their ability to fly, the Rito are expert archers in combat; they even have a training ground nearby for practice called the Flight Range. Other Rito, also because of flight, operate as traveling traders with vast logistics networks. One, Kass, even works as a traveling bard. Most Rito are calm and friendly, but some famous Rito could be quite brash. Revali and Teba, two Rito warriors, come to mind in this regard. Revali in particular was quite prideful, and was arguably the Champion whom Link liked the

least. The current leader of the Rito is the elder Kaneli, a wise and older leader. Famous Rito include Revali, Teba, and Kass.

Gorons

Gorons are large people formed from boulders who live in the mountains. Gorons are sturdy, flame-resistant, and love eating rocks, all of which makes Death Mountain a perfect home for them. Goron City, the hometown of most Gorons, is found just west of Death Mountain. Most Gorons participate in a singular occupation: mining. Death Mountain is home to all sorts of rare and valuable ores, so the Goron City economy is built on mining operations. The Gorons are a fairly relaxed, low-maintenance people, and all most Gorons want to do is put rocks on the table and live simple lives with their friends and families. Along with this standpoint, and also owing to Gorons' very sturdy bodies, comes a general attitude of pacifism. This is not to say Goron warriors don't exist, especially since their strength can lend greatly to larger, two-handed weapons. Rather, most Gorons use their strength for mining rather than combat. Bludo is the leader of the Gorons, and he knows how to operate cannons, but is also old and has constant back pain, along with a crabby attitude. Famous Gorons include Bludo, Daruk, and Yunobo.

Gerudo

Gerudo are tall people with red hair who mainly live in the desert. They are also primarily women (or "Vai"), since a single male Gerudo (or "Voe") is only born once a century. Because many Gerudo want to find love and eventually have children, they travel across Hyrule more than any other people. Their travels also bring with them exotic goods from all across the Kingdom. Gerudo Town and Kara Kara Bazaar, the two largest Gerudo settlements, are some of the busiest hubs of commerce and trade in all of Hyrule. This desire to travel has also resulted in one of the most combat-ready people in Hyrule, primarily wielding scimitars and shields for self-defense. Gerudo Town also maintains an army, both to guard the Village against outsiders (Yiga and Voe) and go on expeditions if necessary. These soldiers are armed primarily with spears. The Gerudo have historically been governed by a wise Chief, but with the sudden death of the previous one, the young Riju recently had to step into the role. While she initially had some troubles, with the Thunder Helm being stolen under her watch, she was able to get Link to retrieve it and help him retake Vah Naboris. Link helped bring a resolute peace to Gerudo Town, so Riju's reign has recently helped Gerudo Town flourish. Notable Gerudo include Riju and Buliara.

Places of Hyrule

Akkala

Akkala is the region in the Northeast corner of Hyrule. It is surrounded by the Ocean to the east and north, Death Mountain in

the west, and Upland Zorana to the south. Akkala is largely one plain, with a few cliffs on the coasts, and the peak of the region being Akkala Tower and the Citadel. Akkala's main waterways are Lake Akkala in the mid-south, and Skull Lake in the Northeast. Akkala was once home to the Citadel, the last stronghold of the Army. Akkala is littered with Guardians, and because of this it also houses the Akkala ancient tech lab, which produces anti-Guardian weaponry. Akkala is also home of the Spring of Courage and the Akkala Labyrinth. Akkala's main settlements are Tarrey Town, a very multicultural city, and its stables are the North Akkala Stable and South Akkala stable. Akkala's main exports are ancient technology, arrows of all kinds, foods that increase defense and resistance to electricity, along with a small amount of precious ores.

Eldin

Eldin is a region in the north of Hyrule. It is situated west of Akkala, east of Woodland, north of Lanayru and south of the steep northern cliffs. The geography of Eldin is dominated by Death Mountain, Hyrule's largest Volcano. Death Mountain is situated near the center of Eldin, so it has the highest altitude of any of its neighbors. Eldin has few true waterways but is populated with hot springs (which regenerate health). Eldin's climate is unbearably hot, requiring special armor or elixirs to withstand it (with the exception being the Gorons). Eldin is home to the Gorons, and as such is the home to Goron City, the Southern Mine, and the Abandoned North Mine. It is also the location of Divine Beast Vah Rudania and the Foothill Stable. Because of Death Mountain, Eldin has three main major exports: Ores of all types (and in massive quantities), heavy weapons, and food/monster parts that help resist the cold.

Woodland

Woodland is a region in the north of Hyrule. Around Woodland is Death Mountain to the east and the Tanagar Canyons/ Hebra tundra to the west. On Woodland's north side are the steep northern cliffs, and to the south are Ridgeland and the Hyrule Castle Moat. Woodland's geography is dominated by two major areas. The largest area is the Great Hyrule Forest, surrounded by Lake Mekar. The Forest is home to the Lost Woods and Korok Village, and as such is the population center of Woodland. The other major area is the Typhlo Ruins, a dark area where light cannot enter from the outside. Woodland was once home to a Military Training Camp, but it has since been overrun by monsters. The two Stables in Woodland are the Serenne Stable and the Woodland Stable (the latter of which is one of the two closest Stables to Hyrule Castle). Woodland's main exports are stealth-boosting foods and mushrooms.

Hebra

Hebra is the northwesternmost region of Hyrule. Its geography is

dominated by several mountain ranges in the west and the Tabantha Tundra in the east. Woodland and the Tanagar Canyon are to the southeast, and Tabantha is to the south. Hebra is a frigid region and thus requires special armor or consumables to survive for long periods. Because of the rough terrain and climate, Hebra is scarcely populated. A couple of brave Hylians have made homes in the region, but the only true population center is Snowfield Stable. Hebra has many unique locations, though, with the North Lomei Labyrinth and the region's many peaks and valleys, Hebra has much to offer as far as intrigue goes. Hebra's main export is consumables that help resist hot environments.

Lanayru

Lanayru is a region in the west of Hyrule. To the north is Death Mountain and Akkala, to the east is the Lanayru Sea, to the west is the Hylia River, and to the south is the Rutala River. Lanayru's geography differs between the region's east and west. The west's main feature are the relatively flat Lanayru Wetlands, and the east's main feature are the tall luminous cliffs that surround the Zora and Rutala rivers. Lanayru is home to Zora's Domain, a city built by the Zora purely out of Luminous Stone. Zora's Domain is right at the head of the Zora River, so most Zora were protected from the Calamity's worst effects (save for the death of the beloved Mipha). Other notable landmarks include Divine Beast Vah Ruta, the East Reservoir Lake, and in the far west, Wetland Stable (which is fairly close to Hyrule Castle). Lanayru's main exports are Luminous Stone, fish, spears, and many other elixir ingredients.

Central Hyrule

Central Hyrule is the region in the center of Hyrule. It is largely a simple plain surrounded by the Hylia and Regencia Rivers as well as the Great Plateau. Central Hyrule is home to many monsters, ruins, and Guardians, making this region both dangerous but also ripe for resettlement (if danger can be curbed). Central Hyrule was once the population center of the kingdom, but because it is largely one plain, Guardians were able to wreak havoc on the populace. The road network in this region is the best in Hyrule, but only two Stables are located in the region: Outskirt Stable and Riverside Stable, both on the south side. Hyrule Castle is at the northern end of the region, and a rebuilding effort here and in the surrounding Castle Town could pay massive dividends. Central Hyrule's main export is Guardian and monster parts, but until commerce and settlements are started, it imports far more than it exports.

Ridgeland

Ridgeland is a region in the west of Hyrule. It is surrounded by the Regencia River to the east, Tanagar Canyon to the west, and the Gerudo Highlands to the south. Ridgeland, with nominative determinism ever-present, has a geography dominated by ridges and mountains. South Ridgeland features Mount Rhoam and the Nima Plain, while North Ridgeland features ridges of all sizes and

types. Ridgeland is split by the steep cliffs surrounding the Tamio River. It has few population centers other than Tabantha Bridge Stable in the west, and is fairly dangerous with monsters, electricity, and monsters with electricity. Its main exports are horses, monster parts, and food that help resist electricity.

Tabantha

Tabantha is a region in the west of Hyrule. It is surrounded by the western steep cliffs to the west, Tanagar Canyon to the south and east, and Hebra to the north and east. Tabantha, like Ridgeland, features many mountains and ridges, with the two main water sources being Strock Lake and Lake Totori. Tabantha, being near Hebra, is cold and gets colder as elevation increases. Rito Village is located in Tabantha, in the middle of Lake Totori. Other notable landmarks of the region include the Ancient Columns in the south, the Flight Range in the north, and Divine Beast Vah Medoh on top of Rito Village. Tabantha's main exports include baking-related goods, foods to boost attack, powerful bows, arrows, and accordion music (at least last year).

Hateno

Hateno is a region in the east of Hyrule. Western Hateno is surrounded by water while eastern Hateno is between Fort Hateno in the west, Rutala River in the north, and cliffs to the south. Geographically, Hateno has a bit of everything, from plains to cliffs to mountains. Notable locations in Hateno include Lanayru road, Mount Lanayru (where one can spot Naydra, the ice dragon), and an archery course. The main settlements in Hateno include Hateno Village (where Link resides) and the Hateno Ancient Tech lab, where research on Guardians and the Sheikah Slate is performed. Fort Hateno and some help from Zelda prevented a Guardian invasion from entering Hateno, so the region is relatively safe. Hateno's exports include foods that produce all manner of boosts and effects, ancient technology, and construction (courtesy of Bolson Construction).

Dueling Peaks

Dueling Peaks is a region in the center of Hyrule. Dueling Peaks is bordered by the Hylia River in the west, Lake Hylia and Mount Florida in the south, Fort Hateno in the east and Rutala River in the north. Dueling Peaks' geography is dominated by two tall mountains, which legends state used to be one. The south of the region, on either side of the peaks, is plains, while the north has many surrounding mountains and pillars. The Sheikah thus have their village, Kakariko Village, in the north of Dueling Peaks, and this helped them avoid the Calamity's worst effects. Kakariko Village is the population center of the Village, but Dueling Peaks Stable is also housed here. Dueling Peak's main exports are foods which boost stealth and defense, swords, shields, sniper bows, and arrows.

Great Plateau

The Great Plateau is a region in the center of Hyrule. It is separated from the rest of the kingdom because the Plateau is so high. Allegedly, this region was where the Kingdom of Hyrule was born. It has no residents but it houses two essential landmarks. The first is the Temple of Time where the goddess Hylia was once worshiped. The second is the Shrine of Resurrection, from which Link exited one year ago. It is an eclectic region, but difficult to access without teleportation means or the ability to fly. Great Plateau's exports are mainly foodstuffs, but nothing terribly fancy.

Gerudo

Gerudo is a region in the west of Hyrule. Much like the Great Plateau, its borders are the result of its own geography, with Gerudo being cold, snowy, and having an enormous altitude. It has no residents because it is somehow more isolated than Hebra. It has no roads or rivers to speak of. Its only notable monument is a statue of the Eighth Heroine, and other than that it has snowy cliffs for miles on end. Its main exports are Luminous Stone, consumables that aid heat-resistance, and whatever Link found in the region's hidden treasure chests.

Faron

Faron is the southeasternmost region in Hyrule. It is surrounded by water in the south and east and cliffs in the north and west. Faron's geography is mainly cliffs, with the roads being built in the lowest-lying slice of the region. Faron is home to many unique places and people. Lurelin Village is the population center, and it is a fishing town. The other population center is the Lakeside Stable in the west. Notable locations include Cape Cresia, Eventide Island, Tuft Mountain (where its said lovers meet), and Lake Floria. On the Floria Bridge over Lake Floria one can sometimes see Farosh, the lightning dragon. Faron has several unique and notable exports, including certain fish and crabs, foods that boost attack, and most of Hyrule's Hearty Durian supply.

Lake Hylia

Lake Hylia is a region in the south of Hyrule, situated between Faron, the Great Plateau, and Wasteland. Lake Hylia's geography is dominated by the eponymous lake, with few cliffs save for the west and south. The region is home to many horses, the Malanya Spring, and even the Mounted Archery Training Camp. It is also home to the Spring of Courage at the end of the Draco River. Many rely on fishing for sustenance but most Lake Hylia residents are people who love horses. Horses are unsurprisingly the main export of the region, along with assorted fish and zapshrooms.

Wasteland

Wasteland is the southwesternmost region in Hyrule, being a massive desert and surrounded by cliffs in the north and east. Wasteland's climate is extreme, varying from very hot to very cold depending on the time of day. The desert sand in Wasteland

prevents horses from traveling in the region; Wasteland's people instead rely on Sand Seals to get where they need to go. Wasteland is home to Gerudo Town and Kara Kara Bazaar, two Gerudo population centers. Gerudo Town only lets women enter its gates, but disguises are purchasable if you know where to look. The many landmarks of Wasteland include the South Lomei Labyrinth, the East Gerudo Ruins, Divine Beast Vah Naboris, and the Great Cliffs. Wasteland is also where the Yiga Clan Hideout is located. When discussing exports, a better question is what Wasteland doesn't export. The region has unique foods that it grows itself, but Gerudo Town sells almost everything, from arrows, to meats, to mushrooms, to climate-resistant jewelry. The Gerudo also produce high-quality weapons of all kinds, with a standout being the Golden Bow.

Questions to Consider

Delegates will have to consider many different aspects of rebuilding when trying to fix a broken Hyrule. Here are just four to consider:

Safety: There are many different threats to safety across the Kingdom, including weather and terrain. Mainly, though, beasts great and small still roam Hyrule, both along the roads and within their own bases. Safety is foundational to nearly everything; in order for people to work, travel, trade, etc. they have to feel safe to do so. If an economic recovery is to take place, traveling merchants, traders, and delivery workers need to feel safe on the roads when transporting goods from place to place. With the Yiga Clan remaining active, current Villages could use some protection as well. A lot of different approaches to safety can be taken. The Army and Royal Guard could be reformed, you could use Elixirs or food, or try to make use of Ancient Tech and Weapons, or use some sort of construction effort, etc.. So long as monsters roam the land, safety will always be something that deserves immense focus.

1. What methods should be used to approach increasing public safety?
2. To what extent should safety methods be offensive or defensive?
3. To what extent should safety conflict with personal liberties?

Governance/ Government: With the King dead and Zelda as the only remaining royal descendant, perhaps Hyrule could use a facelift from the government standpoint. There are many different regional interests to consider; a resident of Hebra has far different concerns than a Faron resident. That doesn't even factor in the non-Hylian villages who have enjoyed relative independence from the Kingdom's central government. The Council is also concerned with, considering King Rhoam's hubris, concentrating the power of the government into the hands of one person. It would also be important to enumerate what powers a government would have to enact change as well as the resources (like taxes) it would have to enforce its new powers.

1. What systems of governance should be implemented for the Kingdom-wide government?
2. What specific powers should lie at what levels of the government?
3. Who should be allowed to participate in the government?
4. How should the government collect resources to enact its policies

Economy: Hyrule's people grow and gather many different things. Some of Hyrule's people have specific skills that aid them in crafts. For the past year, Link has contributed more to the economy of Hyrule than anybody else, and that is unsustainable. The economy, once a manufacturing and services-based economy, relies heavily on agriculture and gathering materials, which has greatly reduced the standards of living for everyone. Technology, people, new

methods, and investments are all needed to help restart Hyrule's economy. Trade between villages is also important because different regions and villages have different local flora and fauna. Increasing the production of resources, making long-distance transportation easier, and increasing the complexity of goods produced are all chief goals when it comes to reinvigorating the economy of Hyrule. Where the Council can help is setting forth tangible policies that can aid those goals, like providing trade caravans with an army escort, subsidizing purchases of machinery, or setting consistent tax policy are just some possibilities to help address economic issues.

1. What should the tax and subsidy structures look like in order to incentivize growth?
2. How much should the government intervene in the economy?
3. What should monetary and financial policy look like?
4. How should infrastructure and new construction be used to aid recovery?
5. How can Kingdom-wide supply chains be improved?

Infrastructure/Construction: Hyrule is in need of a massive infrastructure/construction overhaul. On the former front, the Kingdom's road network is limited everywhere that isn't Central Hyrule. This means that where most people currently live, there are only one or two routes that can be taken to reach the Kingdom's center. If trade and travel are to restart, Stables need to increase capacity and new roads need to be built to decrease travel times. Supply chain work is also needed to transport raw goods to manufacturers in order for them to produce goods; for example, Topaz from Death Mountain needs to get down to Gerudo to allow a jeweler to make Topaz circlets. The higher quality the infrastructure, the safer and speedier the journey, and the more goods people could produce. Reconstruction efforts can also aid in this endeavor, as a settlement in Central Hyrule could provide a trading and logistics hub to exchange raw and finished goods. Central Hyrule also has an excellent road network and acres of fertile farmland, making it an ideal target for reconstruction efforts.

1. What should new construction efforts look like, both architecturally and in scope?
2. How can infrastructure outside of Central Hyrule be improved?
3. What role can safety play in helping supply chains?
4. What other efforts can be taken to improve supply chains and transportation infrastructure?
- 5.

Positions

Riju

Riju is the young chief of the Gerudo people, and the successor to Urbosa. She resides in Gerudo Town with Buliara at her side to help watch over the Gerudo. Though young, she has already played a significant role in conquering Divine Beast Vah Naboris. She has great diplomatic and leadership skills, and hopes to do just by her people at the Council of Hyrule. She has the Thunder Helm (an ancient Gerudo relic that shields whoever wears it from electricity) after Link returned it one week ago. As Urbosa's successor, Link granted her access to Urbosa's Fury, an attack that strikes nearby enemies with paralyzing bolts of lightning. Riju may deploy Urbosa's Fury up to three times during committee.

Buliara

Buliara is the Gerudo bodyguard of Riju, and the two of them are generally very close. Buliara resides in Gerudo town with Riju. Buliara is very strict and protective of Riju because Riju is still very young. Thus, when Riju became determined to serve on the council, Buliara sought to accompany her to the Hyrule Council to serve alongside her. Buliara, in her role as a bodyguard, is a master of many different types of Gerudo weapons. While proficient using a short sword and shield, spear, or Golden Bow, her preferred weapon is a Golden Claymore. She is tough, and while she is fairly even-tempered, with her combat skills she is not one you want to anger.

Kass

Kass is a Rito bard who travels far and wide across Hyrule. Kass had a mentor, but the mentor has passed away. The mentor taught Kass several songs which happened to reveal the location of some ancient shrines. Kass not only plays songs he learned but also songs which he wrote about each of the Champions. His instrument of choice is the accordion, which he plays beautifully. He is friends with Link, though he gets along well with most of Hyrule's residents. His laid-back attitude, friendly demeanor, and travel throughout the kingdom prompted him to serve on the Council.

Sidon

Sidon is Prince of the Zora, son of King Dorphean, and the younger brother of and successor to Mipha. Sidon resides in Zora's Domain along with his father. Sidon helped Link to retake Divine Beast Vah Ruta and prevent Zora's Domain (and Hyrule as a whole) from flooding. Sidon had a deep love for his sister and is both charismatic and committed to the Zora. He possesses some proficiency with a spear, though it was his charm, love of the Zora, and respect for Link and Zelda which led him to serve on the Council. As Mipha's successor, he gained access to Mipha's Grace from Link, which allows him to fully heal anyone who would otherwise perish. Mipha's Grace may be deployed up to two times during committee.

Dento

Dento is a Zora blacksmith experienced with spears. Dento operates a shop out of Zora's Domain, where he lives with his family. As many older Zora were, Dento was not on the best terms with Link after Mipha passed away, but as time has gone on Dento has slowly started to forgive Link. Dento knows the world outside Zora's Domain is dangerous, so he believed his smithing skills would be of benefit to Hyrule, thus why he chose to serve on the Council. While he has yet to completely let go of the past, Dento is certainly a kinder person than he once was. That being said, he can still be very blunt.

Yunobo

Yunobo is a young Goron who is the descendant of and successor to Daruk. Yunobo resides in Goron City where he frequently helps Boss with various errands. Yunobo was once a pretty anxious and nervous person, but after being rescued by Link and helping him to retake Divine Beast Vah Rudania, Yunobo finds himself more confident than he ever was. His confidence and friendship with Link prompted him to serve on the Council. He is not skilled in combat, but as Daruk's successor and descendant, Yunobo has always been able to wield Daruk's Protection, an impenetrable shield that can deflect any attack, no matter how strong. Yunobo may use Daruk's Protection up to three times during committee.

Rohan

Rohan is a Goron blacksmith with some combat experience. Rohan resides in Goron City, where he both hones his craft and trains an apprentice. A master craftsman, he crafted the Fireproof Armor set and specializes in crafting two-handed weapons. Rohan even has combat experience, having defeated several nearby Igneo Taluses. Rohan is an older Goron, but with his particular set of skills (and a less grouchy temperament than Boss), he sought to serve on the Council. Rohan has a tough, rocky exterior, but deep down he just wants to leave Goron City a better place than when he found it.

Robbie

Robbie is a Sheikah scholar of ancient technology. He lives in northwestern Akkala at the Akkala Ancient Tech Lab. Robbie operates an Ancient Furnace (whom he named 'Cherry') which can forge all manner of anti-Guardian weaponry, including ancient arrows (capable of taking out a Guardian in a single shot to the eye), swords, spears, shields, and armor. He greatly aided Link on his journeys, and he seeks to offer the same assistance to the Council (and also attain more funding for his lab and research).

Purah

Purah is a Sheikah scholar of ancient technology. She lives near Hateno Village at the Hateno Ancient Tech Lab. Purah's appearance is childlike, but she is actually over 100 years old. Her appearance was caused by an anti-aging experiment that went awry. Purah's specialties relate to the Sheikah Slate, its Runes, and the Hyrule Compendium. She is a dear friend of Impa and Link, which motivated her to serve on the Council.

Hestu

Hestu is a Korok bard with the power of inventory expansion. Hestu resides in Korok Forest, where his grandpa supposedly lives. One year ago, 900 Korok Children stole Korok Seeds from Hestu's maracas, and some monsters then stole the empty maracas. Link aided Hestu by retrieving Hestu's beloved instruments and (begrudgingly) all 900 Korok Seeds. In exchange for the first 441, Hestu expanded the number of weapons, bows, and shields Link was able to carry. Because Link collected every last Korok seed, he has called in a favor from Hestu to serve on the Council, to which Hestu agreed, hoping to be helpful to more people besides Link.

Selmie

Selmie is a professional Hylian Shield-Surfer. She lives in the Hebra region in a cabin so isolated it is simply called Selmie's Spot. She herself is likely the best Shield-Surfer there ever was, and she even taught Link about her craft. She is a specialist in all things shield-related and owns many shields of varying qualities. Since few live in Hebra, she figured she should try and represent it on the Council.

Beedle

Beedle is a Hylian traveling merchant who loves beetles. He resides by Stables and seems to always be at whichever Stable Link is. He can be found with a beetle-shaped backpack selling arrows and local flora and fauna. Because of his merchant connections, friendship with Link, desire to grow his business and his travel experience, Beedle felt it was his destiny to serve on the Council

Kilton

Kilton is a traveling merchant who loves monster parts. Kilton sets up his shop outside of the towns of Hyrule, and only during night. He is something of a monster connoisseur, and he sells all sorts of equipment which can help distract or defeat monsters. Link was the man who inspired Kilton to start his shop, and ever since, Link has been Kilton's only customer. However, in joining the Council, Kilton seeks to both prevent a monster resurgence as well as increase his customer base.

Straia

Straia is a Hylian whose main expertise is horses. Straia lives at the Mounted Archery Camp in the Lake region of Hyrule. His passion is horses, and particularly the Giant Horse that once resided nearby. Link found this horse and brought it to the camp for Straia to study. As horses are the main source of long-distance travel in Hyrule (with only Link having other methods of travel), a horse expert was a must for the Council of Hyrule. Straia graciously accepted.

Dabi

Dabi is a Hylian who manages the Tabantha Bridge Stable on the western border of the Ridgeland region. He is a logistics specialist, as many Stable managers are. Dabi is also witness to all of the gossiping travelers who come from far and wide. His Stable is small however, and Dabi believes that, if commerce and travel are to recover, Stables, the Stable network, and the road network of Hyrule should be expanded and repaired. Dabi's knowledge of logistics and its role in helping Hyrule's economic recovery are the very reasons why he chose to serve on the Council.

Botrick

Botrick is a Hylian patrolman who also sells arrows. Botrick lives in the southeast corner of central Hyrule, patrolling the road connecting that region to Ridgeland. He wields a traveler's sword and shield for protection. He believes security, even in a post-Calamity Hyrule, is essential to restarting travel and commerce in the kingdom. Botrick sees what dangers can lurk just around the corner, which is exactly why he wanted to serve on the Council

Varke

Varke is a Hylian who manages the Snowfield Stable in the eastern portion of the Hebra region. He is a logistics specialist, but because of the harsh environment, and infrastructural isolation, Varke rarely needs to put these skills to use. For the sake of his Stable in p

articular, he would like to see Hebra become a less desolated place, or generally just anything to be built that could draw tourists and business to the region. He wants to do right by his business and by the (admittedly few) Hebra residents.

Dorian

Dorian is a Sheikah guard with combat experience. He resides in Kakariko Village alongside most other Sheikah in Hyrule where he guards Impa's residence. He has a dark past, having once been a member of the Yiga Clan. His wife, the love of his life and mother of his children, brought him out of the Yiga Clan, but she was murdered. Dorian had to serve as a double-agent to protect the lives of his children, a fact which only Link knows about.

Considering the Yiga Clan are one of the few remaining post-Calamity threats, Link thought it essential to have someone with inside knowledge on the Council. Dorian hesitantly accepted, grateful to the hero who saved his life.

Pikango

Pikango is a Sheikah artist who has traveled across Hyrule. Pikango's main passion is painting beautiful landscapes, and as a result of both his travels and his passion, he has an uncanny ability to recognize almost any photographed landscape in Hyrule. He possesses an intimate knowledge of Hyrule's geography and landscapes, both past and present. He used his knowledge to aid Link many times, so it was no surprise that Link had invited him to serve on the Council (which he graciously accepted). He is no doubt ecstatic to see (and probably paint) Hyrule Castle in the flesh.

Mubs

Mubs is a Hylian shopkeeper who sells seafood and shock arrows. She operates the Lurelin General Store in Lurelin Village on the southeast coast of Hyrule. Lurelin Village is a safe place to be sure, but because the main road out of town is so dangerous, few residents travel (or receive outside deliveries). Mubs isn't sure whether the solution is to build more roads or improve the current one, but she thinks something should be done. This is why she journeyed to Hyrule Castle to serve on the Council.

Furosa

Furosa is a Gerudo bartender who owns the Noble Canteen. She lives in Gerudo Town, tucked away from most of Hyrule. Link helped Furosa rescue a Noble Canteen customer from the Wasteland deserts, and since then she's been on speaking terms with him. Furosa's concerns lie mainly with commerce; Gerudo Town is a trading hub with few non-Gerudo customers. She is concerned with both the supply lines into town (she uses a lot of ice in her drinks, which can melt quickly) as well as out of town (to improve citywide sales), and her commercial interests led to her serving on the Council

Nekk

Nekk is a Rito who sells armor. Nekk lives in Rito Village where he operates his armor shop, the Brazen Beak. He specializes in creating armor that protects against the cold. He has a few friends in Hebra, and he knows that if anyone is going to settle in the colder areas in Hyrule, they could use some of his armor. He is also friends with the dye shop owner Sayge. Put simply, Nekk wants more customers, and he thinks a position on the Council can help him implement policies advantageous to his interests.

Bolson

Bolson is a Hylian contractor who owns and operates the Bolson Construction company, a company where all employees must have names the end with "son". Bolson lives in Hateno Village with Karson, though he wants to expand his company's reach. Bolson sees a ruined Hyrule ripe for new construction (and likely massive profits). Bolson sold Link his house, so Bolson managed to use this connection to get onto the Council. For his part, Link knew construction was a massive need anyways, so Link was actually quite pleased when Bolson wanted to be on the Council

Hudson

Hudson is a Hylian construction worker for Bolson Construction. He is also the founder of Tarrey Town, Hyrule's latest settlement. Hudson currently resides in Tarrey Town along with his Gerudo wife, Rhondson. Hudson not only has great construction skills, but he's seen what building a new multicultural town from the ground up can do for an area, its people, and the economy. He wants to rebuild Hyrule in a Tarrey Town-like way. Link was a massive help recruiting people to move to Tarrey Town, so he figured he'd do one last bit of recruiting: getting Hudson to join the Council.

Greyson

Greyson is a Goron miner. He used to work and live in the Southern Mine on Death Mountain, but Link convinced him (and his little brother Pelison) to move to Tarrey Town. Greyson is much happier here, and enjoys the local community. He also wants to repay Link for inspiring him to move, so Greyson has asked to serve on the Council. He knows that in the rebuilding efforts, Goron-sized muscles are needed to either gather precious resources for construction or to clear rocky land in advance. He wants to make both Goron-kind and Tarrey Town proud.

Kish

Kish is a Hylian who manages the Woodland Stable on the southern border of the Forest region. He is a logistics specialist, as many Stable managers are. Kish's stable is also situated on a very strategically important piece of land; he is nearby both the Helmhead and Thims bridges, the only two current connections on Hyrule's road network between northeast Hyrule and the rest of the Kingdom. He knows the two bridges could be choke points, so he joined the Council to advocate for increased security on the

road network so travel cannot be prevented (and thus his business ruined).

Mazli

Mazli is a Rito Guard. He lives in Rito Village, and his post is right outside the Village. His field of knowledge is defense, and he remains on high alert with his feathered spear should anyone dare to sneak into Rito Village. Despite this, he is a generally friendly guy who cares deeply about his village. He feels uncertain about where his skills are most needed, but Link was kind enough to offer him a seat on the Council, so perhaps he might be of some use there.

Jiahto

Jiahto is a Zora historian. He resides in Zora's Domain alongside most Zora. He has collected (with Link's help) stories from all historical Zora monuments and successfully published his book, "A History of the Zora", to much acclaim. Jiahto feels both that the Council could use a wise sage to help guide decisions and that knowing the mistakes of history might make the Council far less likely to repeat them. Thus why he decided to join the Council

Claree

Claree is a Sheikah shop owner who sells armor, mainly stealth armor. She resides in Kakariko Village where she operates her shop, Enchanted, alongside her sister. Link has been one of her few customers, and her tailoring work on her stealthy Claree Collection was excellent. She is also fascinated by the world outside her Village and wants to do a bit more traveling (and maybe bring her wares to sell). She is willing to help supply armor when needed, but her main mentality behind joining the Council was to travel and perhaps find ways to expand her business.

Fronk

Fronk is a Zora carpenter who specializes in using luminous stone. Fronk lives in Zora's Domain alongside his wife Mei and their two children. Link helped Fronk find Mei when she was washed away incredibly far downstream to Lake Hylia. Ever since, Fronk has been incredibly grateful to Link. Thus, when Link asked Fronk to serve on the Council, he enthusiastically accepted. Fronk knew as well as Link that much of Hyrule needed rebuilding and Fronk's skills as a carpenter would come in handy.

Prima

Prima is a Hylian innkeeper. She lives in and operates the Great Ton Pu Inn in Hateno Village. She specializes in accommodating travelers in her Inn, though many find it difficult to get there. Villages don't always have horse stables nearby, so it is often a trek to arrive at an Inn. Prima hasn't gotten many customers lately, and she thinks the new Council could help in a couple different ways. Building some sort of tourist attraction in Hateno might attract more visitors or improving the kingdom's road infrastructure might help make the trip to Hateno easier. Because other

innkeepers shared her concerns, they convinced Prima to serve on the Council to advocate for all innkeepers.

Chumin

Chumin is a Hylian traveling merchant who sells fruit and seafood. Chumin is originally from Lurelin Village, and this is still where he sources most of his products from. He seeks to expand his market, but he fears for his safety on the Bridge of Hylia. He even had to dodge bolts of electricity from Farosh on his way to Hyrule Castle. He wants increased security for the road network, and perhaps to expand it since the Bridge of Hylia is a choke point that can separate southeast Hyrule from the rest of the kingdom. He wants to serve his fellow Hylians well, and also serve the Council some “delicious” Hearty Durians.

Totsuna

Totsuna is a Hylian traveler whose expertise is dragons. She can be found somewhere in Faron, always along the roads. She is amazed by the power of the three dragons of Hyrule, Farosh, Dinraal, and Naydra. She knows these creatures’ powers can be harnessed (humanely) by Hyrule to do great things. She actually traveled up to Hyrule Castle with Chumin, though she was far more excited to see Farosh than he was. She’s very passionate about dragons, and that passion led her to serve on the Council.

Mina

Mina is a Hylian scavenger who works with her brother, Mils. They work in southern Central Hyrule. She is proficient with her traveler’s sword and shield that she wields unyielding. She also possesses great knowledge about Central Hyrule’s many ruins, and since the area has been overrun with monsters and Guardians for over a century, she is likely one of two living people with that knowledge (the other being her brother). Knowing that Council members probably get well-fed and free housing, Mina figured she’d sign up. And hey, maybe her skills might come in handy to help her kingdom.

Branli

Branli is a Hylian flight researcher. He resided on Ridgeland Tower for about a year (he was stuck) until some friendly Rito rescued him and brought him down safely. He is fascinated both by the Rito and by Link’s paraglider. He believes the solution to Hyrule’s infrastructure problem is to give everybody paragliders. His thoughts are unorthodox and highly unfeasible, but perhaps his expertise can benefit the Council in some sort of way.

Yammo

Yammo is a Hylian traveling merchant who sells basic foods. She travels between Tabantha Bridge and Snowfield Stables via Serenne Stable. She finds herself as the main supplier of outside food for Hebra. While much food can be foraged locally, it concerns Yammo that many people would be worse off without her presence. Thus she was motivated to join the Council (though not

before finding a friend to fulfill Hebra's food supply chain needs in the meantime). While she could attempt to expand her traveling merchant business, she's more altruistic than that and simply wants to ensure Hyrule's people get fed.

Pondo

Pondo is a Hylian who likes bowling. He lives in Hebra where he operates his lodge. While a big bowling fan in general, he particularly likes "snowling", which is bowling but bigger and everything is made of snow. Hebra is fairly cold and isolated so he doesn't get many customers, but he thinks he can expand his business to more habitable areas of Hyrule, and hey, maybe bowling is the type of thing that can attract tourism to smaller and newer towns. Pondo is a simple man who likes bowling, and he didn't even want to be on the Council, but Link bowled a strike and Pondo lost his bet, so here we are.

Sayge

Sayge is a Hylian who operates a dye shop. He lives in Hateno Village with his wife and son, and it is here where he runs the Koshi dye shop. He's a big fan of fashion and the arts. His shop is pretty niche, but definitely something that he feels could drive tourism. He decided to join the Council to see if there was anything he could do to help increase travel or if the Council could help his shop pay its bills.

Daz

Daz is a Korok who operates a small shop. He lives in Korok Forest where he operates the General Shoppe, which sells both food and arrows. Because the road to Korok Forest runs through the Lost Woods, Daz only had one customer: Link. Daz wants to get out into the rest of Hyrule to sell his goods. He was invited to join the Council by Link because Link did not want to bear the sole responsibility for Daz's financial well-being.

Conclusion

Hyrule has been saved by Link and Zelda, but it has not yet recovered. A century of devastation occurred, so massive efforts need to be taken on all fronts in order to bring Hyrule back to its former glory. There are many fronts that need to be looked at, including safety, government, economy, infrastructure. There are many different regions of Hyrule who need different aid in recovery and who can help aid other regions in different and unique ways. Hyrule is home to many beasts and wrongdoers who would stand in your way, and many different friendly peoples, all seeking to do right by their people and by Hyrule. The story of Hyrule is one that recounts legends and legendary battles. Though stories were not written of what happened after the battles, perhaps the Council of Hyrule can institute a recovery so excellent, future historians will have no choice but to dub it 'Legendary'.

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