

# THE LEGEND OF ZELDA™



## ENCYCLOPEDIA

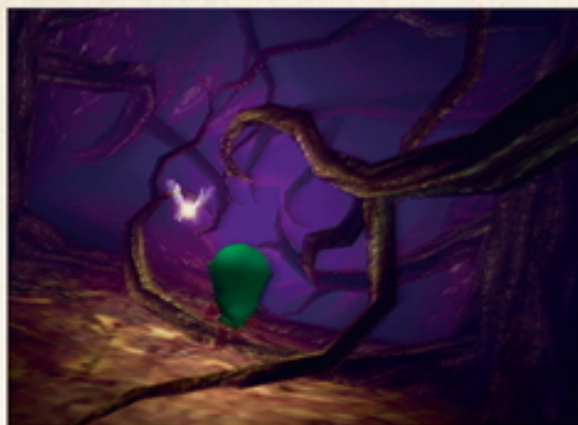


# TERMINA: THE WORLD OF MAJORA'S MASK

Majora's Mask

In *Majora's Mask*, young Link wanders into Termina. The entrance to this parallel world is deep within a forest in Hyrule and leads to Clock Town, Termina's central hub.

Much like Hyrule, Termina has great bodies of water, towering mountains, and deep canyons—and the people who call these areas home resemble their Hyrulean counterparts.



*Hyrule and Termina join in the center of a dim forest. Passing through, the hero emerges underneath the tower at the center of Clock Town.*

## INSIDE THE MIND OF SKULL KID

When a Skull Kid steals Majora's Mask from a traveling mask salesman, the combination of the Skull Kid's burdened heart and the evil magic within Majora's Mask transforms the world into the land of Termina. Termina is a parallel world with its own distinct culture, which is perhaps influenced by Majora's ancient tribe. This land is also inhabited by races and individuals similar to those found in Hyrule, which were constructed from the Skull Kid's memories and delusions. While many of Hyrule's races, like Gorons and the Zora, are present in Termina, the world feels twisted. Different. Full of mechanical advances and watched over by a sinister moon looming large and on course to crush it all.

The Skull Kid, like Link, once lived in Hyrule, and claims he learned songs from someone resembling Saria of the Kokiri Forest.



### Majora's Mask

An ancient tribe used this magical object in sinister rituals, but the troubles caused by the mask were so great that they sealed it in darkness. It is said that anyone who dons Majora's Mask will gain tremendous and wicked power. How the mask landed in the hands of the traveling Happy Mask Salesman is a bit of a mystery.







## A TALE OF FOUR GIANTS & A FALLING MOON

In Clock Town, at the heart of Termina, there is a story passed down telling of four guardian giants (depicted in the bottom right image). According to this story, the giants once lived together in harmony with the town, and there's also mention of a mischievous imp . . . the Skull Kid. The four giants were spirit friends of the Skull Kid who, much like Termina itself, were created in a new form by the power of Majora's Mask. As for the Skull Kid's past deeds . . . they are now legend among the people of Termina.

As the legend continues, the giants are sealed away, and Termina is fated to be destroyed by the swiftly falling moon. Luckily, the Hero of Time appears to defeat Majora's wicked embodiment and break the curse of Majora's Mask. While the hero's pure heart allows the world of Termina to momentarily revel in its salvation, as soon as he departs, that world ceases to exist. Having learned his lesson, the Skull Kid makes amends with his friends the giants, and thus the world in his heart also finds peace and is able to greet the dawn of a new day.



## THE CARNIVAL OF TIME

Each year, the season of harmony begins when the sun and moon are in alignment. Paying homage to the way that both nature and time are tirelessly in the process of progressing, The Carnival of Time is when the peoples of the four worlds celebrate that harmony and request fruitfulness for the next year.

For ages, people have worn masks resembling the giants who are the gods of the four worlds. Now, it has become a custom for each person to bring a handmade mask to the Carnival of Time. It is said that if a couple united on the day of the festival and dedicated a mask as a sign of their union, it would bring luck.

The centerpiece of the carnival is the Clock Tower, and on the eve of all the festivities, the doors to its roof are opened. From atop the Clock Tower roof, a ceremony to call the gods is held and an ancient song is sung.

All of these festivities for the Carnival of Time are held so that we may ask the gods for a rich harvest in the year to come!

—Legend as told by Anju's Grandmother



Masks are closely tied to the livelihood of residents in Termina. These are masks used for weddings: a groom's Sun Mask and a bride's Moon Mask.

## THE FOUR GIANTS

This tale's from long ago when all the people weren't separated into four worlds like they are now. In those times all the people lived together, and the four giants lived among them. On the day of the festival that celebrates the harvest, the giants spoke to the people.

"We have chosen to guard the people while we sleep. 100 steps north, 100 steps south, 100 steps east, 100 steps west. If you have need, call us in a loud voice by declaring something such as 'The mountain blizzard has trapped us.' or 'The ocean is about to swallow us.' Your cries shall carry to us . . ."

Now then . . . there was one who was shocked and saddened by all this. A little imp. The imp was a friend of the giants before they had created the four worlds.

"Why must you leave? Why do you not stay?" The childhood friend felt neglected, so he spread his anger across the four worlds. Repeatedly, he wronged all people. Overwhelmed by misfortune, the people sang the song of prayer to the giants who lived in each of the four compass directions.

The giants heard their cry and responded with a roar. "Oh, imp. Oh, imp. We are the protectors of the people. You have caused the people pain. Oh, imp, leave these four worlds! Otherwise, we shall tear you apart!"

The imp was frightened and saddened. He had lost his old friends. The imp returned to the heavens, and harmony was restored to the four worlds. And the people rejoiced and they worshiped the giants of the four worlds like gods.

And they lived happily . . . ever after . . .

—Legend as told by Anju's Grandmother



It can be theorized that the giants of the four worlds truly exist, that the imp is the Skull Kid, and the heavens are Hyrule.



# THE ZORA: PROTECTORS OF WATER

The Zora are a race of Hyruleans uniquely adapted to thrive in water. Their features resemble those of Hylians, but with characteristics not unlike some fish. Zora have large fins on their arms and flippers on their feet, enabling them to swim freely in the rivers and lakes they call home. Zora primarily subsist on fish and other marine life, and many are skilled fishers.

Though Zora mainly live in freshwater, some eras have seen them find homes in oceans and seas. The territory of the Zora is limited only by where water flows, but all pledge allegiance to a single royal family who call Zora's Domain home.

Zora take pride in a strong sense of duty and respect for the history, laws, and leadership of their people. They do not often stray far from water, so interaction with other races tends to be limited. This is especially true of Zora's Domain. Typically,

the only Hylians allowed in this central hub are official messengers of the Hyrulean royal family.

The Zora have maintained positive relations with their Hylian counterparts since ancient times. However, in the timeline of Hyrule's decline, that bond gradually fades.

The Zora, along with Hylians and Gorons, have often been called to watch over Hyrule.

Women of their royal family have been given the crucial role of sages in times of need. And when the Sacred Realm was sealed, the Zora were entrusted with guarding the Spiritual Stone of Water.



*Crest of the Zora  
Scales allude to their connection to water.*



**1** Zora's Domain. Zora villages tend to be small and remote, and are often found at water sources. **2** The giant fish Leed Jabu-Jabu, a water spirit, is revered as a guardian deity of the Zora. The royal family are tasked with Jabu-Jabu's care. **3** Zora can swim against the current and even up waterfalls.



## ZORA OF LEGEND



*Ruto from Ocarina of Time*

The princess and daughter of the king. She inherits Zora's Sapphire, the Spiritual Stone of Water, from her mother as an engagement ring passed down among the Zora, and later awakens as the Sage of Water, granting her power to the Hero of Time.



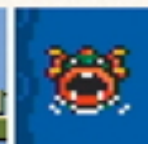
*Queen Oren from A Link Between Worlds*  
The queen who rules over the Zora, Oren becomes bloated without her Smooth Gem. She later awakens as a sage.



*The Legend of Zelda*



*The Adventure of Link*



*A Link to the Past*



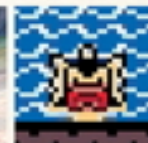
*Link's Awakening*



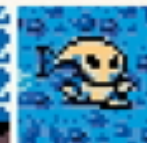
*Ocarina of Time*



*Majora's Mask*



*Oracle of Seasons*



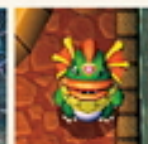
*Oracle of Ages*



*Four Swords Adventures*



*Twilight Princess*



*A Link Between Worlds*



## EVOLUTION OF THE ZORA

As Hyrule changes, so do the Zora. The three-way split in time alters the scope and direction of these changes greatly, with the Zora either maintaining their proud monarchy, evolving to fly instead of swim, or becoming monstrous sea creatures that threaten Link rather than help him.



### THE SPLIT

The Zora in *Ocarina of Time* maintain a strong relationship with the royal family of Hyrule, and guard the Spiritual Stone of Water, a key to the Sacred Realm. Known as Zora's Sapphire, it has been passed down within the royal family, used by generations of princesses as a sign of betrothal. The Zora king of this era is Zora De Bon XVI.



### CHARACTERISTICS



In the parallel world of Termina, a place called Zora Hall flourishes, with the popular band the Indigo-G's regularly performing to enthusiastic crowds. Lulu, the lead singer, lays seven eggs. Zora eggs take one to three days to hatch after being laid, need to be kept together, and are sensitive to changes in water temperature. The eggs hatch and teach Link the New Wave Bossa Nova.

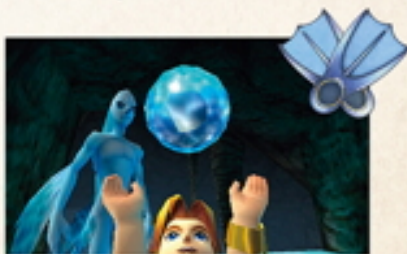


Zora navigate the waters of Hyrule better than any other beings, protect temples long submerged and forgotten, and keep hidden passages a secret to allow discreet travel not possible over land.



By the era of *A Link to the Past*, the kingdom of Hyrule is in decline, and relations with the Zora have soured greatly. Their bodies change from blue to green and they become increasingly aggressive toward outsiders, going so far as to spit fireballs at anyone who dares tread near their waters.

In *A Link Between Worlds*, Queen Oren attempts to rule over the Zora, but they split, with half pledging loyalty to her and half rebelling in violent fashion. Despite the queen's attempts to return the Zora to their former glory, this hostile faction of Zora grow stronger over time, and by the era of *The Adventure of Link*, the Zora are outright monsters.



Some Zora items can bestow the Zora's aquatic powers to others. Over the course of his adventures, Link dons flippers that allow him to swim freely in water, a Silver Scale to dive for long periods, and a tunic that lets him breathe underwater.



After sealing Ganon, the Zora Laruto becomes the Sage of Earth, offering prayers to the Master Sword. In this era of *The Wind Waker*, Hyrule has been flooded under the Great Sea. Due to the unnatural properties of the sea (page 69), it is inhospitable to the Zora. They evolve over the span of a century into the Rito, who possess the ability to fly. Laruto passes her sage abilities and duties to the Rito girl Medli, her descendant.



In the era of *Twilight Princess*, the Zora monarchy continues to reign in prosperity. They are equipped with spears and helmets to serve as guards to their Lakewood Temple at Lake Hylia.

When Queen Rutela is killed during the invasion from the Twilight Realm, the absence of a ruler throws the Zora into chaos. When Link thwarts Ganondorf, the queen's son Ralis assumes the throne, despite his young age.



# THE MASTER SWORD: THE BLADE OF EVIL'S BANE

There is a legend that states when Hyrule is in crisis, only one who is pure of heart shall be able to draw the Master Sword from its pedestal. Those whose hearts are tainted cannot claim it.

The Master Sword, also known as the Blade of Evil's Bane, has the power to seal both demons and the darkness they serve. It is also used as a key to the Sacred Realm, protecting it from would-be trespassers (page 24).

The True Master Sword, blessed by the goddess Hylia in *Skyward Sword*, possesses the Light Force that is the source of all life in the world. Held aloft, it gathers heavenly energy and becomes able to fire a beam of light known as a "Skyward Strike."



*A Link to the Past & Four Swords*



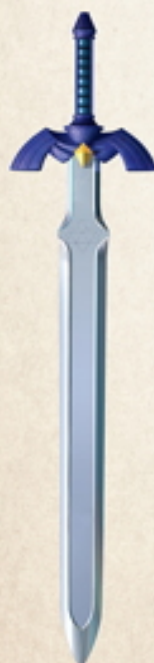
*Turquoise leather straps.*

*It spreads its wings as it stores power.*

*Mark of the Triforce.*

*A shining blade with the power to repel evil.*

*The scabbard, ornately decorated.*



*Ocarina of Time*



*Twilight Princess*



*Skyward Sword*



*A smooth edge.*



*Highly detailed cross guard.*



## HISTORY OF THE MASTER SWORD

The Master Sword is originally a blade known as the Goddess Sword, created by Hylians to help protect the people of the world from evil.

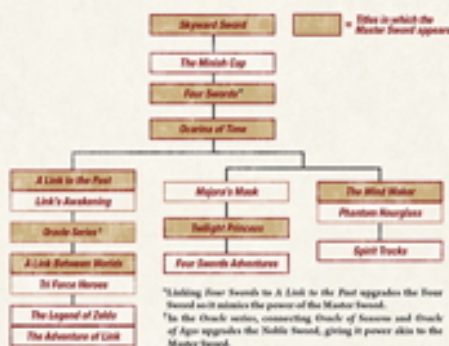
Fi, the spirit of the sword, guides a hero she calls "Master" in *Skyward Sword*. The blade they forge with the three sacred flames becomes the Master Sword of legend. Ultimately, it is set in a divine pedestal (page 26) to be passed down to the chosen hero.

Over the course of history, the Master Sword has spent a great many years lying dormant, waiting for a worthy hero to take up its blade in the name of the goddess and her legacy of peace. In certain timelines, the blade waits so long that the temple built around its pedestal falls into disrepair and even rots away.

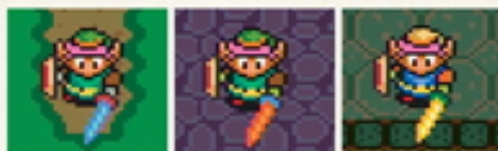
Despite its long life, the Blade of Evil's Bane is not eternal; to maintain it requires sacred power from spirits, Great Fairies, and sages. Over the years, worthy smiths temper the Master Sword with unique materials, changing its color and shape ever so slightly.



Forged and improved over multiple phases in the Sky Era, the Goddess Sword becomes the True Master Sword. In its final phases, it is exposed to sacred flames, a blessing, and branded with the mark of the Triforce.



In *The Wind Waker*, Link restores the Master Sword's ability to repel evil by offering songs of prayer with the sages. The shape of the sword changes as its power is restored.



The Master Sword can be tempered in *A Link to the Past* and other titles to make its edge sharper and the light filling it more colorful.

## FOUR SWORD: POWER SPLIT FOUR WAYS

The legendary Four Sword has the power to split its holder into four bodies with four blades. Like the Master Sword, it is enshrined in a pedestal in a sanctuary and is used over multiple eras to quell those who seek power over others for their own nefarious gains. Also like the Master Sword, the Four Sword can be used to seal evil away.

The Four Sword Sanctuary is guarded by Princess Zelda and the six other Shrine Maidens.

The Four Sword is said to be inseparable from Light Force, the source of all life energy.



## HISTORY OF THE FOUR SWORD

It was the tiny Minish people, known to Hylians as Picori (page 52), who created the Picori Blade which would become the Four Sword. After Vaati destroys the Picori Blade in *The Minish Cap*, the fragments are reforged into the White Sword. Once the blade is infused with the four Elements (fire, earth, wind, and water), it becomes the Four Sword.

The Four Sword is used to seal Vaati on several occasions after *The Minish Cap*.

In *Four Swords Adventures*, Link uses it to finally defeat Vaati for good, and in the process, the sword also seals away a mindless incarnation of Ganon (page 20), after Ganondorf's rebirth.

The blade has lain dormant in its sanctuary ever since.

The stained glass of Hyrule Castle in *The Minish Cap* shows how, in ancient times, the Picori Blade and Light Force were given to the Hero of Men by the Minish.



In *The Minish Cap*, the Picori Blade becomes the Four Sword when strengthened by the four Elements.



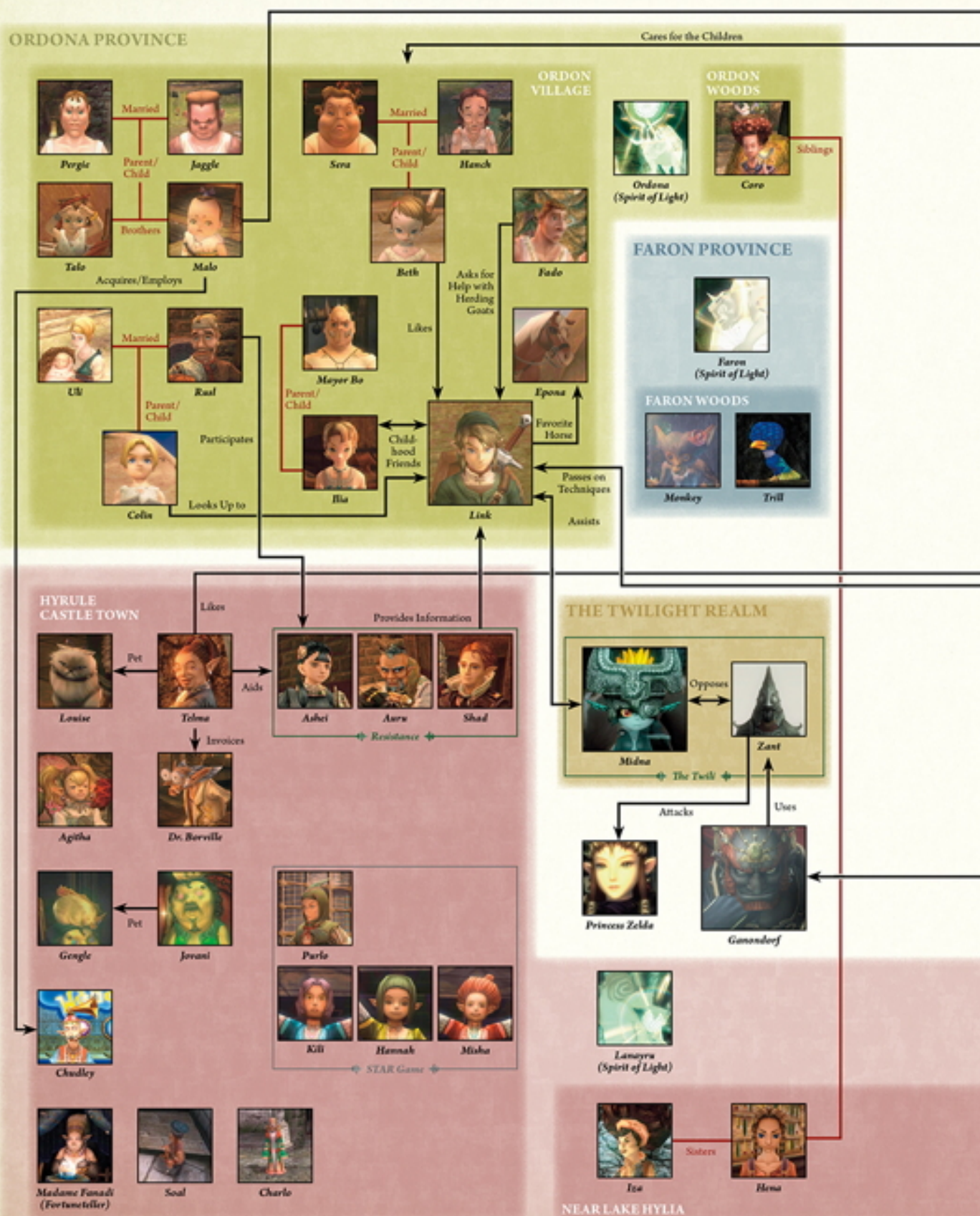
The sanctuary is moved and watched over by Princess Zelda across multiple generations; its place in the pedestal serving to seal Vaati away.



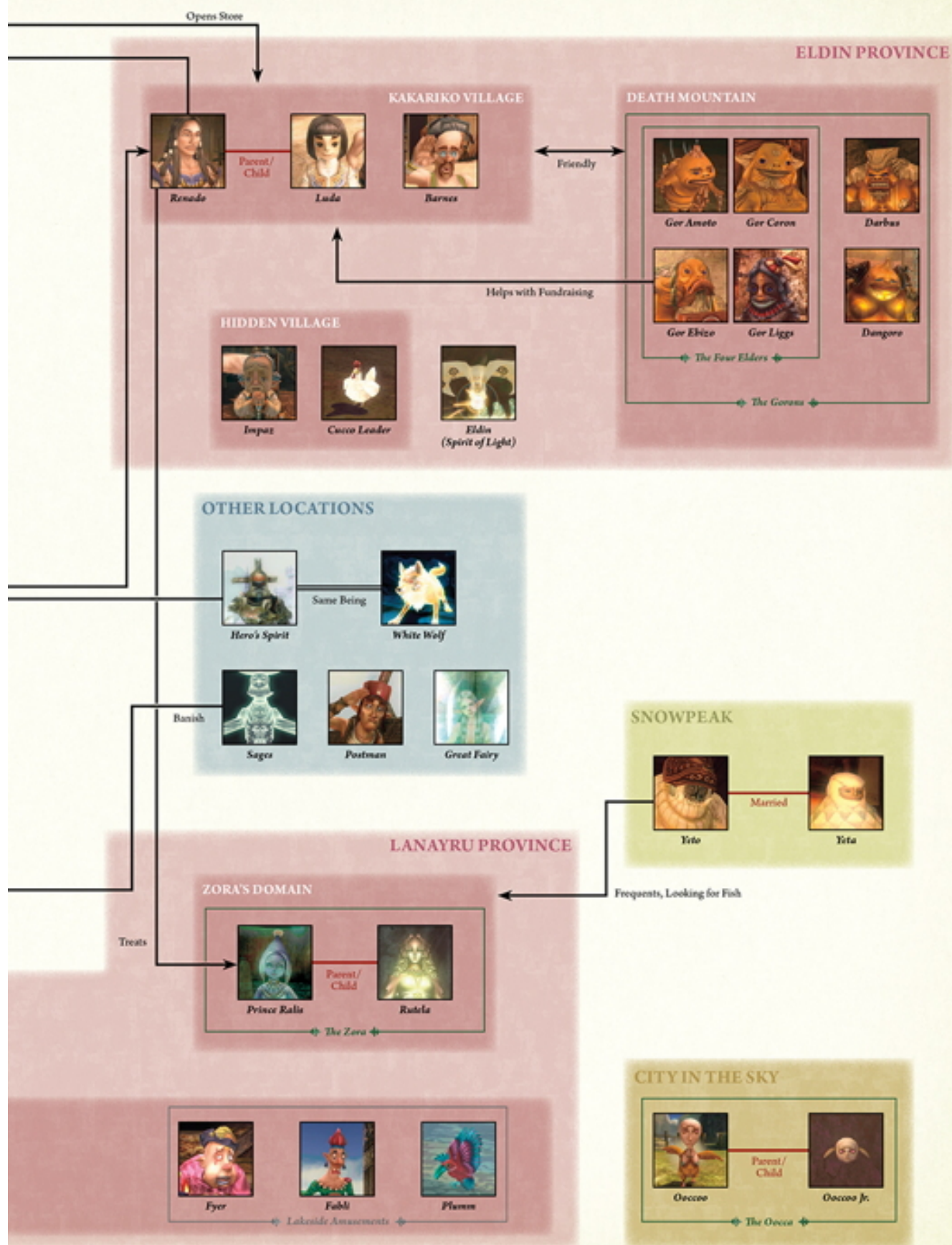
The Four Sword is extracted from its pedestal, resurrecting Vaati. Princess Zelda and the maidens stop him and seal Ganon, who used the Minish mage to attempt his own rebirth in the land of Hyrule.



# ▶ CHARACTER RELATIONSHIPS









# PROMOTIONAL MATERIALS



This section contains several in-store leaflets and magazine advertisements created to promote the Legend of Zelda series in Japan. Taken together, these campaigns show an evolution in the series' tone and art style, specifically in the design of key characters like Link and Zelda.



1986 The Legend of Zelda



1994 The Legend of Zelda



1987 The Adventure of Link



1991 The Legend of Zelda: A Link to the Past



