

Creatures of Hyrule

*For use with the Legends of Hyrule Role Playing Game
by Adam Sippel*

Example Creature Name (Challenge Level):

Type: *creature type*

Terrain: *commonly found here*

Languages: *Languages*

Weight: *average weight of the creature*

Height: *average height of the creature*

Lifespan: *Average age this race can live until. For simplicity sake most races have young adults at 1/5 that age. (ex 14 year old human when they live to around 60 latest)*

HP: *health this creature has as a base, and its normal Health Die*

Armor: *If the creature has natural armor, the value goes here*

STR Stat [Value]: *used for stats of the creature. (A 0 stat means the creature cannot use this skill)*

DEX Stat [Value]: *used for stats of the creature. (A 0 stat means the creature cannot use this skill)*

INT Stat [Value]: *used for stats of the creature. (A 0 stat means the creature cannot use this skill)*

CHA Stat [Value]: *used for stats of the creature. (A 0 stat means the creature cannot use this skill)*

Attacks: *attacks, patterns, and damage done*

Mana Points: *Max Mana Points this race can hold, generally 5-15.*

Movement: *creature's base movement speed*

Skills: *skills this creature possesses*

Specialties: *Specialties of this race (Also includes USR or Universal Special Rules)*

Faults: *Faults of this race*

Treasure: *treasure type dropped*

Special Treasure: *special treasure specific to this creature*

Special Info: *special info about this enemy, like not playables, miniboss, or boss*

This is where you write a description of the creature and any additional information about its attacks and or abilities.

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A:

Acro-Bandit (CL 3 as Group of 5)



Type: Animal, Person

Terrain: Mountains

Languages: Hylia, Boko

Weight: 50lbs

Height: 3'

Size: Small

Lifespan: 20 yrs

HP: 10 (Each), 50 Total

Armor: N/A

STR Stats [12]: Climb 7, Lift 12, Brawl 15, Endurance 15

DEX Stats [10]: Acrobatics 7, Ranged 14, Perception 10, Hide 8

INT Stats [15]: Medicine 18, Engineering 16, Magic 12, Knowledge 14

CHA Stats [12]: Charm 16, Gather Info 10, Deceive 7, Diplomacy 14

Attack: Unarmed 1D4 Bludgeoning, Knife 1D6 Slashing

Mana Points: 9

Movement: 35ft

Skills: Weapon Skill Dagger

Specialties: Dig 10ft (USR), Team Revival (USR), Acrobat Team, Vision 60ft

Faults: Fragile (USR)

Treasure: Standard

Acro-Bandits are small, yellow creatures that attack in groups of five. They dwell underground and jump out in columns if someone comes close to them. In order to utterly destroy them you must defeat all in one round. If one Acro-Bandit escapes and burrows back into the ground, it comes out, bringing Acro-bandits out with it equal to its original 5. An alternative way to kill them is by killing the first one that pops its head out of the ground to scout ahead. They can travel up to 10ft underground.

Acrobat Team: Acro-bandits must be in groups of 3-5. Because of this it is not recommended for players to play them.

Anubis (CL 2)



Type: Automata

Terrain: Sentry, Desert

Languages: None

Weight: 100 lbs

Height: 6'

Lifespan: Unlimited

HP: invulnerable

Stats: N/A

Attacks: Retaliation Fire XDX Fire Damage at X Range. All X's match the damage done to the Anubis.

Mana Points: 4

Movement: Equal to player movement

Skills: N/A

Specialties: Flying infinite (USR), Invulnerable (USR), Omnisense 70ft (USR)

Faults: Mindless (USR), Death by Fire (USR)

Treasure: Standard

Special Info: Not playable

Unlike most enemies, Anubis do not attack players directly; rather, they mimic a target player's movements, and shoot fire at the player if they attacks them. They can only be damaged by fire attacks, meaning the only way to defeat them is with Fire Arrows, Din's Fire, or by leading them into flame traps. They appear only in the Spirit Temple.

Interestingly enough, an Anubis will occasionally split into two new Anubis if a bomb is thrown at it. If a bomb is thrown at an Anubis roll a D6, on a 4+ he becomes 2 Anubis'. This ability cannot be done on the 2 new Anubis'.

Armos (CL 3)



Type: Automata
Terrain: Sentry
Languages: None
Weight: 70 lbs
Height: 4' – 5'
Size: Medium
Lifespan: Unlimited
HP: 20
Armor: 3
STR Stats [8]: Climb 0, Lift 0, Brawl 10, Endurance 6
DEX Stats [8]: Acrobatics 0, Ranged 0, Perception 10, Hide 6
INT Stats [9]: Medicine 0, Engineering 0, Magic 8, Knowledge 10
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attack: Unarmed 2D4 Bludgeoning
Mana Points: 5
Movement: 25ft
Skills: N/A
Specialties: Invulnerable (USR), Omnisense 70ft (USR)
Faults: Death by Explosives (USR), Explosive Death
Suggested Special Treasure: Shield (blue)

Armos' are petrified soldiers that come to Life if they are touched. The reason these warriors were put into this unnatural sleep is unknown, and may never be discovered, because when an armos comes to Life, it relentlessly attacks any creature nearby. If they speak at all, it is in a tongue long forgotten. They carry small swords which inflict 2 points of damage.

Present-day armos' are named after the Armos Knights of legend. According to legend, several centuries ago there were animated statues which were called "Armos Knights." These stone statues were said to come to Life whenever a warrior came with 5 feet of them, but none have been confirmed to still exist.

Armos hop towards the enemy at a very slow speed. They are quite tactical in choosing their fights, however they will not let anyone near whatever they are there to guard. Armos can only be damaged by explosives.

Explosive Death: When they take enough damage to reduce their life to 0, they spin and jump 15ft towards the nearest enemy. They then explode dealing 2D4 SAP of explosive fire damage in a 10ft radius. This happens on the next turn the armos has after its health reaches 0 or below.

Armos, Death (CL 4)



Type: Automata
Terrain: Sentry
Languages: None
Weight: 100 lbs
Height: 6'
Size: Medium
Lifespan: Unlimited
HP: 16
Armor: 2
STR Stats [8]: Climb 0, Lift 0, Brawl 12, Endurance 4
DEX Stats [8]: Acrobatics 0, Ranged 0, Perception 10, Hide 6
INT Stats [9]: Medicine 0, Engineering 0, Magic 8, Knowledge 10
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attack: Slam 2D6 Bludgeoning 10ft AoE
Mana Points: 5
Movement: Set Path
Skills: N/A
Treasure: Standard, A
Specialties: Invulnerable (USR), Flying (USR)
Faults: Death by Light Arrows (USR), Omnisense 100ft (USR), Explosive Death

This variation of Armos is only encountered near sacred graves, and as their name suggests, they are more dangerous than normal Armos, as they are more difficult to defeat and cause more damage. They patrol by floating around, ever moving. To attack a player, a Death Armos slams into the ground, thus flattening anything underneath it and dealing one heart of damage to the player. In order to defeat it, a player must shoot a Light Arrow at a Red Emblem located on its side.

Death Armos are quite fast at flying around and can travel 40ft per turn while airborne, they hover generally about 10ft off the ground and will not land unless attacking. Death Armos can only be damaged by Light Arrows.

Explosive Death: When they take enough damage to reduce their life to 0, The Death Armos will flip upside down, then slam its head onto the ground near a player (Within 20ft), causing it to explode, damaging anything in a 10ft radius around it for 3D6 SAP of explosive fire damage. This happens immediately after it is shot. An Acrobatics save can be made to dodge the attack and take half damage instead.

Armos, Knight (CL 3)



Type: Automata
Terrain: Sentry
Languages: None
Weight: 200 lbs
Height: 10'
Size: Large
Lifespan: Unlimited
HP: 20
Armor: 6
STR Stats [8]: Climb 0, Lift 0, Brawl 8, Endurance 8
DEX Stats [9]: Acrobatics 0, Ranged 0, Perception 10, Hide 8
INT Stats [11]: Medicine 0, Engineering 0, Magic 10, Knowledge 12
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attack: Spikes 2D4 Piercing 5ft Knockback
Mana Points: 2
Movement: 25ft
Skills: N/A
Treasure: Standard, A
Specialties: Invulnerable (USR), Omnisense 60ft (USR)
Faults: Death by Explosives (USR), Explosive Death, Weak Point Eye -> Crystal (USR)
Suggested Special Treasure: Bombs x5

The Armos Knights of legend. These stone statues come to Life whenever a warrior came with 5 feet of them, to combat the warrior. They jump at the warrior and have protective spikes that deal 2D4 hearts of damage when they hit. Moving into melee combat against an awake Armos Knight will cause you to roll against its spikes for damage. A single hit on its eye however can stun it for 1 round. It will retract its spikes and open its mouth. Inside its mouth is a crystal which when hit will cause the Armos Knight to receive damage normally. When their mouth is closed they can only be damaged by explosives.

Explosive Death: When they take enough damage to reduce their life to 0, they spin and jump 5ft towards the nearest enemy. They then explode dealing 2D6 SAP of explosive fire damage in a 15ft radius. This happens on the next turn the Armos Knight has after its health reaches 0 or below.

Arwing (CL 2)



Type: Automata
Terrain: Special Character
Languages: None
Weight: Unknown
Height: 2'
Size: Small
Lifespan: N/A
HP: 2
Armor: 8
STR Stats [12]: Climb 0, Lift 0, Brawl 0, Endurance 12
DEX Stats [10]: Acrobatics 5, Ranged 7, Perception 10, Hide 18
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attack: Two Lazer Attacks 2D6 electrical damage, 500ft range
Mana Points: 0
Movement: 60ft Flying
Skills: Weapon Skill Guns
Treasure: Standard, A
Specialties: Flying 60ft (USR), Omnisense 100ft (USR), Laser Beams
Faults: Fragile (USR), Weak to Arrows | Boomerang | Hookshot (USR), GOING DOWN!
Treasure Type: A

The Arwing is quite small, appearing only slightly larger than a Keese. It features twin laser cannons that fire in the player's direction whenever the Arwing is facing them. These lasers can be blocked by anything, and will not cause wood to burn. The Arwing relies on a hit-and-run tactic that involves flying toward the player to attack and falling back at great speed. It can fly at varying altitudes and can even venture underwater unhindered. Unlike most enemies encountered the arwing will stay engaged with a player ignoring all terrain, until defeated.

The Arwing can be destroyed with weapons such as the Boomerang, the Fairy Bow, or even a sword. Upon defeat, it will catch fire and plummet to the ground, where it explodes in spectacular fashion. The blast may cause splash damage to players.

Laser Beams: The Arwing fires Laser Beams in a straight line at 500ft range. These beams can be blocked by anything, but if they hit they do a lot of damage.

GOING DOWN! : When the arwing dies it flies downwards in the direction it is facing at down 10ft for every 5ft across it moves. When it hits an object it explodes dealing 2D8 SAP explosive/fire damage to anything within 15ft.

B:

Babusu (CL 1)



Type: Animal

Terrain: Any

Languages: nailyH

Weight: 5 lbs

Height: 1'

Size: Tiny

Lifespan: Unknown

HP: 2

STR Stats [13]: Climb 8, Lift 18, Brawl 14, Endurance 12

DEX Stats [7]: Acrobatics 8, Ranged 0, Perception 9, Hide 4

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Charge Attack, 2 Bludgeoning Damage on contact, steals an item at random.

Mana Points: N/A

Movement: 35ft

Skills: N/A

Specialties: Low-Light Vision 20ft (USR), Runners

Faults: Animal (USR), Fragile (USR)

Treasure: None

Babusus are small hole-dwellers that run across the room. Babusus resemble small black tadpoles with legs and are first seen in the Ice Palace. They are found in holes at the base of the north wall of the room, and make a silver sparkle before exiting to run across the room toward a hole on the opposite side. These creatures can be easily defeated with a strike of any sword or other weapons.

Runners: Babusu are hole dwelling creatures and will only exit their hole to run into another hole. They are cowardly and weak. They run straight between two points as fast as they can, sometimes hitting someone who is in the way. When they hit someone they steal an item from their inventory at random. If no item is available they steal rupees instead.

Baba, Deku (CL 1)



Type: Plant

Terrain: Forest, Swamp

Languages: Deku

Weight: 20 lbs

Height: 5'

Size: Medium

Lifespan: 200 yrs

HP: 4

STR Stats [15]: Climb 0, Lift 19, Brawl 10, Endurance 16

DEX Stats [8]: Acrobatics 10, Ranged 0, Perception 6, Hide 9

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Bite 1D4 Piercing

Mana Points: N/A

Movement: N/A

Skills: N/A

Treasure: Standard, A

Specialties: Tremorsense 20ft (USR), Presence

Faults: Stationary (USR), Weak to Fire (USR), Weak Point Stem (USR), Mindless (USR)

Suggested Special Treasure: Deku Stick, Deku Nuts x5, Deku Seeds x5

They are a species of carnivorous plants, somewhat similar in appearance to the real-life Venus Flytrap. In every game they have appeared in, Deku Babas have blue heads and pink mouths and only slightly vary in appearance. Deku Babas sprout from the ground whenever their roots detect any potential prey. They attack by quickly lashing out at an enemy without provocation.

Presence: Deku baba's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see without any light. They can attack anyone within 5ft of their base.

Baba, Big Deku (CL 1)



Type: Plant

Terrain: Forest, Swamp

Languages: Deku

Weight: 35 lbs

Height: 9'

Size: Large

Lifespan: 400 yrs

HP: 6

STR Stats [13]: Climb 0, Lift 18, Brawl 8, Endurance 15

DEX Stats [8]: Acrobatics 10, Ranged 0, Perception 6, Hide 9

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Bite 1D6 Piercing

Mana Points: N/A

Movement: N/A

Skills: N/A

Treasure: Standard, A

Specialties: Tremorsense 40ft (USR), Presence

Faults: Stationary (USR), Weak to Fire (USR), Mindless (USR), Weak Point Steam (USR)

Suggested Special Treasure: Deku Stick, Deku Nuts x5, Deku Seeds x5

These large plants are bigger versions of the average Deku Baba. They are usually found in forest areas. Because of their size, Big Deku Babas have a longer reach than generic Deku Babas.

Presence: Big deku baba's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see without any light. They can attack anyone within 10ft of their base.

Baba, Bio Deku (CL 3)



Type: Plant, Person (8)

Terrain: Forest, Swamp, Water

Languages: Deku

Weight: 15 lbs

Height: 5'

Size: Medium

Lifespan: 200 yrs

HP: 24

STR Stats [11]: Climb 0, Lift 15, Brawl 8, Endurance 12

DEX Stats [7]: Acrobatics 8, Ranged 0, Perception 5, Hide 10

INT Stats [10]: Medicine 0, Engineering 0, Magic 10, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Bite 1D6 Piercing, Spit 1D4 30ft Poison

Mana Points: 6

Movement: 0ft [30ft]

Skills: Weapon Skill Deku

Treasure: Standard, A

Specialties: Water Walking 20ft (USR) [2nd], Tremorsense 40ft (USR), Low-Light Vision 60ft (USR),

Two forms, Presence

Faults: Stationary (USR) [1st], Weak to Fire (USR), Weak Point Stem (USR) [1st]

Suggested Special Treasure: Deku Stick, Deku Nuts x5, Deku Seeds x5

Special Info: Could be Playable as Bio Deku Babas are not mindless

Bio Deku Baba are similar to the Deku Baba, but grow from the underside of Lily Pads floating in the water, or occasionally from ceilings. If a player attempts to jump onto a pad to which a Bio Deku Baba is attached, it will flip the pad over, throwing the player away a small distance and causing ½ heart damage to him.

Unlike generic Deku Babas, when a player cuts the stem of Bio Deku Babas, they will not be defeated; rather, they will live on, crawling on the ground, the floor beneath the water, or on the surface of the water in an attempt to approach and attack the player. When detached from their base, they crawl on "legs" composed of stems and extend a pair of stalks with what appears to be eyes on the end. Players can defeat them by dealing enough damage to a detached one. Bio Deku Babas can be defeated outright, without them ever reaching their second form, using a Powder Keg, Deku Stick, or arrow.

Presence: Bio deku baba's can be flanked, and use tremors in the water to see as well as eyes, allowing them to see underwater without any light. They can attack anyone within 5ft of their base in their first form.

Two Forms: If a Bio Deku Baba is damaged but not killed, they become severed from their stem and can run 20ft on water. If they survive the damage from a first attack not caused by an explosive or piercing, they take on their second form after damage is dealt.

Baba, Boko (CL 2)



Type: Plant

Terrain: Forest, Swamp, Water

Languages: Deku

Weight: 70 lbs

Height: 5'

Size: Medium

Lifespan: 300 yrs

HP: 3

Armor: 1

STR Stats [13]: Climb 0, Lift 18, Brawl 8, Endurance 15

DEX Stats [8]: Acrobatics 10, Ranged 0, Perception 6, Hide 9

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Damage: Bite 1D6 Piercing, Sweep 1D6 Bludgeoning 5ft AoE

Mana Points: N/A

Movement: N/A

Skills: N/A

Treasure: Standard, A

Specialties: Tremorsense 30ft (USR), Presence, Bouncy Bodies

Faults: Stationary (USR), Weak to Fire (USR), Weak Point Stem (USR), Mindless (USR)

Suggested Special Treasure: Boko Stick, Baba Seed

They are similar in appearance and name to Deku Babas, and may very well be an evolved species adapted to the new terrain of the Great Sea. Boko Babas first appear as harmless Baba Buds, resembling them in all but coloration, when they sense a victim getting close, they spring out, revealing their monstrous heads (Boko Babas can be distinguished from Baba Buds by their coloration; Boko Babas are red and dark purple, whereas Baba Buds are lighter shades of purple, use a DC 15 check to see if a player determines the difference). They have mouths similar to that of a Venus Flytrap, with purple-tipped yellow tongues dripping purple saliva, as well as four eyes. Boko Babas have three methods of attack; biting, headbutting, and, after licking their "lips", attempting to swallow their victim whole. The latter attack method is less effective on some players due to their size, and those ones that are too large will only be hit with a bite. A Boko Baba can be stunned with either 3 strikes in quick succession, a blow from the Hookshot, or a blast of wind with an air based attack, revealing the tender stem. Before the Boko Baba returns back to a defensive position, it can be killed by severing its stem with either a blade weapon or the boomerang, the latter of which is more effective as it kills the plant instantly with no stunning techniques involved. Killing a Boko Baba leaves behind a Boko Stick and possibly a Boko Baba Seed, while certain ones will turn into Baba Buds.

Presence: Boko baba's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see perfectly without any light. They can attack anyone within 5ft of their base.

Bouncy Bodies: If Boko Babas are very bouncy and fluid compared to other Baba's. Because of this if they are hit with anything except fire, slashing, or piercing damage; they instead take no damage and knock back the attacker 5ft.

Baba, Quadro (CL 2)



Type: Plant
Terrain: Forest, Swamp
Languages: Deku
Weight: 70 lbs
Height: 5'
Size: Medium
Lifespan: 100 yrs
HP: 6
Armor: 6
STR Stats [11]: Climb 0, Lift 16, Brawl 6, Endurance 13
DEX Stats [9]: Acrobatics 10, Ranged 0, Perception 8, Hide 10
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Bite 1D4 Piercing, 10% chance of 1 round Paralysis
Mana Points: N/A
Movement: N/A
Skills: N/A
Treasure: Standard, A
Specialties: Tremorsense 50ft (USR), Splitting Mouth, Presence
Faults: Stationary (USR), Weak to Fire (USR), Mindless (USR)
Suggested Special Treasure: Deku Stick, Deku Nuts x5, Deku Seeds x5

They resemble Deku Babas, but the color of its tongue and shell are contrasted, being turquoise and orange, respectively. Unlike their weaker counterparts, Quadro Babas have more health, and can switch their mouths between horizontal and vertical positions. Players must slash their sword or equivalent attack in whichever direction the Quadro Baba opens its mouth to defeat it. In addition, a stab will always hit the Quadro Baba no matter which direction its mouth is open in. Quadro Babas will additionally attempt to dodge Player's attacks by moving away from the attack, making them slightly more difficult to defeat than Deku Babas.

Another method for defeating Quadro Babas is to use a Shield Bash when it lunges forward, stunning the Quadro Baba. While stunned, it can be defeated in one hit by slashing its stem. Due to their predatory nature they will snap at thrown bombs, which if eaten will kill them immediately.

Presence: Quadro baba's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see perfectly without any light. They can attack anyone within 5ft of their base.

Splitting Mouth: When a player attacks a Quadro Baba roll the Quadro baba's Acrobatics. If the Quadro Baba succeeds the attack hits the Quadro Baba's Armor, if the check fails the Quadro Baba counts as having no Armor against the attack.

Baba, Serpent (CL 2)



Type: Plant

Terrain: Forest, Swamp

Languages: Deku

Weight: 50 lbs

Height: 6'

Size: Medium

Lifespan: 500 yrs

HP: 8

Armor: 1

STR Stats [12]: Climb 10, Lift 18, Brawl 7, Endurance 14

DEX Stats [10]: Acrobatics 12, Ranged 0, Perception 8, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Bite 2D4 Piercing, Headbutt 1D4 Bludgeoning

Mana Points: N/A

Movement: 0ft -> 20ft

Skills: N/A

Treasure: Standard, A

Specialties: Swallow 1 (USR), Tremorsense 40ft (USR), Two Forms, Presence, Regrowth

Faults: Stationary (USR) [1st], Weak to Fire (USR), Weak Point Stem (USR) [1st], Mindless (USR)

Suggested Special Treasure: Deku Stick, Deku Nuts x5, Deku Seeds x5

Baba Serpents are predatory plant-beings that inhabit certain areas of Hyrule. Closely related to Deku Babas, they are much more vicious and resilient, shutting their jaws on their prey even when removed from their roots. When detached from their roots, Baba Serpents can scoot around and attack. If a player comes close enough, Baba Serpents will clamp their mouths around them tightly, providing no other option but to struggle or jump into a water source. They will also occasionally hang down from ceilings. In this case, they must be hit with a long range weapon, such as a bow, a boomerang, or a clawshot.

Regrowth: Baba Serpents have the ability to re-attach to their roots if food gets too far away from them or a player waits 2 rounds, provided their roots are on the ground and not on the ceiling. This ability to survive detachment is shared with its cousin, the Bio Deku Baba. When they return to their base, if they do, they return to full health.

Presence: Baba Serpent's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see perfectly without any light. They can attack anyone within 5ft of their base in their first form.

Two Forms: When a player attacks a Baba Serpent, they detach from their stem and chase the player. Every attack by a Baba Serpent is a swallow attempt, after someone is swallowed they simply head butt.

Baba, Twilit (CL 1)



Type: Plant

Terrain: Twilight, Forest, Plains, Swamp

Languages: Deku, Twili

Weight: 20 lbs

Height: 5'

Size: Medium

Lifespan: Unknown

HP: 4

STR Stats [13]: Climb 0, Lift 18, Brawl 8, Endurance 15

DEX Stats [8]: Acrobatics 10, Ranged 0, Perception 6, Hide 9

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Bite 1D4 Dark, headbutt 1D4 Dark

Mana Points: 8

Movement: N/A

Skills: N/A

Treasure: Standard, A

Specialties: Swallow 1 (USR), Tremorsense 40ft (USR), Two Forms, Presence

Faults: Stationary (USR) [1st], Weak to Fire (USR), Weak Point Stem (USR) [1st], Mindless (USR)

Treasure: Standard

They are creatures that live in Twilight, who act similarly to Deku Babas and Baba Serpents found throughout Hyrule. They pose little threat, as they are stationary and cannot attack beyond their relatively meager reach; however, they do have more health than regular Deku Babas. They have the ability to continue attacks even after their stems are cut.

Presence: Twilit Baba cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see perfectly without any light. They can attack anyone within 5ft of their base in their first form.

Two Forms: When a player attacks a Twilit Baba, they detach from their stem and chase the player. Every attack by a Twilit baba is a swallow attempt, after someone is swallowed they simply head butt.

Bago-Bago (CL 1)



Type: Animal, Undead

Terrain: Water

Languages: Stal

Weight: 5 lbs

Height: 1' 6"

Size: Small

Lifespan: unlimited

HP: 1

STR Stats [15]: Climb 0, Lift 18, Brawl 12, Endurance 15

DEX Stats [11]: Acrobatics 10, Ranged 12, Perception 10, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Bite 1D4 Piercing

Mana Points: N/A

Movement: 60ft Swim

Skills: N/A

Specialties: Spit Missiles, Omnisense 50ft (USR), Glide 20ft, Land and Sea

Faults: Fragile (USR), Undead (USR), Animal (USR)

Treasure: standard, M

These voracious skeletal fish infest both fresh and salt water, and appear in huge numbers if not combatted. They are about ten to twelve inches long, and can weigh up to nine pounds.

Land and Sea: They can jump up to 15ft out of the water to attack land-based creatures, and remarkably, can slither along the ground at a Movement 15ft.

Spit Missiles: In addition, they will often scoop up rocks from the ocean floor or riverbeds, and hold them in their mouths. They can spit these with as much force as an octorok, with a Range 50ft dealing 1D4 Bludgeoning.

Glide: Note that bago-bagos do not actually "fly," but jump out of the water, and glide on their wing-like fins. Once on land, they have no ability to jump, whatsoever.

Bawb (CL 0)



Type: Animal, Automata
Terrain: Sentry
Languages: None
Weight: 10 lbs
Height: 2'
Size: Small
Lifespan: None
HP: N/A
STR Stats [16]: Climb 0, Lift 0, Brawl 0, Endurance 16
DEX Stats [16]: Acrobatics 0, Ranged 0, Perception 16, Hide 0
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: N/A
Mana Points: 0
Movement: 15ft
Skills: N/A
Treasure: Standard, A
Specialties: Explosive Reaction, Rematerialize
Faults: Mindless (USR), Fragile (USR)

Bawbs are enemies that appear exclusively in dungeons, they turn into bombs if anything attempts to damage them. Bawbs frequently appear in dungeons that do not specifically require bombs, in areas where the utility of a bomb is nonetheless required to solve a puzzle. After Link detonates a Bawb, another will materialize nearby.

Explosive Reaction: Any damage dealt to a Bawb turns it into a bomb with the same damage of a regular bomb except with a 1 turn delay. While a bomb the Bawb may not perform any actions as it waits to explode. It can be picked up at this time with no attempts to resist being made. Dealing lethal damage to the Bawb will also turn it into a bomb. It deals 2D8 AP5 explosive/fire damage over a 10ft radius when it explodes.

Rematerialize: Bawb's are meant to be sentries in areas where bombs are required, like mines in Lanyaru Desert. So as such when a Bawb dies a new one materializes within 1D4-1 (min 1) rounds. This happens for as many times as the Bawb dies.

Beamos (CL 3)



Type: Automata
Terrain: Sentry
Languages: None
Weight: 100 lbs
Height: 8-10'
Size: Large
Lifespan: Unlimited
HP: 12
Armor: 7
STR Stats [8]: Climb 0, Lift 0, Brawl 0, Endurance 8
DEX Stats [4]: Acrobatics 0, Ranged 4, Perception 4, Hide 0
INT Stats [10]: Medicine 0, Engineering 0, Magic 10, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: See Energy beam
Mana Points: 20
Movement: N/A
Skills: N/A
Special Ability: Darkvision 60ft (USR), Energy Beam, Fully Armored
Faults: Stationary (USR), Weakness Bombs (USR), Smoke In My Eye,
Treasure: Standard, A

They are depicted as stone statues with rotating heads and a single glaring eye. Beamos attack anyone that comes within their field of vision with a ranged energy beam. They are depicted as ancient security mechanisms by a long since forgotten race.

Fully Armored: Beamos can only be dealt damage from their eye via ranged attack or explosive. If Damage is done to the eye it ignores the Beamos' Armor. Attacks anywhere else with a non ranged or non explosive deal damage to Armor.

Energy Beam: Beamos energy beam deals damage in a 30ft straight line form the Beamos. It deals 2D6 AP3 Electrical Damage, and knocks back hit targets 10ft. An acrobatics save can be made to take half damage and ignore the knockback.

Smoke In My Eye: Beamos who get smoke in their eye from an explosive or other means, the beamos simply shuts down until the smoke is gone. To determine this (unless scripted by the GM, as beamos are useful platforms) the players should have to discover this themselves.

BigOcto, Ocean (CL 5)



Type: Animal
Terrain: Ocean
Languages: Deku
Weight: 1500 lbs
Height: 35'
Size: Gargantuan
Lifespan: 200 yrs
HP: 48
Armor: 2
STR Stats [8]: Climb 0, Lift 10, Brawl 6, Endurance 8
DEX Stats [11]: Acrobatics 14, Ranged 8, Perception 8, Hide 16
INT Stats [8]: Medicine 0, Engineering 0, Magic 8, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Tentacle Slam 2D10 Bludgeoning 50ft
Mana Points: 20
Movement: 40ft Swim
Skills: N/A
Specialties: Darkvision 150ft (USR), Aquatic (USR), Whirlpool, Explosive Spit
Faults: Weak Point Eyes (USR), Weakness Explosives (USR)
Treasure: Standard, A

Bigoctos, also known as BigOctos, are as their names suggest, oversized versions of water-dwelling Octoroks. However, unlike regular BigOctos these behemoths live in the ocean. They attack ships and cause a whirlpool of 100ft around them pulling everything at 5ft per turn towards them at a rotational speed of 40ft per turn.

Whirlpool: BigOcto's passively cause a whirlpool of 100ft around them pulling everything at 5ft per turn towards them at a rotational speed of 40ft per turn. Any ship caught cannot escape until the BigOcto is slain or they hit the center of the whirlpool. If they hit the center of the whirlpool the BigOcto will swallow them whole (Ship and all) causing instant death (or a clever inside the squid dungeon).

Explosive Spit: BigOcto's can spit explosive saliva. At a range of 200ft they can spit an explosive ball causing a 20ft explosion. Anything in the explosive area takes 2D6 AP4 Explosive/fire damage. Everyone in the target area can take an acrobatics check to halve the damage they take.

Bio-Electric Cube (CL 0)



Type: Animal, Trap
Terrain: Sentry
Languages: None
Weight: Unknown
Height: 5' - 50'
Size: Medium - Gargantuan
Lifespan: Unknown
HP: N/A
Armor: 0
STR Stats [10]: Climb 0, Lift 0, Brawl 10, Endurance 10
DEX Stats [6]: Acrobatics 0, Ranged 0, Perception 0, Hide 6
INT Stats [10]: Medicine 0, Engineering 0, Magic 10, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: On Contact 1D6 Electrical 15ft Knockback
Mana Points: N/A
Movement: N/A
Skills: N/A
Specialties: Invulnerable (USR), Omnisense 20ft (USR), Electric Field (USR), Surprise!
Faults: Boomerang Stun, Stationary (USR)
Treasure: Standard, A
Special Info: Trap Creature

They are oddly organic-looking monsters found exclusively in the third dungeon, Inside Jabu-Jabu's Belly. They remain dormant until approached by a player, at which time they become active and start flailing in an attempt to harm him; however, they remain fixed in one spot. Although Bio-Electric Cubes may never be defeated, they can be stunned--albeit temporarily--if hit by the Boomerang while they are attacking. While stunned, Bio-Electric Cubes may be used as platforms; if a character is atop one when the effects of the Boomerang wears off, they will be thrown to the ground 15ft away by the awakened cube, taking 1D6 electric damage.

Surprise!: Bio-Electric Cubes will normally wait until a player is atop them before even revealing their presence. In their dormant state they get +4 to their hide check.

Boomerang Stun: When hit with a boomerang or non conductive Bludgeoning weapon a Bio-Electric Cube will turn blue and be an immobile solid cube for the next 30 seconds, or 6 rounds.

Bit (CL 1)



Type: Animal

Terrain: Plains, Caves

Languages: None

Weight: 5 lbs

Height: 2'

Size: Small

Lifespan: 5 yrs

HP: 2

STR Stats [11]: Climb 0, Lift 0, Brawl 12, Endurance 10

DEX Stats [11]: Acrobatics 10, Ranged 0, Perception 12, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Slam 1D4 Bludgeoning

Mana Points: N/A

Movement: 20ft

Skills: N/A

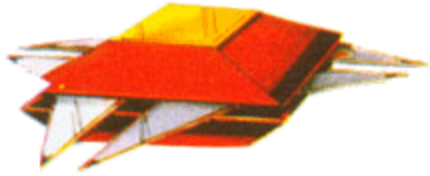
Special Ability: Omnisense 40ft (USR)

Faults: Animal (USR), Fragile (USR)

Treasure: Standard, A

Bits are red gelatinous masses similar to the blue Bot, but are much less common, only occurring in the plains in northern West Hyrule and in some caves Death Mountain Area. Unlike Bots, Bits cannot jump, and they are slightly weaker in hit points. They inch towards the player and damage them when they touch him.

Blade Trap (CL 1)



Type: Automata, Trap
Terrain: Sentry
Languages: None
Weight: 25 lbs
Height: 1' (5ft square)
Size: Small
Lifespan: Unlimited
HP: N/A
Stats: N/A
Attacks: Slam 1D4 Piercing
Mana Points: N/A
Movement: N/A
Skills: N/A
Special Ability: Linear Movement, Invulnerable (USR), Touch Damage
Faults: Reset
Treasure: Standard, A
Special Info: Trap Creature

Blade Traps are spiked traps are situated in the corners of rooms. They generally look like simple boxes, usually gray in color, with sharp spines protruding from all sides. When a creature sets off the motion-detecting traps, which fly toward the detection point to impale them with their spikes. This removes the possibility of them remaining in a doorway long enough to assess the situation in a given room. Blade Traps instead follow preset paths.

Linear Movement: The Blade Trap can only move in a straight path towards whatever walks across it. It moves so rapidly that avoiding a Blade Trap requires an Acrobatics Check to dodge taking half damage and avoiding the bleed effect. Even if the blade hits a target it will continue along its path until it can go no further or travels 100ft, taking anything it has impaled with it.

Touch Damage: Spike traps are covered in blades, and by making contact with one, you will be hurt by it. Being hit by a Blade Trap does 1D4 piercing damage and causes bleeding (1D4 damage per round for 2D4 rounds or until healed).

Reset: Possibly the only safe time to cross the path of a Blade Trap is as it is resetting. After firing, a Blade Trap will move at 10ft per turn back to it's starting position. This movement occurs on each turn, not just on the Blade Trap's turn. It will not fire again until it has returned to its starting position and it is currently its turn.

Blastworm (CL 0)



Type: Animal
Terrain: Cave, Sentry
Languages: Insectoid
Weight: 20 lbs
Height: 2'
Size: Small
Lifespan: 10yrs
HP: 6 (1D6)
STR Stats [13]: Climb 0, Lift 0, Brawl 12, Endurance 15
DEX Stats [11]: Acrobatics 14, Ranged 0, Perception 10, Hide 9
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Slam 1 Bludgeoning
Mana Points: N/A
Movement: 20ft
Skills: N/A
Special Ability: Omnisense 60ft (USR), Sticky, Explosive Death
Faults: Fragile (USR), Animal (USR)
Treasure: Standard, A

These blue slug-like enemies crawl around the floor and curl up in a ball when struck with a sword. Soon after being struck, they detonate like a bomb. Players can push them away to a safe distance before they explode.

Sticky: Blastworm's can climb any surface without checks.

Explosive Death: Blastworm's explode after losing all of their HP. They take 1 round to explode and deal 2D4 AP4 explosive/fire damage to anyone within 10ft of where they explode.

Bob-omb [Bombite] (CL 0)



Type: Automata
Terrain: Sentry
Languages: None
Weight: 8 lbs
Height: 2'
Size: Small
Lifespan: Unlimited
HP: 4
STR Stats [10]: Climb 0, Lift 0, Brawl 10, Endurance 10
DEX Stats [10]: Acrobatics 0, Ranged 0, Perception 10, Hide 10
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Slam 1D4 Bludgeoning
Mana Points: N/A
Movement: 30ft
Skills: N/A
Special Ability: Exploding Death, Omnisense 60ft (USR), Panic Fuse
Faults: Fragile (USR), Mindless (USR)
Treasure: None

Bob-ombs, also known as Bombites in some games, are recurring enemies in the *Legend of Zelda* series. Bob-ombs are explosive bomb-like enemies that, when attacked, light their fuses and run around wildly before exploding and harming Link, should he be in the vicinity of the blast. Two good ways to avoid being harmed by the resulting explosion are to either use a shield to block the explosion or shooting it with an arrow to detonate it immediately

Exploding Death: When killed, or when their fuse runs out (2D4-1 rounds), the bob-omb explodes dealing 2D6 SAP explosive/fire damage to everyone within 10ft.

Panic Fuse: When hit the first time a bob-omb will light its fuse and run at random bouncing off walls going 60ft per round. If the bob-omb collides with another creature or player it will immediately explode, or it will explode after 2 rounds.

Bomb Fish (CL 0)



Type: Animal

Terrain: Ocean, River

Languages: Wild

Weight: 6 lbs

Height: 1-2'

Size: Small

Lifespan: 15yrs

HP: 1

STR Stats [14]: Climb 0, Lift 0, Brawl 12, Endurance 15

DEX Stats [10]: Acrobatics 10, Ranged 0, Perception 10, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Slam 1 Bludgeoning

Mana Points: 0

Movement: 40ft Swim

Skills: N/A

Special Ability: Low Light Vision 60ft (USR), Self Destruct, Underwater Bomb, Aquatic (USR)

Faults: Animal (USR)

Treasure: None

Bomb Fish are uncommon piranha-like fish, encountered in one area of the Lakebed Temple as well as during the battle with Morpheel. Additionally, they can be found in a Dig Cavern in Hyrule Field near the Bridge of Eldin. They explode after being attacked or if they come in contact with anything, making them similar to Real Bombchus and Bomblings.

Self Destruct: Bomb fish will explode themselves when threatened by charging the enemy and then self destructing dealing 2D6 AP3 explosive/fire damage within 15ft of them.

Underwater Bomb: When dealing with a Bomb Fish, if caught on a rod a skilled engineer or knowledgeable person (below 5 on either skill) can extract the underwater bomb from the fish. This allows them to have a bomb that works underwater as normal and cannot be put out once lit.

Bombling (CL 0)



Type: Animal

Terrain: Forest, Swamp

Languages: Insectoid

Weight: 4 lbs

Height: 1-2'

Size: Small

Lifespan: 5 yrs

HP: 2

STR Stats [11]: Climb 8, Lift 0, Brawl 10, Endurance 15

DEX Stats [10]: Acrobatics 10, Ranged 0, Perception 10, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Slam 2 Bludgeoning

Mana Points: N/A

Movement: 30ft

Skills: N/A

Special Ability: Low Light Vision 30ft (USR), Self Destruct

Faults: Animal (USR)

Treasure: None

Bomblings are usually found in natural areas such as the Forest Temple, where they, serving as makeshift Bombs, are needed to complete the dungeon and defeat Diababa. In the wild, they will attempt to attack players unless stunned, whereby picking a Bombling up causes it to initiate a countdown to self-destruction unless thrown beforehand.

Self Destruct: Bomblings will explode themselves when dealt damage (even if they hit 0 HP), self destructing dealing 2D6 AP4 explosive/fire damage within 10ft. Acrobatics check can be made to half this damage.

C:

Camo Goblin (CL 1)



Type: Automata
Terrain: Sentry
Languages: Boko
Weight: 50 lbs
Height: 3'
Size: Small
Lifespan: Unknown
HP: 12
STR Stats [10]: Climb 10, Lift 10, Brawl 10, Endurance 10
DEX Stats [10]: Acrobatics 10, Ranged 10, Perception 10, Hide 10
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attack: Unarmed 1D4 Bludgeoning
Mana Points: N/A
Movement: 30ft
Skills: N/A
Specialties: Camo Bodies, Liquid Form, Darkvision 70ft (USR)
Faults: Fragile (USR)
Treasure: Standard, A

Camo Goblins appear exclusively in Dungeons. These enemies change into two-dimensional discs of color, hide atop the colored floor tiles which fill the dungeon, with only their eyes showing. Upon a player's approach, they change into their three-dimensional form. In combat, they pursue the player while in their camouflaged form, attempting to come in contact with him in their three-dimensional form, which they change into at times during the battle. They come in green, red, and blue varieties, but each is identical to the others in strength.

Camo Bodies: Camo Goblin's are always hard to see, and as such all attacks against them have a -2 to their roll. Spotting a Camo Goblin hidden in the environment is at a -4 to Perception.

Liquid Form: Camo Goblins are made out of a goo like substance. They can fit through any hole down to tiny size, and are immune to bludgeoning damage.

Candle [Living] (CL 1)



Type: Automata, Trap

Terrain: Sentry

Languages: Hylia

Weight: 20 lbs

Height: 3'

Size: Small

Lifespan: Unlimited

HP: 4 (1D4)

Armor: 0

STR Stats [10]: Climb 0, Lift 0, Brawl 10, Endurance 10

DEX Stats [11]: Acrobatics 0, Ranged 0, Perception 12, Hide 10

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Slam 1 Bludgeoning

Mana Points: N/A

Movement: 20ft

Attack Type: Passive, Deliberate

Specialties: Invulnerable (USR), Unstoppable (USR), Wax Trap, Tremorsense 50ft (USR), Bouncy

Faults: Death by Fire (USR), Panic Attack, Mindless (USR)

Treasure: Standard, A

Candles are found in the Mermaid's Cave and the Ancient Tomb. They are immune to nearly every weapon, and will cause players to recoil if he hits one with a sword. Their only weakness is fire. If a player sets a Candle's wick aflame, it begins moving in a 45° angle towards the nearest wall. It then proceeds to bounce off the walls, gradually increasing in speed as it frantically tries to extinguish the flame, before fading away.

Bouncy: Attacking a Candle with any physical attack will knock the attacker back 5ft dealing no damage.

Panic Attack: If a Candle is lit on fire, it panics. It runs crazily at 40ft + 10ft per bounce or per turn. When it hits a wall it bounces off of it and starts running in another direction at +10ft. After 3 turns the Candle dies and vanishes. If it hits a player in this state it deals 1D4 fire damage and has a 25% chance to light the victim on fire for 1D4 rounds.

Wax Trap: If a player attacks a Candle with a physical weapon, not only will they get knocked back, but their weapon will stick inside of the candle until it dies.

Chaser (CL 2)



Type: Automata, Trap

Terrain: Sentry

Languages: N/A

Weight: 50 lbs

Height: 2'

Size: Small

Lifespan: Unlimited

HP: N/A

Armor: N/A

Stat Modifiers: N/A

Damage: Slam 2D4 Elemental Damage

Mana Points: N/A

Movement: 35ft

Skills: N/A

Specialties: Invulnerable (USR), Unstoppable (USR), Tremorsense 50ft (USR), Elemental Edging

Faults: Mindless (USR), Short Burst Chaser

Treasure: Standard, A

They are very similar to Blade Traps, but they have capability to chase creatures if they runs across their path. They are also somewhat slower than Blade Traps and will not return to their original position, but rather stay where their attack ends.

Short Burst Chaser: Chaser can perform a 35-70ft movement in a straight line, but must wait a round after a 35ft movement or 2 rounds after a 70ft movement before they can chase again. They always target the closest creature and cannot leave their designated area (usually marked visibly in some way for players like lines of chalk, scorch marks, doors, etc.)

Elemental Edging: Chasers have either Ice spikes (deal cold damage), Fire sprayers (Fire Damage), or Electrified metal spiked (for electrical damage) attached to their sides. An Acrobatics check can be made to dodge a chasers attacks. For each elemental type there is a equivalent effect: cold = move 1 down the heat scale, fire = move 1 up the heat scale, electrical = 10% chance to stun for 1 round.

Chuchu (CL 1-3)



Type: Automata

Terrain: Sentry, Forest, Mountain, Ocean

Languages: Deku

Weight: 10 lbs

Height: 2'

Size: Small

Lifespan: Unlimited

HP: 4

STR Stats [10]: Climb 10, Lift 0, Brawl 12, Endurance 8

DEX Stats [9]: Acrobatics 10, Ranged 0, Perception 10, Hide 7

INT Stats [10]: Medicine 0, Engineering 0, Magic 10, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Slam 1D4 Bludgeoning

Mana Points: 0-10

Movement: 20ft

Skills: N/A

Specialties: Colored Strength, Goop Puddle, Leap, Tremorsense 60ft (USR), Swarm 2-5 (USR)

Faults: Mindless (USR)

Treasure: Based on Color

Chuchus are recurring enemies in the *Legend of Zelda* series. These gelatinous blob-like enemies are usually considered to be a very minor threat due to their comical appearance, having bulging eyes and grinning mouths. However, they attack in packs and are not to be underestimated when in great numbers. They can usually be defeated with most weapons, commonly the sword or ranged weapons such as the Boomerang.

Chuchus slither, or hop, slowly along the ground until they attack, when they leap at the player. Some have the ability to collapse into smaller piles of goop to avoid damage, before reforming when they see a chance to strike. However, they always seem to have little to no intelligence and know nothing other than to attack. There are many different varieties of Chuchus, each with their own attack and defense methods and weaknesses.

Colored Strength: Each chuchu has a different strength, drop, and sometimes weakness based on their color. Firstly are Green and Red chuchus which have no special info, but drop green and red chu jelly respectively. 10 Red chu jelly can be turned into a health potion, and 10 green chu jelly can be turned into a magic potion. Blue chuchus are rare and drop blue chu jelly which allows you to make a blue potion with 10. Yellow chuchus constantly generate electricity. Any metal touching them will deal 1D6 electrical damage to the one wielding it. Hitting them with an item that is non-conductive removed their electricity for the round. Lastly, Purple chuchus are extremely rare and

only live in dark areas. They turn into invulnerable stone when struck with a weapon or with light. They cannot be killed but cannot leap or go into a goop puddle like the other chuchu's.

Goop Puddle: A Chuchu can go into a goop puddle for 1 round to avoid the effects of lethal damage done to it. After regenerating the Chuchu must wait 2 rounds before being able to Goop Puddle again.

Leap: When a Chuchu is within 15ft of the player they will leap at them as an attack.

G:

Guardian, Aero (CL 7)



Type: Automata
Terrain: Sentry
Languages: Ancient
Weight: 320 lbs
Height: 10'
Size: Large
Lifespan: Unlimited
HP: 80
Armor: 8
STR Stats [7]: Climb 0, Lift 6, Brawl 10, Endurance 7
DEX Stats [9]: Acrobatics 8, Ranged 8, Perception 6, Hide 14
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: See Laser Sight
Mana Points: 0
Movement: 40ft flying
Skills: N/A
Special Ability: Robotic (USR), Laser Sight, Dark Vision 80ft, Flying 40ft (USR), Guardian Tech
Faults: Robotic (USR), Weak Point Eye (USR), No Ground Movement
Treasure: Standard
Special Treasure: Ancient Gear Stone

Guardians are ancient machines with a cephalopodic design based on Octoroks. They are powerful enemies, with high health, high resistance, and a laser beam attack that deals six Hearts of damage. If a target is too close to them, they will attempt to distance themselves in order to fire their lasers; otherwise they will relentlessly pursue said target until they lose track of it. When defeated, they may drop ancient gear stone. Smaller variants of Guardians can be found within Shrines of Trials, while deactivated Guardians can be found in various locations around Hyrule.

While Guardians are formidable opponents, they have a few weaknesses. A Guardian's eye is their weak spot; shooting an arrow at it causes extra damage and interrupts the charging of their laser. While sufficiently strong weapons can deal a fair bit of damage to Guardians, they are especially weak to Ancient equipment, which deals much more damage to them. The Master Sword is another excellent weapon against them. Cutting their legs off is another good strategy, as it will temporarily stun the Guardian; however, it can also backfire if Link isn't quick to cut

off the remaining legs, as the Guardian will actively and frantically escape Link's range as soon as they recover, making it much harder to land subsequent hits.

Laser Sight: Guardian's have an eye that shoots a powerful laser in the direction they look. It has a near infinite range and goes until it hits something or travels well beyond the sight 1000ft. On impact with a person or surface it explodes dealing 3D8 AP4 Energy damage to the 10ft area, the only thing it cannot penetrate is Guardian Tech, Ancient Gear Stone, or Ancient Armor. Wearing these reduces damage taken by the beam to 2D6 with no AP. An acrobatics save can be made by anything that is not the intended target of the laser to half the damage done.

No Ground Movement: Guardian Aero's cannot land on the ground or walk on it. As such they cannot enter areas with a ceiling below 10ft, otherwise they'll just crash.

Guardian Tech: Guardian's have really strong armour from another time. They are built in such a way that non Ancient or Guardian weapons will hit them normally (with AV); and Ancient or Guardian weapons do full damage ignoring armor.

Guardian, Scout (CL 4)



Type: Automata, Person (8)

Terrain: Sentry

Languages: Ancient

Weight: 200 lbs

Height: 4-5'

Size: Medium

Lifespan: Unlimited

HP: 32 (D8)

Armor: 3

Stat Modifiers (Player Version): -2 ranged, -1 brawl, -1 endurance, +2 diplomacy, +2 magic

STR Stats [7]: Climb 0, Lift 6, Brawl 7, Endurance 7

DEX Stats [8]: Acrobatics 7, Ranged 8, Perception 8, Hide 10

INT Stats [10]: Medicine 18, Engineering 8, Magic 10, Knowledge 6

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Unarmed 1D6 Bludgeoning

Mana Points: 4

Movement: 30ft

Skills: N/A

Special Ability: Robotic (USR), Laser Sight, Dark Vision 60ft, Spider Legs, Arm-y, Guardian Tech

Faults: Robotic (USR), Weak Point Eye (USR), Disleg, Curses

Treasure: Standard

Special Treasure: Ancient Gear Stone

Guardians are ancient machines with a cephalopodic design based on Octoroks. They are powerful enemies, with high health, high resistance, and a laser beam attack that deals six Hearts of damage. If a target is too close to them, they will attempt to distance themselves in order to fire their lasers; otherwise they will relentlessly pursue said target until they lose track of it. When defeated, they may drop ancient gear stone. Smaller variants of Guardians can be found within Shrines of Trials, while deactivated Guardians can be found in various locations around Hyrule.

While Guardians are formidable opponents, they have a few weaknesses. A Guardian's eye is their weak spot; shooting an arrow at it causes extra damage and interrupts the charging of their laser. While sufficiently strong weapons can deal a fair bit of damage to Guardians, they are especially weak to Ancient equipment, which deals much more damage to them. Scouts are the small training variants of guardians whom while strong are not quite as deadly as their Sentinel and Aero guardian counterparts. However because of this they had more room to move and learn, programmed to have more independent thought to help train warriors.

Laser Sight: Guardian's have an eye that shoots a powerful laser in the direction they look. It has a near infinite range and goes into it hits something or travels 1000ft beyond anyone's sight. On impact it explodes dealing 2D6 AP2 Energy damage to the 10ft, the only thing it cannot penetrate is Guardian Tech, Ancient Gear Stone, or Ancient Armor. Wearing these reduces damage taken by the beam to 2D4 with no AP. An acrobatics save can be made by anything that is not the intended target of the laser to half the damage done.

Spider Legs: Guardian's have 4 legs that can climb any surface except directly upside down. They travel at full speed regardless of their climbing angle and as long as they have 3 or more legs they do not need to make tripping or climb checks.

Arm-y: Guardian Scouts have 3 arms to hold weapons and gear, while not nimble enough to perform pickpocketing, archery, or other slights of hand they can use melee weapons and shields requiring up to 3 hands (3 1 handed weapons, two 1H and a shield, a 2H and a 1H, etc)

Disleg: Guardian's have 4 legs that are less armored. When striking the legs they only have AV 1 and can be instantly cut off by guardian or ancient weapons when taking any amount of damage (Other weapons must deal 6+ damage in a single hit to a leg to remove it, after AV reduction). Cutting a guardian's legs down below 2 drops their movespeed to 10ft, and if you cut off all legs the guardian becomes immobile.

Curses: Guardian's Scouts are more susceptible to curses because of their isolation from the calamity. As such they take -4 when rolling to save from any sort of curse.

Guardian Tech: Guardian's have really strong armour from another time. They are built in such a way that non Ancient or Guardian weapons will hit them normally (with AV); and Ancient or Guardian weapons do full damage ignoring armor.

Guardian, Sentinel (CL 8)



Type: Automata
Terrain: Sentry
Languages: Ancient
Weight: 320 lbs
Height: 15'
Size: Giant
Lifespan: Unlimited
HP: 80
Armor: 10
STR Stats [7]: Climb 8, Lift 6, Brawl 10, Endurance 6
DEX Stats [8]: Acrobatics 10, Ranged 6, Perception 6, Hide 12
INT Stats [12]: Medicine 0, Engineering 10, Magic 18, Knowledge 8
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Unarmed 2D4 Bludgeoning
Mana Points: 10
Movement: 50ft
Skills: N/A
Special Ability: Robotic (USR), Laser Sight, Dark Vision 100ft, Spider Legs
Faults: Robotic (USR), Weak Point Eye (USR), Disleg
Treasure: Standard
Special Treasure: Ancient Gear Stone

Guardians are ancient machines with a cephalopodic design based on Octoroks. They are powerful enemies, with high health, high resistance, and a laser beam attack that deals six Hearts of damage. If a target is too close to them, they will attempt to distance themselves in order to fire their lasers; otherwise they will relentlessly pursue said target until they lose track of it. When defeated, they may drop ancient gear stone. Smaller variants of Guardians can be found within Shrines of Trials, while deactivated Guardians can be found in various locations around Hyrule.

While Guardians are formidable opponents, they have a few weaknesses. A Guardian's eye is their weak spot; shooting an arrow at it causes extra damage and interrupts the charging of their laser. While sufficiently strong weapons can deal a fair bit of damage to Guardians, they are especially weak to Ancient equipment, which deals much more damage to them. The Master Sword is another excellent weapon against them. Cutting their legs off is another good strategy, as it will temporarily stun the Guardian; however, it can also backfire if Link isn't quick to cut off the remaining legs, as the Guardian will actively and frantically escape Link's range as soon as they recover, making it much harder to land subsequent hits.

Laser Sight: Guardian's have an eye that shoots a powerful laser in the direction they look. It has a near infinite range and goes until it hits something or travels well beyond the sight 1000ft. On impact with a person or surface it explodes dealing 3D10 AP6 Energy damage to the 15ft area, the only thing it cannot penetrate is Guardian Tech, Ancient Gear Stone, or Ancient Armor. Wearing these reduces damage taken by the beam to 2D8 with no AP. An acrobatics save can be made by anything that is not the intended target of the laser to half the damage done.

Spider Legs: Guardian's have 7 legs that can climb any surface except directly upside down. They travel at full speed regardless of their climbing angle and as long as they have 5 or more legs they do not need to make tripping or climb checks. Dropping below 5 legs makes it so the Guardian must take climb checks.

Disleg: Guardian's have 7 legs that are less armored. When striking the legs they only have AV 3 and can be instantly cut off by guardian or ancient weapons when taking any amount of damage (Other weapons must deal 10+ damage in a single hit to a leg to remove it, after AV reduction). Cutting a guardian's legs down below 5 drops their movespeed to 30ft, if they drop to 3 or below movespeed becomes 15ft, and if you cut off all legs the guardian becomes immobile.

M:

Mimic (CL X)



Type: Automata, Trap

Terrain: Sentry

Languages: Ancient

Weight: X lb

Height: X

Size: X

Lifespan: Unlimited

HP: X

Armor: X

Stats: N/A

Attacks: XDX Damage

Mana Points: 15

Movement: Xft

Attack Type: Deliberate

Specialties: Dark Vision 60ft (USR), Invulnerable (Front, not shifted), Mimicry, Ability Copy

Faults: Minish (USR)

Treasure: Standard

Their appearance is that of short humanoid creatures with strange masks protecting their faces. They move in synchronization with creatures in their vicinity and copying their attacks, or by disguising themselves as objects in the environment. An effective way to defeat them is to run towards them, jump over them, and release a Spin Attack or back strike, damaging their vulnerable backsides. Then tend to hide and jump out to attack

Mimicry: Mimics can disguise themselves as objects to fool others. An onlooker must pass a difficult Perception Test (recommended -2 to -5 for their roll) to determine if something is a mimic. If determined the mimic can flee or enter combat, if unknown the mimic gets a free surprise round.

Ability Copy: All mimics can copy any ability used against them in combat during that combat. Their weapons and abilities can match damage and stats used against them in combat. They cannot copy sage weapons or magically formed weapons and will instead get non-magical versions.

Moblin, Cursed Boko (CL 2)



Type: Undead, Automata

Terrain: Cave, Swamp, Sentry

Languages: Stal

Weight: 100 lb

Height: 3-4'

Size: Small

Lifespan: Unlimited

HP: 6

Armor: 0

STR Stats [9]: Climb 14, Lift 8, Brawl 10, Endurance 4

DEX Stats [15]: Acrobatics 16, Ranged 0, Perception 14, Hide 14

INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attacks: Unarmed 1D4 Bludgeoning, Bite 1D4 Piercing

Mana Points: 0

Movement: 20ft

Skills: Curse Magic, Armor Curse Spell

Specialties: Fearless (USR), Undead (USR), Swarm 4 (USR), Omnisense 60ft (USR), Bite Curse, Relentless Dead, Crowd Grapple

Faults: Mindless (USR), Shiny Fear

Treasure: Standard

Cursed Bokoblins are undead Bokoblins that dwell deep within the Ancient Cistern or other underground areas, having been reanimated by their hatred of the world. They tend to assault creatures in large groups and attack by wrapping themselves around their targets and biting him, in a similar fashion to ReDeads. In addition to dealing damage, the bite also inflicts a curse, preventing him from using his items.

They have an instinctive fear of pure, shiny items. Using the Whip stuns them temporarily, without delivering any damage. Cursed Bokoblins are highly durable, making the Fatal Blow very useful against them.

Bite Curse: Cursed Bokoblins bite attacks cause a curse on the target. creatures cursed by this cannot use any weapons or items for 1 round. The bite has a 1 round cooldown.

Crowd Grapple: Cursed Bokoblin in a horde is very dangerous. If two or more Cursed Bokoblin are within 5ft of the same target, they can attempt a Crowd Grapple. Make a Lift check + 1 / Cursed Bokoblin attempting this move. The target then makes a dodge check. If the attack succeeds the target is grappled, and attacks made against the

target ignore armor and cannot be dodged while grappled. More bokoblin can join the grapple simply by approaching the grappled target. The grappled target must pass a lift check against the crowd's lift check (Cursed Bokoblin lift +1 / cursed bokoblin in the grapple); if passed the grappled character throws the cursed bokoblins off 5ft away from them. The ones thrown away are considered prone for the round.

Relentless Dead: Cursed Bokoblins make a roll on a D6 when their health hits 0. On a 5+ the Cursed Bokoblin gets up with half HP and continues their attack.

Shiny Fear: Cursed Bokoblins will not advance on anything that reflects light. They are stunned simply by looking at shiny objects and reflected light. Magical light will also cause them to stay 10ft away from the source.

S:

Silent Guardian, Earth (CL 10)



Type: Automata

Terrain: Sentry, Realm (Silent)

Languages: Ancient

Weight: 350 lbs

Height: 10'

Size: Large

Lifespan: Unlimited

HP: 90

Armor: 5

STR Stats [9]: Climb 18, Lift 5, Brawl 5, Endurance 10

DEX Stats [13]: Acrobatics 15, Ranged 10, Perception 10, Hide 18

INT Stats [7]: Medicine 0, Engineering 8, Magic 6, Knowledge 8

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Unarmed 1D8 Bludgeoning, Silent Guardian Mace 3D10 Bludgeoning 10ft reach

Mana Points: 10

Movement: 25ft

Attack Type: Deliberate

Skills: Weapon Skill (Mace)

Specialties: Omnisense 100ft (USR), Robotic (USR), Resistance to Light (USR), Improved Omnisense, Silence Aura, Silent Realm Protector

Faults: Weak to Dark/Curse (USR), Lumbering, Otherworldly

Treasure: Standard

Earth Guardians are land-bound Guardians who serve Hylia and protect Silent Realms from intruders in order to test Courage, Wisdom, and Power. Earth Guardians are tall, lanky enemies that wield giant maces. Earth Guardians remain dormant in their Silent Realms until intruders trespass outside of the protective circles of Trial Gates. When awoken, Earth Guardians will immediately give chase toward Link, regardless of his position and whether he is in sight or range of them. However, because they exclusively walk along the ground, they cannot maneuver around certain objects, allowing escape from their advance.

Improved Omnisense: Omnisense (USR), but can sense all things organic and inorganic within 100ft, as long as they are living or give off any form of magic.

Silence Aura: Enemies within 10ft of this Silent Guardian cannot cast song spells, verbal magic spells, or make any form of sound.

Lumbering: This creature cannot move faster than their walking speed for any reason.

Otherworldly: This creature is clearly from another plain. Those without knowledge of the Silent Realm and/or are not a sage of Hylia will have to make a fear check against it the first time it is seen.

Silent Realm Protector: While in the Silent Realm, this creature cannot go below 1 HP for any reason.

Silent Guardian, Sky (CL 10)



Type: Automata

Terrain: Sentry, Realm (Silent)

Languages: Ancient

Weight: 100 lbs

Height: 10'

Size: Large

Lifespan: Unlimited

HP: 70

Armor: 3

STR Stats [11]: Climb 18, Lift 10, Brawl 6, Endurance 10

DEX Stats [9]: Acrobatics 8, Ranged 6, Perception 8, Hide 14

INT Stats [6]: Medicine 0, Engineering 10, Magic 4, Knowledge 5

CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0

Attack: Unarmed 1D6 Bludgeoning, 2x Silent Guardian Blades 2D8 Slashing Light

Mana Points: 40

Movement: 30ft

Attack Type: Deliberate

Skills: Weapon Skill (Sword), Weapon Skill (Axe)

Specialties: Omnisense 100ft (USR), Robotic (USR), Resistance to Light (USR), Flying 30ft (USR),

Improved Omnisense, Silence Aura, Silent Realm Healer, Floating

Faults: Weak to Dark/Curse (USR), Weak to Arrows (USR), Otherworldly

Treasure: Standard

Earth Guardians are land-bound Guardians who serve Hylia and protect Silent Realms from intruders in order to test Courage, Wisdom, and Power. Earth Guardians are tall, lanky enemies that wield giant maces. Earth Guardians remain dormant in their Silent Realms until intruders trespass outside of the protective circles of Trial Gates. When awoken, Earth Guardians will immediately give chase toward Link, regardless of his position and whether he is in sight or range of them. However, because they exclusively walk along the ground, they cannot maneuver around certain objects, allowing escape from their advance.

Improved Omnisense: Omnisense (USR), but can sense all things organic and inorganic within 100ft, as long as they are living or give off any form of magic.

Silence Aura: Enemies within 10ft of this Silent Guardian cannot cast song spells, verbal magic spells, or make any form of sound.

Otherworldly: This creature is clearly from another plain. Those without knowledge of the Silent Realm and/or are not a sage of Hylia will have to make a fear check against it the first time it is seen.

Silent Realm Healer: While in the Silent Realm, this creature cannot go below 1 HP for any reason. Outside of the Silent Realm this creature heals 1D4 HP per round.

Floating: This creature never lands, when ending it's flying movement it will always remain airborne at least 5ft above the ground. It does not have to make acrobatics checks for ending it's movement in the air.