# Forest Haven Room

## Makar

Birthplace: The Forest Haven  
Personality: Frivolous

Makar is in charge of the musical   
performance at the ceremony held each   
year by the Koroks in the Forest Haven.

The instrument he uses appears to be a cello,   
but is actually a violin…

## Fado

Birthplace: Kokiri Forest  
Personality: Somewhat saucy

Long, long ago the Kokiri sage, Fado,  
offered up his prayers in the Wind Temple  
so that the Master Sword would continue to  
house the power to repel evil.

## Deku Tree

Birthplace: The Forest Haven

The Deku Tree is both an earth spirit and  
the guardian of the forest. He has lived  
for many long years, so his wisdom is vast.  
  
However, since his roots run deep into the  
earth, he cannot move. As a result, he is  
often afflicted by parasitic enemies…

## Elma

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Elma flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.  
  
He is responsible for the forest on an  
island five squares west and one square  
north of the Forest Haven.

## Hollo

Birthplace: The Forest Haven  
One of the Korok forest spirits

Even after the Korok ceremony, Hollo  
remains in the Forest Haven researching  
potion-making.

He’ll make a potion that replenishes both  
life energy and magic power for you if you  
bring him Boko Baba seeds.  
Onjalla! Manjalla! CHO-WAY!

## Olivio

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Olivio flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He’s responsible for the forest on an  
island one square west and three squares  
north of the Forest Haven.

## Drona

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Drona flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He is responsible for the forest on an  
island one square west and one square  
north of the Forest Haven.

## Rown

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Rown flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He is responsible for the forest on an  
island four squares west and four squares  
north of the Forest Haven.

## Irch

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Irch flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He is responsible for the forest on an  
island three squares west of the Forest  
Haven.

## Linder

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Linder flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He is responsible for the forest on an  
island four squares west and two squares  
north of the Forest Haven.

## Aldo

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Aldo flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He’s responsible for the forest on an  
island one square east of the Forest Haven.

## Oakin

Birthplace: The Forest Haven  
One of the Korok forest spirits

After the annual ceremony in the Forest  
Haven, Oakin flies off to a distant  
part of the world to sow tree seeds and  
raise new patches of forest.

He is responsible for the forest on an  
island four squares west and five squares  
north of the Forest Haven.

## Carlov the Sculptor

Birthplace: Unknown  
Occupation: Nintendo Gallery Master

With unmatched talent, he is the world’s  
greatest sculptor. It’s said the reason he  
won’t let anyone watch him sculpt is  
because he does so in his underwear.

Lately, his club has been losing membership  
because he hasn’t done anything “cool”  
with it, but as long as Link  
hangs around, everything will be all right!

## Manny

Birthplace: Windfall Island  
Favorite Thing: Figurines

He used to always sit at home and rarely  
go outside, but his passion for the  
Nintendo Gallery kept him moving and he  
finally earned membership in it.

# Dragon Roost Island Room

## Medli

Birthplace: Dragon Roost Island  
Personality: Serious and sincere

Medli is Valoo’s attendant, and as such  
puts incredible effort into everything she  
does. Even so, there are times when she  
seems to be spinning her wheels.

Her greatest treasure is the harp that she  
carries on her back.

## Laruto

Birthplace: Zora’s Domain

Long, long ago, the Zora sage, Laruto,  
offered up her prayers in the Earth Temple  
so that the Master Sword would continue to  
house the power to repel evil.

## Komali

Birthplace: Dragon Roost Island  
Personality: Mama’s boy

Komali had very little confidence in himself  
and thus closed himself off from the world  
outside his tribe’s aerie.

With just a little help from Link,  
though, he has regained his confidence and  
has at last begun to show signs of being a  
confident and mature Rito adult.

## The Rito Chieftain

Birthplace: Dragon Roost Island  
Head of the Rito tribe

The Chieftain is a very gifted leader who is  
adored by his people. Due to his position,  
he must be strict with his relations, but as  
with any father, he worries about his son.

## Kogoli

Birthplace: Dragon Roost Island

He always seems to be worrying about the  
state of the island, but no one has even  
seen him working to improve it…

## Pashli

Birthplace: Dragon Roost Island  
Personality: Gentle

For reasons unknown, Pashli’s always busy.

## Skett & Akoot

Birthplace: Dragon Roost Island  
Occupation: The chieftain’s guards

Skett and Akoot are said to be the number-  
one and number-two Ritos when it comes  
to talent and strength, which is why they  
are the chieftain’s guards.

The reason they get along so well is  
because they are childhood friends.  
Their style of speech can be considered  
somewhat antiquated.

## Koboli

Birthplace: Windfall Island  
Occupation: Mail sorter

Koboli is the third generation in a family  
of postmen, but rumor has it that an  
ancestor of his in an age gone by was also  
a postman…

## Baito

Birthplace: Unknown  
Personality: Earnest

Baito is very earnest when it comes to  
mastering a job. He often misses his  
mother and gets homesick, which can be  
quite hard on him.

He wants to be like Link.

## Hoskit

Birthplace: Dragon Roost Island

His biggest worry is getting a present for  
his girlfriend. He looks quite easy-going,  
but he’s always thinking of his girlfriend.  
He values his friends tremendously.

## Quill the Postman

Birthplace: Dragon Roost Island  
Personality: Dutiful, passionate

Quill has courage, if nothing else. He is  
admired by his fellow Rito and the chieftain  
places great trust in him.

## Valoo

Birthplace: Dragon Roost Island  
Sky Spirit

Valoo has lived on Dragon Roost Island and  
protected the Ritos since long, long ago.  
He has a habit of speaking only in Hylian,  
which only his attendant, Medli, grasps.

## Zephos & Cyclos

Birthplace: Dragon Roost Island  
Sibling deities who control the wind

Zephos and Cyclos are two light-hearted  
deities who teach Link the Wind’s  
Requiem and the Ballad of the Gales.

## Ilari

Birthplace: Dragon Roost Island  
Occupation: Windfall Island postman

Ilari is quite kind as long as he’s composed,  
but when things don’t go well, he quickly  
grows impatient and can get rough with  
his speech.

He apparently has a hard time remembering  
people’s faces…

## Namali

Birthplace: Dragon Roost Island  
Personality: Worrisome

Namali doesn’t really have any distinct  
characteristics per se…

## Basht & Bisht

Birthplace: Dragon Roost Island  
Occupation: Island police

Being extremely honest and sincere Ritos,  
they were chosen to be the island’s police  
force. When you talk to them, they speak  
frankly about events on the island.

## Obli

Birthplace: Windfall Island  
Hobby: Dressing up

Obli has such an unhealthy obsession with  
the Ritos that he’s begun dressing as a Rito  
and running the famed Bird-Man Contest.

He’s the older of the laudable brothers  
who host the contest.

## Willi

Birthplace: Windfall Island  
Hobby: Dressing up

Willi used to be a very average carpenter  
on Windfall. He so longed to soar the skies  
that he began dressing as a Rito. He’s the  
younger of a laudable pair of siblings.

# Dungeon

## Floor Master

Habitat: Forsaken Fortress

Personality: Surprisingly lonely

These creatures use their long hands to grab their victims, which they then yank into another room. They occasionally grab nearby vases and throw them.

## Magtail

Habitat: Dragon Roost Cavern

Weakness: Water

These creatures are covered in a hard exoskeleton that not even the searing heat of lava can penetrate. Their eyes are their only weakness. Magtails can be picked up and carried around when they’ve rolled into a defensive position.

## Keese & Fire Keese

Habitat: Dragon Roost Cavern

Least Favorite Thing: Projectiles

These bats fly around dark places and attack anything that moves. Great care should be taken around Fire Keeses that appear during times of volcanic activity.

## Bokoblin

Habitat: Forsaken Fortress

Spoils: Joy Pendants

These little imps wield sharp machetes and Boko sticks when attacking. If they have no weapon, they’ll attempt to fight hand-to-hand.

## Red Bubble & Blue Bubble

Habitat: Tower of the Gods

Stronger Form: Blue Bubble

The cursed blue flames of the Blue Bubble steal the power away from all of your attacks. Bubbles can be easily blown away by the Deku Leaf.

## Rat

Habitat: Forsaken Fortress

Favorite Food: All-Purpose Bait

These creatures attack spontaneously and attempt to steal Rupees. The ones that carry bombs around are apparently known as **Bombchus**.

## Boko Baba

Habitat: Forbidden Woods

Spoils: Boko Baba Seeds

These creatures that mimic Baba Buds attempt to swallow anything that comes near. Defeat them by stunning them with a jump attack and then cutting their stems.

## Miniblin

Habitat: Forsaken Fortress

Talent: Herd movements

These little beasts are quick and agile. They scurry along walls and gather in great numbers. You should deal with them individually so they don’t surround you.

## ChuChu

Habitat: Varied

Spoils: Chu Jelly

There are ChuChus of many different colors, all with their own distinct characteristics. In general, they are most susceptible to projectile weapons.

## Peahat

Habitat: Forbidden Woods

Talent: Rotating

These strange creatures use their propeller-like wings to float in midair. They can be easily knocked out of the sky with either projectiles or a Deku Leaf.

## Gyorg

Habitat: The Great Sea

Weakness: Projectiles

These so-called ocean killing machines are plentiful in the Great Sea. You should attack them with arrows or bombs before they’re able to knock you into the sea.

## Octorok

Habitat: The Forest Haven, Great Sea

Winner of the Perfect Attendance Award

When approached, these creatures tend to hide in the water. They can easily be defeated by reflecting the rocks they shoot with a sword or shield.

## Seahat

Habitat: The Great Sea

Weakness: Projectiles

These tremendous flying fish can be found only on the Great Sea. They tend to ram ships to knock their prey into the sea, so it is best to attack them from a distance.

## Kargaroc

Habitat: Dragon Roost

Spoils: Golden Feathers

These fierce and dangerous opponents often carry Bokoblins and Moblins into battle. You can use your Grapping Hook to steal their Golden Feathers.

## Armos

Habitat: Tower of the Gods

Vulnerability: Arrows

These small statues shift into autopilot and arrack prey. Shoot them in the eyes with an arrow to silence them, then destroy them by hacking their crystal backs.

## Armos Knight

Habitat: Tower of the Gods

Vulnerability: Bombs

These auto-homing statues were created to deter intruders. To destroy them, you must toss bombs into their gaping mouths.

## Morth

Habitat: Forbidden Woods

Least Favorite Thing: Deku Leaves

These creatures attack in groups and cling to the bodies of their prey. A spin attack is the best way to shake them off. They’re light and vulnerable to Deku Leaf blasts.

## Poe

Habitat: Earth Temple

Best Attack: Possession

These ghostly creatures have no physical form, so physical attacks pass right through them. Shining light on them with the Mirror Shield makes them take form.

## ReDead

Habitat: Earth Temple

Least Favorite Thing: Mirror Shield

These undead creatures live only in the darkest depths of the earth. Their icy cold gazes paralyze their victims with fear. Try to attack them from behind.

# Bosses

## Moblin

Habitat: Forsaken Fortress

Spoils: Skull Necklaces

These mighty enemies swing their long spears with the greatest of ease. They’ve knocked Link around with that attack countless times.

## Phantom Ganon

Habitat: Forsaken Fortress

Effective Weapons: Light Arrows, Master Sword

This is a phantom that Ganondorf created in his own likeness. Use your sword to knock back the balls of magic that he hurls, then attack him when he’s stunned. Actually, you can also use **empty bottles** to deflect his magic attacks.

## Wizzrobe

Habitat: Wind Temple

Magic: Summons

These high-level mages use the magic of summoning to aid them in battle. They are the only Wizzrobes that can summon other Wizzrobes, which makes them formidable.

## Stalfos

Habitat: Earth Temple

Weakness: Its head

These skeleton warriors attack by violently swinging their gigantic maces around. Even if they’re shattered to pieces, they’ll reform unless their heads are destroyed.

## Jalhalla, Protector of the Seal

Habitat: Earth Temple

Underlings: Poes

This gigantic ghost rules over all Poes. After reflecting light onto it with the Mirror Shield, you can lift it and throw it around.

## Ganondorf

Base of Operations: Ganon’s Castle

Effective Weapons: Light Arrows, Master Sword

The possessor of the Triforce of Power, Ganondorf controls many fell beasts. It is useless for Link to try to face him alone. He must look for an ally who can aid him in battle.

## The Monstrous Helmaroc King

Habitat: Forsaken Fortress

Master: Ganondorf

The Helmaroc King is a monstrous bird that has been fitted with a mighty steel mask. Once the mask has been split with a hammer, its tender beak will be revealed.

## Mothula

Habitat: Forbidden Woods

Effective Weapons: Deku Leaf, projectiles

This gigantic moth scatters its scales through the air. Even using projectiles to clip its wings won’t assure safety—it can still run around swiftly and release larvae.

## Puppet Ganon

Habitat: Ganon’s Castle

Effective Weapon: Light Arrows

This is a gigantic marionette created by Ganon himself. It transforms into three different shapes, but all are vulnerable to rays of light. Rather than shooting randomly at it, try to deduce when it can be easily targeted and then take advantage of your chance.

## Molgera, Protector of the Seal

Habitat: Wind Temple

Effective Weapon: Hookshot

This evil guardian burrows deep into sand. Use the Hookshot to draw out its tender tongue, then slash at it with your blade.

## Kalle Demos

Habitat: Forbidden Woods

Favorite Thing: Makar

This plant-monster is a gigantic parasite that lives in the depths of the Forbidden Woods. Only by cutting loose all of its disgusting tentacles with the Boomerang will its tender core be revealed.

## Gohma

Habitat: Dragon Roost Island

Effective Weapon: Grappling Hook

This gigantic shelled insect inhabits areas of lava and magma. The only way to penetrate its hard bio-armor would be to drop an entire sheet of bedrock on it.

## Big Octo

Habitat: Great Sea

Effective Weapons: Projectiles

There are said to be six of these legendary giant squid in different reaches of the Great Sea. When ships pass by, they create tremendous current to try to sink them. The only way to escape is to shoot all of their weak spots—their eyes—with projectiles before being sucked in.

# Outset Island

## Crab

Birthplace: Unknown

Talent: Crab-walking

These creatures are crabs, plain and simple.

## Mesa

Birthplace: Outset Island

Personality: Slacker

Mesa performs his chores at very much his own pace. His vegetable patch is always full of weeds and he spends most of the year trying to clear it out. He’s surprisingly timid and often can’t fall asleep at night. He’s currently looking for a wife.

## Jabun

Birthplace: Greatfish Isle

Water Spirit

Jabun can only speak Hylian, so hardly anyone understands a word he says.

## Orca

Birthplace: Outset Island

Talent: Swordplay

In his younger days, Orca had hoped to a swordsman, but he suffered a serious injury that ended that dream. He soon returned to Outset and became a fisherman. On a ledge on one wall of his house is a memento from his days of training with a blade. Orca is a lifelong bachelor.

## Sturgeon

Birthplace: Outset Island

Personality: Extremely serious

Known as Outset’s living encyclopedia, Sturgeon is quite wise, boasting an abnormally high IQ. He has extremely sensitive nerves—quite the opposite of his younger brother, Orca, who lives downstairs. Surprisingly, Sturgeon was an accomplished swordsman in his youth.

## Sue-Belle

Place of Birth: Windfall Island

Personality: Serious

Sue-Belle was born and raised on Windfall, but she became concerned for the health of her grandfather, Sturgeon, so she decided to move to live with him on Outset Island. Morning, noon, and night, she fills vases with water and carries them on her head from the well to their house. Strangely enough, she actually enjoys the task.

## Seagull

Birthplace: Unknown

Talent: Flying

Seagulls soar freely over the Great Sea. They love **Hyoi Pears** above all other foods, and eating them simply steals their hearts.

## Aryll

Birthplace: Outset Island

Personality: Kind and true to her family

Link’s energetic younger sister is adored by all who meet her. Her current goal is to learn how to fetch water so she can help out her grandmother. Her most treasured belonging is a telescope bearing a drawing of a seagull.

## Link’s Grandma

Birthplace: Outset Island

Personality: Worrywart

This kind old woman works hard to raise her two grandchildren. She’s a very talented cook—her special Elixir Soup is sure to raise anyone’s spirits. She also can be somewhat mischievous and enjoys playing the occasional prank on Link.

## Wild Pig

Birthplace: Unknown

Talent: Digging holes

Wild pigs are found primarily in the fields of Outset Island. They love **All-Purpose Bait** above all other foods, and when they eat it they can’t help but tear into the earth.

## Rose

Birthplace: Outset Island

Favorite thing: Animals

The mother of Joel and Zill, Rose is a woman of refreshingly simple tastes…but she’s a demanding mother. She has the bad habit of trying to laugh her way out of lies.

## Abe

Birthplace: Outset Island

Greatest Treasure: His family

Abe is a family man who takes good care of his wife and two kids. In his younger days, his dashing good looks and baritone voice made him quite the ladies’ man. Then one day, he was instantly smitten by a woman named Rose. Even though he was consistently rebuffed, he persisted and finally convinced Rose to marry him.

## Joel

Birthplace: Outset Island

Main Interest: Sticks

Joel’s dream is to grow up as soon as he can so he can jump across boulders just like Link. Both he and his younger brother, Zill, distinctly resemble their father.

## Zill

Birthplace: Outset Island

Talent: Sniffling

Zill is a hyper-inquisitive young boy who speaks his thoughts as soon as they come to mind. He can often strike a nerve without realizing it. He likes to imitate his older brother, Joel. And strangely enough, it seems that he actually lets his nose run on purpose…

# Windfall Island

## Minenco

Birthplace: Windfall Island

Favorite Thing: Pictographs

This former beauty queen became famous after being dubbed Miss Windfall Island…about forty years ago. There isn’t a younger woman who could take that title away.

## Missy

Birthplace: Windfall Island

Her Son: Dampa the Sailor

She’s just an ordinary elderly woman.

## Garrickson

Birthplace: Windfall Island

Personality: Passionate

He is constantly thinking of someone on a faraway island. He’s apparently a very passionate man, and he has a very hip sense of fashion.

## Anton

Birthplace: Windfall Island

Favorite Activity: Kickboxing

The reason his second-favorite hobby is taking walks is because it keeps his legs in shape. He’s had his eye on a certain young lady lately.

## Kreeb

Birthplace: Windfall Island

Least Favorite Proverb: “Only smoke and fools love high places.”

This young guy’s trademark is his yellow hat. He seems to have an unusual interest in the town’s ferris wheel and lighthouse.

## Pompie & Vera

Birthplace: Windfall Island

Hobby: Gossiping

Pompie and Vera are the town’s most talkative pair of ladies, and they are always spreading idle gossip. Lately they’ve been obsessed with **Lenzo**. ♡

## The Shop Guru, Zunari

Birthplace: A C-C-COLD Island

Pet Phrase: “Dear me!”

Even on the hottest day of summer, Zunari can be found in his shop, wearing the beloved hood that his mother made for him. He keeps a great treasure in his safe there. On a side note, he turns forty this year, and is now recruiting for a wife. ♡

## Tott

Birthplace: Windfall Island

Talent: Dancing

This young fellow dreams of becoming a professional dancer. He dances before a strange stone monument day and night. This smoother dancer may still be practicing but he’s also recruiting for a partner! ♪

## The Pictographer, Lenzo

Birthplace: Unknown

Personality: Hard to grasp

Lenzo is a famed pictographer known to all. His mysterious personality is quite popular with the ladies in town.

## Windfall’s Gang of Boys, The Killer Bees

Birthplace: Windfall Island

Main Objective: Raising trouble

This small gang of four calls itself the **Killer Bees**. Starting from the left, the members are: The leader, **Ivan**: A very talented and reliable leader. Leave all the tree climbing to him. **Jin**, the fox: Ivan’s quick-witted adviser. His wry insults can be hard to take. **Jan**, the blue-hair: Uses his innocent looks to avert trouble. He’s the Killer Bee’s thug. The pig-nosed, **Jun-Roberto**: Secretly aims to be the next gang leader. He was raised in a bourgeois family and has developed into a terrible little tyrant. When these four are together, they fear absolutely nothing!

## The Joyful Teacher, Mrs. Marie

Birthplace: Windfall Island

This Year’s Lucky Number: 20

This year marks the twentieth year this splendid individual has worked as Windfall’s school teacher. Her hobby is collecting Joy Pendants. Her goal in life is to raise unique and creative students. The most unique thing she’s ever created is her own hairstyle.

## Potova & Joanna

Birthplace: Windfall Island

Nickname: The Little Tipsters

These two girls are talented at hitting on island rumors, seemingly without any tips or advice from others. Children can be really frightening sometimes.

## Maggie’s Father

Birthplace: Windfall Island

Personality: Not particularly good

Surprisingly, Maggie’s father is quite confident that he is the epitome of fashion. It would probably be more accurate to say that the clothes he wears are “distinct.” He seems to especially like vintage clothes and jewelry.

## Maggie

Birthplace: Windfall Island

Favorite Things: Love and romance

Maggie was dirt-poor before being kidnapped and held captive in the Forsaken Fortress. She’s quite popular with all the boys…but she prefers “wild” boys over all others. Lately she has taken to writing poems and will soon be publishing one entitled “A Woman’s Heart is Blue.”

## Mila

Birthplace: Windfall Island

Personality: Harsh

This poor girl was filthy rich until she got rescued from her prison in the Forsaken Fortress. Now that her family has fallen on hard times, she works for the shop on Windfall Island to help ease their hardship.

## Mila’s Father

Birthplace: Windfall Island

Favorite Thing: Money

His hobby was once collecting expensive vases, but unfortunately, they were the kind of vase one wants to break as soon as one catches sight of them. Those who did and were forced to compensate him for his loss were said to regret it afterward.

## Gummy the Sailor

Birthplace: Windfall Island

Favorite Spice: Pepper

No one knows where he gets his pending money from, but this nifty sailor spends night after night unwinding at the auction.

## Kane the Sailor

Birthplace: Windfall Island

Favorite Occupation: Artist

Long ago, Kane longed to be an artist or a sculptor, but circumstances in his home life forced him to become a sailor. He’s still critical of all artistic expression, though.

## Dampa the Sailor

Birthplace: Windfall Island

Favorite Animal: Pigs

Dampa recently got some pet pigs, and now they’re all he can think about. He really confirms the old adage about pets and their owners…

## Candy the Sailor

Birthplace: Windfall Island

Good at Cooking: Grapes

At first glace, Candy looks a little intimidating, but he’s actually extremely kind and quite knowledgeable. He’s always happy to share his knowledge, too. He’s energetic and sort of a scamp for a seventeen year old.

## Linda

Birthplace: Windfall Island

Best Friend: Sue-Belle

Lately, her childhood friend, the delicate **Kamo**, has become smitten with her, but she’s apparently completely oblivious to his feelings.

## Sam

Birthplace: Windfall Island

Favorite Spot: The sea view bench

He thinks that a little composure is of the utmost importance in life. Sam’s a card-carrying member of the Joyous Volunteer Association.

## Gillian

Birthplace: Windfall Island

Workplace: The Cafe Bar

Gillian manages the cafe in place of her now-ill father. It seems she once had a boyfriend, but that info is TOP SECRET!

## Gossack

Birthplace: Windfall Island

Personality: Not brave

There isn’t much to say about Gossack.

## Bomb-Master Cannon

Birthplace: Windfall Island

Mood: Shifts violently

Cannon is the world’s only maker of bombs. He considers himself a magician with gunpowder and other explosives. His hairstyle is as unique as his talent.

## The Potion Master, Doc Bandam

Birthplace: Windfall Island

Favorite Food: Chu Jelly

Doc Bandam spends his days researching ChuChus in his potion shop. He visits Pawprint Island now and then to collect the Chu Jelly he uses to make his potions. He considers himself a potion artist, and like an artist, he’s quite whimsical.

## Kamo

Birthplace: Windfall Island

Years With No Girlfriend: 18

Ever the romantic, Kamo loves to gaze at the night sky. He and his dear friend **Linda** were once classmates at **Mrs. Marie’s School**.

# The Great Sea

## Fairy

Birthplace: Unknown

First Impression: Good

Fairies are the most reliable of creatures. When their master’s life energy has been depleted, they immediately come to his or her aid. They can be carried in bottles.

## Great Fairy

Birthplace: Angular Isles

Talent: Powering-up

The seven Great Fairies who are destined to aid the Great Hero by increasing his powers are hiding in seven different reaches of the Great Sea.

## Queen of Fairies

Birthplace: Fairy Island

Talent: Empowering arrows with fire and ice

She appears to be but a child, but she is much greater and more powerful than the Great Fairies. She will grant Link the power to add fire and ice to his arrows.

## Traveling Merchants

Birthplace: Unknown

Favorite Food: Rocks

These businessmen are traveling the world in search of curios and oddities, each with the hope of someday opening his own shop. Nobody knows where these wandering merchants have come from or where they’re headed.

## Old Man Ho Ho

Birthplace: Unknown

Favorite Thing: Telescopes

Old Man Ho Ho found his first telescope after retiring from his job and has been traveling in search of new sights ever since. A new discovery always awaits at the far end of his telescope.

## Mako

Personality: At first glance, quiet

Least Favorite Thing: Having his glasses touched by strangers.

Mako is called the brains of the ship and the king of invention. He may look like a weakling, but his glasses give him keen eyesight, and he’s unstoppable when mad. Not many know this, but he keeps a knife hidden in that thick book of his.

## Niko

Personality: Merry

Least Favorite Thing: Gonzo’s underwear

Niko is the bottom rung on the pirate ladder, so he’s responsible for all the odd jobs on the ship. He’s quite childish and rarely thinks of the consequences of his actions. Even so, he shows signs of having what it takes to move up the pirate ladder.

## Zuko

Personality: Taciturn

Talent: Spying

Zuko is in charge of keeping watch. His sharp eyes can read signs a mile off, but on one really understands what he says, so they rarely know what he’s seen.

## Nudge

Personality: Who knows?

Talent: Sewing

Nudge seems to understand Tetra best of all the pirates and often counsels her in her decision making. He’s actually stronger than Gonzo.

## Senza

Personality: Mild-mannered

Talent: Ummm…talking, maybe?

Senza is in charge of keeping the pirate ship in order. He’s a mild-mannered speaker, but his persuasive skills are said to be unmatched.

## Gonzo

Personality: Short-tempered

Favorite Thing: Miss Tetra

Leader of Tetra’s family of pirates, Gonzo seems to be quite strong…but he cries at the drop of a hat.

## Tetra

Personality: Elusive

Tetra seems bossy and strong willed, but she’s actually quite kind. Orphaned at a young age, Tetra followed in her mother’s footsteps, becoming a pirate and watching after her mother’s gang of lovable swabbies. Tetra and her crew are in search of a legendary treasure hidden beneath the waves of the Great Sea.

## Fishman

Birthplace: The Great Sea

Personality: Honorable, dutiful, and surly

Apparently, these fish were aided long ago by the King of Red Lions, which is why they’re now willing to offer Link valuable information. Unfortunately, much of their information is off the mark. For many long years they have suffered from stiff necks, but none of them known how to cure it.

## King of Hyrule

The King of Hyrule was unable to protect his kingdom from evil and left its fate up to the gods. The King of Red Lions is merely his disguise. His full name is one that is truly fit for royalty: Daphnes Nohansen Hyrule.

## Link & the King of Red Lions

Birthplace: Outset Island

Favored Hand: Left

The Hero of Wind, Link uses the Wind Waker to control the wind and sail the seas on his mysterious boat (which is actually the King of Hyrule). Surprisingly, he seems to have an unnatural interest in figurines and has at last completed his collection! He is now the master of the Nintendo Gallery.

## Princess Zelda

Princess Zelda is the legitimate heir to the Hyrulean royal family. She is actually the pirate Tetra.

## Salvage Corp.

Birthplace: Angular Isles

Talent: Searching for sunken treasure

These young men found friendship through their common interest in searching for sunken treasure. Soon afterward, they formed the Salvage Corp. With their first haul of treasure, all they could afford to buy was their diving suits. Now they dream of finding that one huge haul that makes them all rich. They are currently searching for the legendary treasure sunken beneath the sea.

## Salvatore

Birthplace: Windfall Island

Talent: Drawing pictures

Long ago, Salvatore hoped to be a famous painter, but that dream didn’t last long. He eventually returned to his hometown and came up with his current business plan. It’s been a huge success, allowing him to purchase his own island, where he has opened up the second store in what he hopes will become a huge chain. He’s now busy trying to think up that one idea that will spark his next big endeavor.

## Loot the Sailor

Birthplace: Windfall Island

His Only Fear: The Mermen

Loot spends his days working far from home at the boating course. He takes his earnings straight to the cafe bar on Windfall to enjoy a relaxing beverage.

## Beedle

Birthplace: Unknown

Favorite Thing: Bugs (especially beetles)

A businessman by nature, Beedle’s sales pitch is unmatched. He hopes to open a chain of trading posts where people can buy, sell, or trade anything.

## Tingle

Birthplace: Unknown

Favorite Things: Fairies, deciphering maps

It’s been several years since Tingle first became enchanted with deciphering maps in the hopes it would help him find fairies, and he’s lost many things during that time. He’s raising funds to begin his search for fairies, hoping to embark sometime in his thirties, while the list of life is still upon him. At the age of 35, the pressure’s on!

## Ankle

Birthplace: Unknown

Favorite Proverb: “One may as well hang for a stolen sheep as for a stolen lamb.”

Since being taught how to decipher maps by his older brother **Tingle**, Ankle has been supporting his good-for-nothing twin brother **Knuckle**. The only time he feels he can truly be himself is when he’s tending to the Tingle Island flower garden.

## David, Jr.

Birthplace: Windfall Island

Occupation: Treasure Hunter

Seventeen-year-old David Jr. set out to sea with dreams of finding the treasure of the Ghost Ship that his now-deceased father once saw. He gets seasick quite easily and was in just such a state when he awoke in a daze on Tingle Island. **Ankle** told him that “self comes before wealth,” and he’s been working in the tower ever since. He really hates the uniform.

## Knuckle

Birthplace: Unknown

Occupation: Carver

Knuckle is another of **Tingle’s** younger brothers—he happens to be **Ankle’s** twin. He finished carving Tingle Tower when he was ten years old. The head is his studio. Supposedly, he felt unsatisfied completing his collection without this figure. He loves his special vertically aligned Tingle Tuner.