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clothes on and wear the Blood Moon. Take a look before you follow the road to your way from Hyrule Ridge to Hebra, you'll need to go over Tabantha Great Bridge. Just before it, there is the Tabantha Bridge Stable. Look south from it, towards the taller hill, you'll see the shrine. Toh Yahsa - From Ridgeland Tower, you can spot the area called Tundra Plateau, the one with thunderstorms and mushroom-like trees. In the center of it, you'll need to place four balls into their corresponding color spots. Once this is done, you'll reveal the secret shrine location. In short, glide towards the orange ball from the nearby hills, drop it on the nearby plateau with the bonfire. Use the Stasis rune and hit it in order to reach the center of the compound. Use the same method for the red ball, but this time, hit it from the area where it stands. Maag No'rah - Find the Bokoblin camp on the northern slope north of Lindor's Brow, the one with a very tall crow's nest. Look at the mountainside from the nest and you'll notice rocks that you can destroy. That's where the shrine is. 3. Two Rings location 3. Lob the arrow at an angle 5. Purple and Red ball solutions. 5. Toh Yahsa ShrineHebra Shrine locationsHebra is the area located in far northwest. The large, snowy Hebra Mountains are at its center. You'll also spot two larger areas like Tabantha Frontier and Tabantha Tundra.Tena Ko sah - Close to the Tabantha Great Bridge, high up on the Ancient Columns, among the ruins ... you'll find it.Akh Va'quot - South from the Heabra Mountains, there is a rather deep lake. This is where you'll find Rito Village and the shrine. If you haven't so far, be sure to pick up pieces of cold resistance gear from the armor vendor in the village. You'll need them for the upcoming shrines.Sha Warvo - North from the Rito Village, in the area called Dronoc's Pass, close to the road.Rin Oyaa - From Hebra Tower, glide northward. If you follow the road, you'll have no difficulty finding it.Sha Gehma - This one is at the northernmost part of Tabantha Tundra. If you use the shield gliding, you'll get there in no time.Qaza Tokki - To enter this shrine, you'll have to find a secret entrance within the stone maze called North Lomei Labyrinth. The Shrine quest you get, once you land in the maze, is called "Trial on the Cliff". If you don't care about all the treasures in the maze, you can always land on it from the nearby mountain. From its top, search for the yellow glowing Electric Chuchu. Just a bit above their location is the entrance to the shrine. However, if you decide to do it properly, you'll need to go around the maze, destroy the corrupted eye, find the gap in the upper wall, and the path to the Electric Chuchu and the shrine's entrance. Be careful not to miss at least 4 chests found here.Hia Mu - At the absolute most northwestern point of the map, northwest of Icefall Foothills. You can reach it by paragliding in from the mountains.Maka Rah - on the western bank of Lake Kilsie, south of the Sturmida Basin, you'll find a pier. You can just see the shrine through the crack in the wall. Use a bomb to blow up the rocks and ride the wind gust across the water to the next. Follow the trail of rocks and the last gust will fly you up to a torchlit entrance. You can also reach it by gliding from the top of the mountain opposite the entrance.Voo Lota - West of Rito Village, north of Passer Hill, in Warbler's Nest. After defeating Vah Medoh and rounding up the kids, you'll have to complete Recital at Warbler's Nest shrine quest. Stand on the mound surrounded by five statues. Use a Kokoro leaf to blow the air into the rock rings, corresponding to the notes. Full guide to Warbler's Nest riddle is here.Dunba Taag - In Tanagar Canyon, south of Tama Pond. Just paraglide down to the place where the canyon curves to the north, just underneath one of the windmills.Gee Ha'rah - south of Kopeeki Drifts, northwest of Hebra Tower. On the southeastern side of the gorge, there is a pair of huge stone doors. Head back from there up the hill until you find several large rocks. Throw one down the second path, to the right of the sharp rock.Lamno Kooh - west od Hebra Tower, southeast of Hebra Falls. There's a hidden body of water to swim across. Beware, it's deadly cold.Rok Uwog - West of North Tabantha Snowfield, just above the second I in Pikida Stonegrove, on one of the lower levels.Goma Asaagh - Paraglide down the southwestern side of Hebra Peak until you see the shrine. Light a fire to melt the ice blocking the entrance.Shada Naw - Just North of Selmie's Spot, northwest from Hebra East Summit.Bareeda Naag - South of Rito Village, near the road. You can get the "Ancient Rito Song" shrine quest to complete this and it involves a shadow passing at the right time and lighting a torch over the center of the pedestal. Complete guide can be found here.Rona Katcha - East of Mount Drena, at the very end of the canyon. To get there, go from the southwest, through the Forgotten Temple.Kah Okeo - East of Rayne Highlands and the Ancient Columns. Move the large, flat rock on it using Stasis, then hitting it.Mozo Sheno - During the Bird in the Mountains quest, scope out the eastern side of Biron Snowshelf from the adjacent mountain. You'll spot the shrine in the opening at you can paraglide into. Our Secret Shrines Quest Locations guide has more details if you need them.To Quomo - The entrance is on the southeast slope of the Hebra North Summit (southeast of our marker on the map above). There are large, stone, doors you can't blow up with your bomb. If you look opposite of the door you will see a slope on top of which are several big snowballs nearby. You have to roll down the snowballs in order to break open the door. You'll need to create two Cryonis pillars in the water pond in the middle of the slope to roll down properly. Check out the screenshot below for exact location and setup. 6. North Lomei Labyrinth 6. Qaza Tokki Shrine entrance. To Quomo Shrine location and puzzle solutionThere are no easy shrines to be found in northern part of Hyrule. This area consists of Great Hyrule Forest and Thyphlo Ruins. The first shrine is at the center of the forest. You'll need to get here first. From the first shrine, you can find three Korok's that start three shrine quests - trials. All three of them lead to one of the shrines.Keo Ruug - This is the first one, you can get inside the Korok Forest. It is on the path to the Master Sword. To reach it, you'll need to overcome the danger of fog. If you get caught in it, it will reset you to the starting location. To go through the fog you need to follow the direction of the torch's flame, or to take a few steps, and, if it is safe, continue, if not, run back.Maag Halan - East from Keo Ruug Shrine, you'll find a hollow, dead tree with the NPC Damia there. Damia gives the shrine quest called "The Test of Wood". Fight your way to the entrance in the Mido Swamp.Daag Chokah - Follow a path east from Keo Ruug Shrine. It will take you through a dead, hollow tree to Tasho, who stands on a rock. Talk with him to start "The Lost Pilgrimage". You'll have to follow another Korok to reach the shrine's location.Kuhn Sidaji - Just like with the previous ones, you have to find Korok, start the quest and complete it to get to the shrine's location. This Korok is located southwest from the first shrine, towards Lake Saria. "Trial of Second Sight" shrine quest is an easy one. Use the Magnesis rune to find the right path, put a Rusty Shield into the tree's mouth, take the chest it gives you as a reward towards the other tree's mouth.Ketoh Wawai - The final one is located north from the Great Hyrule Forest, in the area called Thyphlo Ruins (a large green tree). To reveal the shrine's location, you need to complete the quest called "Shrouded Shrine". Use the torch to light your way, and you'll notice the stone braziers are shaped like birds. Go in the direction their beaks point to. You will have to fight a boss at the end and he holds the metal ball you need to reveal the shrineEldin Shrine LocationsEldin is a region in the northeast. It consists of three larger areas, Eldin Canyon and Mountains and Death Mountain. There is a town called Goron City here, as well. You'll need a Flamebreaker armor set to be able to traverse the Goron dominion.Mo'a Keet - Just east from the Foothill Stable and the road that takes you to Eldin. If you follow the road, once you pass the stable, climb the taller hill.Sah Dahaj - Glide east from Eldin Tower. Descend once you cross Lake Intenoch. Just below the tall enemy structure, close to Cephal Lake, on the lower ground.Tah Muhl - From the Mo'a Keet Shrine and the Foothill Stable, head southwest. At the southwest of the first, taller mountain formation, closer to the ground level than the top, tucked in between the rock formations. It is a part of the shrine quest "A Landscape of a Stable".Mirro Shaz - Just north from the small Pico Pond, follow the beach from the nearby Woodland Stable.Qua Raym - In the southwesternmost lava lake, called Geronbi Lake, there is a small island. Glide toward it if you want to find it.Kayra Mah - South from Gorko Lake, in the area called Gorko Tunnel, on the greater plateau. Go to a hut in the west part of Goron City (first hut to the left as you enter the city) and talk to Bladon during the day to start the A Brother's Roast side quest. He'll tell you to go to Goron Tunnels (southwest of Gorko Lake) to find his brother Gonguron. Just follow the road to the southeast; there's even road signs pointing you the right way. When you find the brother, you'll just have to go and look for rock roast in the nearby Gortram Cliff area. Once you bring it to the brothers, they'll smash down the wall barring the shrine entrance.Daqa Koh - Follow the path south from Goron City, toward the Goron Hot Springs and north from Gorko Lake. There is a railroad path you can also use as a reference toward the shrine. Just before the final ascending path toward Death Mountain, you can spot the orange glowing rocks and the shrine.Shae Mo'sah - Follow the road north from Goron City.Shora Hah - This is on top of the Isle of Rabac, deep inside the lava-covered area. You'll need more than one piece of the Flamebreaker to get here. Use your bombs to propel a mine cart across the rails in the lava.Gorae Torr - On top of the large, tall rock in the Gut Check Rock area. You can use the power of the winds to boost yourself up on the rock, but you'll need better climbing gear if you want to enter the shrine. In order to enter it, you need to complete the quest "The Gut Check Challenge" that is given by Bayage, who is standing in front of it. 6. Bladon's location in Goron City 6. Gorko Tunnel entrance locationAkkala is the north-easternmost region of Hyrule. It stretches from the sea in the east to Death Mountain in the west, and from the far north of the map to Toto Lake and Ploymus Mountain in the south.Tu Ka'loh - This shrine is hidden in the maze on Lomei Labyrinth Island, in the northeast of the map, in the Akkala Sea. To solve the puzzle you enter it in the most northwestern point of entrance. Move the large metallic cube with your rune (there is a chest with great ancient core behind it) and follow the path to the right to reach the shrine. You can check out the screenshot below for reference.Zuna Kai - There's a very tall stone pillar in the middle of Skull Lake (northwest of Tempest gulch, in the northwest of Akkala). Find a high spot, then glide over and finish the climb.Tutsuwa Nima - Located in the Spring of Power. It's inside a very small body of water south of the North Akkala Valley, northeast of Orodorac Quarry. To enter, you must offer Dinraal's scale (drop it in the water of the spring).Katosa Aug - It's just to the east of East Akkala Stable, just south of North Akkala Foothill.Ritaag Zumo - At the very end of the spiral-shaped Rist Peninsula. To activate the shrine, pick up the orb where the spiral meets mainland (Into The Vortex side quest) and carry it over. Be careful, there's a lot of enemies with ranged attacks.Ze Kasho - Paraglide off of Akkala Citadel Ruins to the northwest and search the hills.Dah Hesho - On the cliff south of the circular island in lake Akkala, northwest of Kaepora Pass.Kah Mael - In the center of Tingel Island, find a large, flat rock and move it with Stasis to reveal the shrine below.Ke'nal Shakah - In the northern part of Ullria Grotto, in the southeast of the region. This was a tough one to solve. There seems to always be raining in this region. Shrine is hidden behind breakable rock barrier on in inaccessible cliff side. You can drop from above it, slam into the breakable rocks, quickly drop your bomb and detonate it and if you have a fairy she will resurrect you and you can enter. If you don't want to spend fairies you need to go to the cliff opposite of the breakable rocks. There are several large stones (some of them you can move with magnesis). Place them opposite of the breakable rock and use stasis and sledgehammers to launch them into the breakable rocks. Takes good positioning and about four hits with the sledgehammer to have it hit. Paraglide to the shrine cave from the cliff above. You can check the gif of me doing it by clicking here. Tu Kaloh Shrine labyrinth path to shrineDow Na'eh - This one was placed here as I found it later on in the game. Some of you might even considered it as a part of West Necluda. It is well tucked in, behind a large waterfall. You can glide through the watefall, or simply go over the path beside it.Tahno O'ah - To make it easier, this part of the mountain is bare. There is no forest here, except in one spot. This is where you should go. In this area, the eastern part of Madorna Mountain, beside the forest, you can spot the breakable stones. Destroy them to reveal the entrance.Jitan Sa'mi - On top of Mount Lanayru, you'll see the Spring of Wisdom, guarded by Naydra, the dragon spirit. Shoot it in the enormous, red eyes that are on its body to release it, then shoot three more times to get the Naydra Scale. For more detailed instructions refer to our Breath of the Wild Secret Shrines Quest Locations guide.Mezza Lo - This one is found in the area called Rabia Plain, up on the hill. It is one of Kass's secret shrines. You'll need to complete quest "The Crowned Beast". In short notes, find and mount a deer and get him to stand on the ancient shrine pressure plate. If this doesn't help, take a look here.Rucco Maag - In the northeast corner of Samasa Plain, south of Ruto Mountain.Shal Yota - Although this one is located in Horon Lagoon, first you need to find Kass just south of it, and complete the quest "Master of the Wind". In case you need help with the quest, visit here.Ne'ez Yohma - In the very center of Zora's Domain, behind the statue of Mipha, under the Throne Room of King Dorephan.Dagah Keek - From the city Zora's Domain, find a bridge that takes you northwest. Follow the mountain range to the south until you reach a large waterfall called Veiled Falls. There, on the ground is the secret shrine pressure plate. To solve it, swim up the waterfall (you will need Zora Chest armor), paraglide, then press attack to do a diving attack onto the plate. This should reveal the shrine.Soh Kofi - Fly north of Lanayru Tower, across the water, near the place that you meet Prince Sidon at for the first time.Sheh Rata - There's a small island just between Crenel Peak and Zelo Pond, in the northwest of the region. The island is overgrown with wild bushes, so you'll need to burn them away to enter the shrine.Central Hyrule is a large area in the center of the map. It stretches from Castle Hyrule on the north to Lake Kolomo in the south. It's surrounded by Hylia River in the east and Regencia River in the west. It's a huge area, but there aren't a lot of shrines.Kaam Ya'tak - From the top of Central Tower, paraglide to the southwest and look around the eastern side of Mount Daphnes.Katah Chuki - Northeast of Mount Gustaf, in the southeastern part of Quarry RuinsNoya Neha - On the island north of Quarry Ruins, on the southern slope of a hill in the southwest corner of the island. Find the side overgrown with thorns, burn them away and use a bomb on the breakable rocks and reveal the shrine.Saas Ko'sah - In the northern part of Castle Hyrule. You'll have to go inside and find a large stone brazier and ignite it. To get inside the castle, watch it from the mountain on the northwest. You'll notice a part of the moat where the water flows into the castle. That's your point of entry.Namika Ozz - In the northeast of Central Hyrule, in the center of Crenel Hills. Look inside the huge rocky formation that looks almost like a volcano opening.Kaya Wan - Just head a little to the west of Wetland Stables, which are near a wooded area south of Crenel Peak, near the eastern bank of the Hylia River. 4. Hyrule Castle Moat Entry Point 4. Find and light the large stone brazier Kass Shrine QuestsKass is an NPC you will come across every now and then and he gives you quests with riddles to solve in order to discover shrines. We made a comprehensive guide for every Kass Shrine quest in the game and how to solve their puzzles. If you are stuck use that guide to uncover the shrines. Here are the shrine quests covered: Oukah Nata Shrine - A Song of StormsShae Katha Shrine - The Serpent's JawsSasa Kai Shrine - Sign of the ShadowSheem Dagoze Shrine - The Two RingsMijah Roksee Shrine - Under a Red MoonMezza Lo Shrine - The Crowned BeastShai Yota Shrine - Master of the WindShrines in Zelda BoTWUPDATE: What follows is information we had on this page before the game came out and gives general information about shrines in Zelda BoTW.The shrines we've seen so far have all been underground. Their entrances were easy to notice - imagine a cave mouth adorned with glowing, orange runes. You'll be able to spot them from quite far away, so use any chance you get at higher ground to scout out your surroundings. You can plant map markers on places you deem interesting, in case you don't want to visit them right away.Once you reach the shrine, you'll use your Sheikah slate to gain entrance. The runes will turn blue, and an elevator will appear. Inside, jumping puzzles and challenges await. Many of them include finding inventive ways to use your rune powers. Getting to the end of the shrine is usually not that hard, so you're pretty much guaranteed a spirit orb. However, there are other treasures inside, and they'll often require a bit of lateral thinking.They may include enemies, but the focus is usually not on fighting, but on figuring out a solution to the puzzles inside. They're all tied by a theme in each shrine, so there isn't much guessing involved. In case you do get stuck, we're going to list the shrines and the solutions to their challenges on this page.Once the game launches, on March 3rd, we're going to start updating this guide with more info. If you discover a shrine that isn't here, feel free to share your findings in the comments.