

The Fifth Spy – Kraznir

By Dylan, Year 7

Hello, I am Link, the fifth Slinsil spy; I also happen to be the leader. I'm a variation of human called a Hylian as my grandparents used to live on the other side of the continent in a place called Hyrule. My grandfather and his village had to migrate to Slinsil because their village was attacked by a monster called the Calamity.

Hylions seem quite human apart from their pointy elf-like ears which gives them an excellent sense of hearing. This can also be used against us as I am easily distracted by sounds and loud ones can make me feel faint. I'm slightly small for my age and I have sandy coloured long hair, which is common for the Hylian boys in my village. I have strange eyes which oscillate between light blue and cyan-green approximately once a month.

All my senses are heightened by my strange, slightly psychic ability which I was born with. I can use this in many ways such as sensing nearby people and sometimes their emotions. Also, I can suppress their ability to sense my presence which makes me very sneaky. I haven't discovered all the uses of my psychic powers yet and I'm still learning new ones.

I am also very good with a bow and I think my power helps me aim because I never miss a living target. However, I'm extremely weak with any close combat and I am vulnerable if someone manages to surprise me. This has never happened because of my psychic powers. What I lack in strength I make up for in intelligence. I have an excellent mind for locks and puzzles, and I can plan ahead in situations very easily. This makes me good at battle plans (and chess).

I think Sarason the warrior is a very useful counterpart to me because she is mostly my opposite. She seems to be someone you would not want to mess with. If she acts correctly, she may be good for negotiating because people would not want to scam her. The problem is her brutal nature means she would not think of these things herself and might be a problem when trying to be sneaky or peaceful. She seems to be quite similar to the Gerudo my grandfather told me stories about, and I may ask her if that's her ancestry. She could be very similar to me in the way she may have fled Hyrule.

Touchfire the wizard also seems like a useful ally because of his amazing magical powers. However, his inability to use his powers near water must be kept secret from our enemies as it could be used against us. His invisibility is quite similar to my psychic diversion and I believe we could sneak into anywhere. My only concern is that he did not specify whether he could extend his trait to other people and we may have to only go on scout missions using it. The specification of 'evil' creatures that he can turn to stone may be a problem because magic can be unruly, and we never know when our definition of evil may differ from its. For example, if we get attacked by a wild animal would the magic consider it evil enough to turn it to stone? I see no problem with his fireball magic other than it can't be used around water.

I have the same concerns about Calypso's similar ability to Touchfire but her ability to see in the dark is very valuable. As she is the only spy with that ability and seems to know enough to use it without many instructions, she seems like a valuable addition to the team. However, her choice of weapons is a bit primitive; a club, a bag of large stones and a long rope. My concern is that she may be limiting her many skills by using these weapons and she seems stubborn to change them.

Littlejohn completely refused to be interviewed by me. That tells me enough about him that I know I need to be a bit strict with him and maybe even devise a rule set with small punishments if he doesn't follow it. I doubt he will get along with Calypso as she is similarly strong minded.