

# Master Quest: *Hard Legend of Zelda Tossups*

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Special thanks to the members of the Minnesota Quizbowl Discord who playtested this set

**1. Apart from crossbows, Link's main attacks use this type of item in *Hyrule Warriors*. A glitched version of this type of item in *Ocarina of Time* allows Link to ignore gravity and is named after the letter f. Bozai will give Link different types of these items as part of the quest to take a photo of the Statue of the Eighth Heroine in *Breath of the Wild*. Characters such as Gor Coro and Dan Goro can be defeated using an item of this type in (\*) *Twilight Princess*, as well as the boss Fyrus. An item of this type is used to cross the Castor Wilds in *The Minish Cap* after waking up the craftsman Rem. The 3DS version of *Ocarina of Time* made two items of this type equippable as normal items, making beating the Water Temple much faster. Hover and iron are types of, for 10 points, what items that Link wears on his feet?**

ANSWER: **boots** [accept f-**boots**, winged **boots**, snow **boots**, sand **boots**, iron **boots**, or hover **boots**; prompt on shoes]

**2. In one game, a sanctuary behind a town of members of this race contains a "Door of Friendship" that only opens by solving a head puzzle about a man who was the center of attention. A member of this race helps link defeat a boss with red crystals in its back in a quicksand-filled arena; that member calls Link a "never-" member of this race before running away from him. Link's first freight car is given to him by a member of this race who resides at the Altar of the (\*) Mountain Goddess. Members of this race run a minigame involving breaking floating crystals on Dee Ess Island. In *Phantom Hourglass*, Link obtains the Crimsonine from the island inhabited by this race with the help of a child who navigates by rolling. For 10 points, name this race from the Zelda DS games, whose members include the creatively named Biggoron.**

ANSWER: **gorons**

**3. The first episode of the short video series *The Misadventures of Link* shows Link collecting rupees at this location. The goggles- and redcoat-wearing Doc Bandam runs the Chu Jelly Juice Shop at this location. A girl living at this location sells necklaces with skulls on them to get rich and is in love with a moblin named Moe. Link can buy the Town Flower at this location from Zunari, whose inventory increases as Link makes more (\*) Merchant's Oaths with travelling salesmen. As part of one side quest at this location, Link must get a photo of a man cowering in fear in a bar. Link receives a Heart Piece for playing Hide and Seek at this location with the Killer Bees, who are students of Mrs. Marie. For 10 points, the auction house and School of Joy are located on what bustling island in *Wind Waker* with a giant lighthouse and windmill?**

ANSWER: **Windfall** Island [or **Windfall** Isle]

**4. In an unused cutscene in *Majora's Mask*, one of these characters teaches Link how to spin before watching him perform it. They aren't found in grottoes, but *Majora's Mask* speedrunners abuse a development shortcut in which the locations inhabited by these characters are all on the same game map. The tears of one of these characters fully replenishes Link's health in *Twilight Princess*. Cotera, Kaysa, Mija, and Tera are four of these characters in (\*) *Breath of the Wild*. A unique one of these characters lives on the Mother and Child Isles in *Wind Waker* and can only be met via warping. The music that plays when meeting these characters is the same that plays in most file select screens in the series. For 10 points, name these characters in the Zelda franchise that usually upgrade Link's equipment and fully replenish his health.**

ANSWER: **Great Fairies** [accept the **Queen Fairy**; accept **Great Fairy** Fountains; prompt on **fairies**]

**5. One boss in this game is a pink, tiara-wearing Buzz Blob that shocks the pool of water around it and can only be killed using a bow. Players can rewatch the closing cutscenes of this game by talking to the yellow-haired Photo Bro, who looks suspiciously like the Rumor Guy of another game. Instead of a "rod" item, this game has Fire Gloves for generating flames, and this game's iteration of the Hookshot is called the "Gripshot." Multiple Shadow Links are fought at the end of this game's superdungeon, the (\*) Den of Trials. In this game, Link obtains the jumpsuit-like "Cursed Tights" after assembling the Lady's Ensemble and giving it to the princess, removing her curse caused by the Drablands witch. For 10 points, name this annoying game in which the fashion obsessed Hytopia is saved by a Red, Blue, and Green Link.**

ANSWER: *Legend of Zelda: **Tri Force Heroes***

**6. A species of catchable fish called the Mooranha in the *Majora's Mask* 3D remake is infamous for its tendency to attack these creatures. For some bizarre reason, a number of switches are replaced by these creatures in Jabu Jabu's Belly in *Ocarina of Time: Master Quest*. They're not white-colored, but the deer hunting minigame in *Breath of the Wild* is located at a place containing these creatures in Hateno Village. Bobbleheads of these animals can be found throughout the buildings of (\*) Clock Town. Beating the 50-second record of an obstacle course in *Ocarina of Time* will lead to Malon delivering one of these animals to Link's house. Failing to stop the aliens in *Majora's Mask* will lead to these animals disappearing. For 10 points, name these domesticated animals that will provide Link with a certain beverage if they hear Epona's Song.**  
ANSWER: cows [accept bovines; accept Hateno cows]

**7. Pictures of the Goddess's Harp and an Ancient Robot riding a loftwing are hanging in one of these locations in one game. The Boulder Guy in *A Link Between Worlds* needs a special object from one of these locations to heal his twisted ankle. The shop, shipyard, and one of these locations are the only places of note in the village on Mercay Island. A bard and flute boy will play remixes of various *Zelda* songs in one of these locations in (\*) *A Link Between Worlds*. Toto and Gorman frequent one of these locations, where playing a rendition of the "Ballad of the Wind Fish" will get Link the Troupe Leader's Mask. Link is required to wear Romani's Mask to enter one of these locations in *Majora's Mask*. For 10 points, name these specific locations at which one might be able to buy a beverage produced by the answer to tossup six.**  
ANSWER: milk bars [prompt on bars]

**8. An object belonging to this character can be obtained by defeating a pack of stalhounds south of one city. That statue belonging to this character gets foul-smelling medicine spilled on it by Dr. Borville, who places it outside his clinic, where it gets taken. This character is the subject of easily the worst escort quest in the game they appear in, partially due to a meter tracking how on fire their transportation is. This character is rediscovered caring for the sick (\*) zora Ralis in Telma's bar. The Sheikah descendant Impaz cares for this character in a village initially blocked by rocks. In a very touching cutscene, this character gives Link the Horse Call she made him as a present. Along with Colin, this child of the mayor Bo is kidnapped by Bulblins, an ordeal that causes her to lose her memory. For 10 points, name this barefoot girl who is the best friend of Link in *Twilight Princess*.**  
ANSWER: Ilia

**9. The Game Boy Advance version of *A Link to the Past* features a bonus dungeon that is centered around this thing. For the *Legend of Zelda* 25<sup>th</sup> anniversary, Nintendo released a free DSiWare game that begins with Link picking up this thing. Two thousand force gems are needed to fully upgrade this thing in one game. This thing is reobtained after Shadow Link kidnaps the (\*) six shrine maidens and leaves the portal to this thing open. It doesn't share its name, but this thing is descended from an object brought out during an annual festival celebrating the end of the original war against darkness. This descendant of the Picori Blade acts as a seal for the sorcerer Vaati before Vaati breaks loose and kidnaps Zelda. For 10 points, name this weapon that splits link into four copies of himself.**  
ANSWER: the Four Sword

**10. In *Oracle of Ages*, a character of this type gives Link the Stink Bag as part of the game's giant trading quest; that character of this type inhabits a building in Lynna Village found where the Know-It-All Birds' Hut was in the past. Characters of this type in the *Zelda* series were likely partially inspired by stories about the spirit kainade. Delivering a letter to a character of this type instead of its intended recipient, Karane, will result in Karane and Pipit not getting together. Phoeni is a character of this type in (\*) *Skyward Sword* who will fall in love with Cawlin if you give her Cawlin's Letter. The Special Delivery to Mama, Letter to Kafei, and Land Title Deed are all items you can give to a character of this type in *Majora's Mask* who resides in Stock Pot Inn. For 10 points, name this really weird type of character in the *Zelda* series that usually really, really needs paper.**  
ANSWER: toilet hands [or toilet arms; accept any answer indicating it's a hand living in a toilet; prompt on ghosts or the undead with "Describe them"]

**11. *Description acceptable*. A heart piece in this dungeon can be found by destroying part of the floor of a four-story tall room which also contains a weird off-room with a blocked window that looks like teeth. The non-purchased map to this dungeon is the only one in the *Zelda* series with a unique name because it isn't**

**found in a chest. Among other things, the presence of a coat of arms with two rapiers in this dungeon has been used to speculate that it was once a (\*) breeding ground for super soldiers.** The only hearts in this dungeon spawn after beating the boss. Chilfos appear in this dungeon, which is being investigated by Ashe. While in this dungeon, Link discovers a pumpkin and cheese before finally being directed to the boss room. For 10 points, the ball and chain are obtained in what dungeon in *Twilight Princess* which is inhabited by Yeto and Yeta in the extreme cold?

ANSWER: Snowpeak Ruins [accept rough descriptions like the mansion dungeon in *Twilight Princess*; prompt on partial descriptive answers like the mansion dungeon or ice dungeon by asking “From what game?”]

**12. A trapped woman with this profession has a dead assistant named Kayo who tells Link how to solve the torch puzzle to free her. A character with this profession in *A Link Between Worlds* gives Link the Hint Glasses. Astrid has this profession in *Phantom Hourglass* and is the sole resident of the Isle of Ember. While working, one character with this profession will recite the sentence “What am I talking about” (\*) backwards. Madame Fanadi in *Twilight Princess* has this profession and will let Link choose options based on “Career” and “Love.” Characters with this profession in *A Link to the Past* wear purple robes and purple hoods completely covering their heads. Sparrot is a character with this profession in *Skyward Sword* who works in Skyloft Bazaar and has really creepy eyes.** For 10 points, name this profession held by characters who tell Link the future.

ANSWER: fortune tellers [accept prophets; accept seers]

**13. One of these things sits on a ledge right below Mayor Ruul’s house in Horon Village. One of these things is randomly buried right outside the Black Tower in the past in *Oracle of Ages*. One of these things can be found in the underwater maze below Crescent Island. Blowing up Moblin’s Keep in *Oracle of Seasons* will lead to one of these things being left behind in the rubble. This is the most valuable thing that can be obtained from a Gasha nut in both *Oracle* games, as well as the most valuable thing dropped if you run into (\*) Maple the witch. An upside-down one of these things is sold as a “Rare Peach Stone” in the Subrosia Market in *Oracle of Seasons*. Only 12 of these things appear in each of the *Oracle* games, in stark contrast to numbers like the 44 that appear in *Minish Cap*.** For 10 points, name these things that combine to form heart containers.

ANSWER: heart pieces [or Pieces of Heart]

**14. A large, sleep-deprived bird enemy that appears in this game called the Takkuri will steal items like rupees and swords. This is the earliest game to feature the creatively named Moth enemy, which is attracted to fire. This game features the levitating, sword-wielding enemy variant known as the Death Armos, as well as a skeletal enemy called the Desbreko, which may be the inspiration for a certain instrument. Nejirons are spherical enemies in this game that (\*) explode upon impact and have the same coloration as gorons. The enemies that canonically inspired the bombchu item appear in this game. A tribe of spies from this game is led by a miniboss who uses a bomb to blow itself up after being defeated; that tribe is the Garo.** For 10 points, name this game whose enemies include the giant bosses Odolwa and Gyorg.

ANSWER: *Legend of Zelda: Majora’s Mask*

**15. In the first part of the fight with this boss, Link must perform at least three precise spin attacks to block large fireballs. The underrated music to this boss’s fight is centered on the quarter-note theme “F-sharp, A, G-sharp, E, F-sharp.” In order to track this boss’s mode of transportation, Link must use the Compass of Light designed by a warrior who for some reason was renamed “Staven” in the European version of one game. After this boss takes physical form, it descends into the Dark Realm, which is accessed via a special portal west of (\*) Aboda Village. In one form, this boss appears as a giant, light-blue, floating skull. The warrior Byrne dies while fighting this boss. Chancellor Cole uses Zelda’s body as a host for this boss, prompting Zelda’s spirit to follow Link around on their quest to stop him.** For 10 points, name this main antagonist of *Spirit Tracks*.

ANSWER: Malladus

**16. In *The Adventure of Link*, Error tells Link about a secret passage in one of these places that leads to the Island Palace. Moosh is needed to access one of these places in *Oracle of Ages* where the inventor Cheval left the Zora’s Flippers. In most of the games where they appear, ghinis inhabit these sorts of places. Historically, the biggest RNG segment of *Ocarina of Time* 100% speedruns is in one of these places. The Color Dungeon is found by solving a puzzle in one of these places in (\*) *Link’s Awakening DX*. Level 6 in the original *Legend of Zelda* is located in one of these places that makes up the left-centermost portion of the overworld. In *Skyward***

*Sword*, Batreaux's house is accessed by pushing an object found in one of these places. For 10 points, name these recurring locations in the Zelda series, many of which are caretaken by Dampé.

ANSWER: graveyards [or cemeteries; accept graves or tombs or tombstones; accept Yoll Graveyard; accept the Kakariko Village Cemetery; prompt on deserts] (The RNG segment of OoT 100% speedruns is Dampé's Piece of Heart; there's a 1/15 chance that he digs it up every time you reload the Kakariko Village graveyard)

**17. A character named after one of these creatures will give Link gratitude crystals if he brings him the Kikwi Oolo from Faron Woods. This is the smaller of two creatures found on a relief at the end of the Ancient Ruins in *Link's Awakening*. One of these creatures is needed to reach the Lone Peak Shrine in *Majora's Mask* to obtain the Lens of Truth. A man named for one of these creatures teaches Link the Spiral Charge and oversees the (\*) Wing Ceremony. One of these creatures is shown listening to Zelda and Sheik in the cutscene for the Requiem of Spirit. The tallest Knight's Academy instructor is named for and partially resembles one of these creatures. The Wind Fish appears to Link as one of these creatures to serve as a guide in *Link's Awakening*. Kaepora Gaebora is a really annoying one of these animals. For 10 points, Link can warp to statues shaped like what animal in *Majora's Mask*?**

ANSWER: owls [accept Owlan]

**18. A dungeon with this adjective in its name in *Four Swords Adventures* contains the Stone Arrghus boss, as well as many trick chests that hold Big Bombs instead of rupees. In one game, Osfala claims to be "invincible!" with the Sand Rod before foolishly entering a dungeon with this adjective in the name. The second level of *Four Swords Adventures* has this adjective in its name and contains the Village of the Blue Maiden. Link is turned into a painting for the first time in a dungeon with this adjective in its name in (\*) *A Link Between Worlds*. Sahasrahla sends Link to get the Pendant of Courage in a dungeon with this adjective in its name; that dungeon features many giant rolling balls and is the first one traversed in both *A Link to the Past* and *A Link Between Worlds*. For 10 points, name this adjective used in *The Adventure of Link* to describe the part of Hyrule that is not Western Hyrule.**

ANSWER: Eastern [accept the Eastern Temple, Eastern Hyrule, or Eastern Palace]

**19. Gates named for one of these things allow the Links to travel between Hyrule and the Dark World in *Four Swords Adventures*. The cello in *Link's Awakening* is named after one of these things. In one game, a boy who lives in one of these things says to Link, "You're the bad guy. And when you're bad, you just run. That's fine, right?" *Breath of the Wild* uses an event involving one of these things to clear its long-term memory cache. Level 2 in the original *Legend of Zelda* is (\*) shaped like one of these things. In *Wind Waker*, the Ghost Ship changes locations based on the state of one of these things. Zelda tells link to "Please be careful" during an event centering on a red one of these things, during which enemies come back from the dead and become more powerful. For 10 points, name this thing threatening to crash into Clock Town in *Majora's Mask*.**

ANSWER: moons [or the full moon; accept Moon Gates; accept Moon Pearls; accept the Blood Moon]

**20. This character is kidnapped to the Underworld by a Magic Mirror and replaced by a reflectionless doppelgänger. While saving the merchant Sleazenose from a dungeon, this character uses a Rope to completely entangle the Gohma guarding him. After a different character tries tightrope walking in their sleep to this character's room, both of them are attacked by Vires carrying bombs that shatter an important item. An amateur wizard accidentally makes a tomato explode in this character's face before they're attacked by a dragon. The fairy Spryte accompanies this character, who lives in the castle of (\*) King Harkinian. In an opening sequence, this character's snide remarks after falling into a river prompt a different character to say, "Excuuuuuuuuuuse me." For 10 points, name this character from the *Legend of Zelda* TV Series who also happens to be the princess in most of the *Legend of Zelda* games.**

ANSWER: Zelda