

Races of Hyrule

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

NOTE: ONLY A-B IS FINISHED SO FAR, ALL RACES ARE UPDATED

Example Creature Name:

Type: *creature type*

Terrain: *commonly found here*

Languages: *Languages*

Weight: *average weight of the creature*

Height: *average height of the creature*

Size: *Size category of the race*

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*

Stat Modifiers: *the modifications this race gets to their skills (these are direct modifiers, so negative is good and positive is bad)*

Damage: *damage dealt by creature unarmed*

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

Movement: *creature's base movement speed*

Attack Type: *deliberate or passive*

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.

TABLE OF CONTENTS

A:

[Ancient Robot, LD-00 series](#)
[Ancient Robot, LD-301 series](#)
[Anouki](#)

B:

[Ball and Chain Trooper](#)

C:

[Chillfos \(Stalfos/Armos\)](#)

D:

[Darknut](#)
[Deku Scrub](#)
[Demon](#)
[Dragon](#)

E:

[Fairy](#)
[Fairy, Anti-Fairy](#)
[Fairy, Great](#)
[Fairy, Twili](#)

G:

[Garou](#)
[Gerudo](#)
[Goron](#)

H:

[Hinox \(Stalnox\)](#)
[Human](#)
[Hylia](#)

I:

[Iron Knuckle](#)

K:

[Kikwi](#)
[Kokiri](#)
[Korok](#)

L:

[Lizalfos](#)
[Lizalfos, Aerialfos](#)
[Lizalfos, Dark](#)

[Lizalfos, Darkhammer](#)
[Lizalfos, Dinolfos](#)
[Lizalfos, Lizal \(Elemental\)](#)

M:

[Minish, Forest](#)
[Minish, Mountain](#)
[Minish, Shadow](#)
[Moblin](#)
[Moblin, Big](#)
[Moblin, Boko](#)
[Moblin, Mini](#)
[Moblin, Techno](#)

P:

[Phantom Armor](#)
[Poe](#)

R:

[Reapling](#)
[Redead](#)
[Rito](#)

S:

[Sheikah](#)
[Skull Kids](#)
[Stalfos](#)
[Stalfos, Blue](#)

T:

[Twili](#)

W:

[Wizzrobe](#)
[Wolfos](#)

Y:

[Yiga](#)

Z:

[Zora, Ocean](#)
[Zora, River \(Zola\)](#)

A:

Ancient Robot, LD-00 series



Type: Automata, Person (4)

Terrain: Sentry, Desert

Languages: Hylian, Binary

Weight: 170 lbs

Height: 6'

Size: Medium

Lifespan: Unlimited

HP: 12 (D8)

Armor: 5

Stat Modifiers: -1 knowledge, -1 engineering, -1 endurance, +1 ranged, +2 acrobatics

Damage: 1D6

Mana Points: 8

Movement: 30ft

Attack Type: Deliberate

Special Ability: Modification, Robotic (USR), Weapon Specialty Techno Sword (USR), Modification, Vision 60ft

Faults: Robotic (USR), Timeshift Stone

Treasure: Standard

Special Treasure: Timeshift Stone

Special Info: Decent Player Race

The Ancient Robots are robotic creatures found primarily throughout the Lanayru Desert. Centuries prior to the events of the game, these robots performed tasks for the people living in the region. However, after Demise attacked the surface and forced Hylia to relocate the Hylians to the sky, the Ancient Robots unified with the remaining races to defeat and seal away Demise. Since then, they have fallen into decay and their remains litter the Lanayru Mining Facility. However, the Timeshift Stones they used to harvest can restore the long inactive robots to working condition when they are activated. According to the group of Ancient Robots located in Lanayru Gorge, they serve under the Thunder Dragon Lanayru, referring to him as 'Master'.

There are two known "types" of Ancient Robots. This is the LD-00 series, which contains both LD-002G Scervo and LD-003K Dreadfuse, who are both large humanoids that vaguely resemble Stalfos. Scervo and Dreadfuse are the

only Ancient Robots that are fully functional in the present day, without having been repaired. This series of robots had, master issues...

Modification: Ancient robots may modify themselves to swim or resist electricity. At the cost of 800R they gain the swim skill, and are unaffected by water. At the cost of 500R they only take normal damage from electricity. These modifications cannot stack.

Timeshift Stone: Every LD-00 series robot is powered by a timeshift stone. If this stone is ever struck directly the robot will immediately age rapidly and fall apart. This stone can be no further than 10ft from the robot before the robot ages and dies.

Ancient Robot, LD-301 series



Type: Automata, Person (5)
Terrain: Sentry, Desert
Languages: Hylia, Binary
Weight: 50 lbs
Height: 3'
Size: Small
Lifespan: Unlimited
HP: 6 (D6)
Armor: 5
Stat Modifiers: -2 Engineering, -1 acrobatics, +1 brawl, +2 endurance
Damage: 1D4
Mana Points: 10
Movement: 35ft
Attack Type: Deliberate
Specialties: Modification, Low-Light Vision 40ft (USR), Vision 60ft
Faults: Timeshift Stone, Robotic (USR)
Treasure: Standard
Special Treasure: Timeshift Stone
Special Info: Decent Player Race

The Ancient Robots are robotic creatures found primarily throughout the Lanayru Desert. Centuries prior to the events of the game, these robots performed tasks for the people living in the region. However, after Demise attacked the surface and forced Hylia to relocate the Hylians to the sky, the Ancient Robots unified with the remaining races to defeat and seal away Demise. Since then, they have fallen into decay and their remains litter the Lanayru Mining Facility. However, the Timeshift Stones they used to harvest can restore the long inactive robots to working condition when they are activated. According to the group of Ancient Robots located in Lanayru Gorge, they serve under the Thunder Dragon Lanayru, referring to him as 'Master'.

There are two known "types" of Ancient Robots. This is the LD-301 series, which composes the majority of the robots seen. The LD-301 series wear three-pronged helmets, and have disembodied hands apparently connected by strands of electricity, they also have oval-shaped, pale yellow bodies. The majority of these only appear in the radius of effect around Timeshift Stones.

Modification: Ancient robots may modify themselves to fly, swim, or resist electricity. At the cost of 500R they gain flying 15ft (USR). At the cost of 700R they gain the swim skill, and are unaffected by water. At the cost of 800R they only take normal damage from electricity. These upgrades are not stackable.

Timeshift Stone: Every LD-301 series robot is powered by a timeshift stone. If this stone is ever struck directly the robot will immediately age rapidly and fall apart. This stone can be no further than 10ft from the robot before the robot ages and dies.

Anouki



Type: Person (2)
Terrain: Mountains, Tundra
Languages: Hylian, Nuki
Weight: 170 lbs
Height: 6'
Size: Medium
Lifespan: 80 years
HP: 16 (D8)
Armor: 1
Stat Modifiers: -1 medicine, -1 knowledge, +1 engineering, +1 charm
Damage: 1D6
Mana Points: 8
Movement: 30ft
Attack Type: Deliberate
Special Ability: Weapon Specialty Spear (USR), Low Light Vision 60ft (USR), Icey Life
Faults: Slow and Steady (USR), Big Eater, Only the Truth
Treasure: Standard
Special Treasure: Big Fish

The Anouki live in the Anouki Estates on the western side of the Isle of Frost in the southeastern sector of the World of the Ocean King, while the Yook race lives on the eastern side of the Isle. The two tribes had been fighting between each other for quite some time, and therefore, currently have a Peace Agreement. One noticeable trait of Anouki is that they never lie.

Icey HP: Anouki are used to living in the harshest and coldest conditions. Because of this they are immune to ice and cold based attacks, and cannot be frozen. Cold environments and water also have no effect on them.

Big Eater: Anouki are big eaters. They tend to jump at any opportunity for food and must pass an endurance test to avoid eating a delicious smelling dish if presented with the opportunity. This effect only happens if the Anouki hasn't eaten in over 3 hours.

Only the Truth: Anouki can never lie, no matter what.

C:

Chillfos (Stalfos/Armos)



Type: Automata, Person (8)

Terrain: Sentry, Tundra

Languages: Ancient

Weight: 20 lbs

Height: 4' – 6'

Size: Medium

Lifespan: Unlimited

HP: 6 (1D6)

Armor: 1

Stat Modifiers: -2 Endurance, -2 Acrobatics, +3 Lift, +1 Charm

Damage: 1D6

Mana Points: 8

Movement: 30ft

Attack Type: Deliberate

Treasure: Standard, A

Special Ability: Omnisense 60ft (USR), Immunity Ice/Cold (USR), Ice Field (USR), Ice Form, Stalfos/Armos Allies, Spawn Spear of Ice

Faults: Weak to Fire (USR), Beware Heat

Suggested Special Treasure: Shield (blue)

They are Stalfos-like creatures, constructed of ice rather than bones. They are found most prominently in the Snowpeak Ruins, but they also appear in the Cave of Ordeals. Chillfos wield long, icy spears that, upon spotting an intruder, they throw at their target with great accuracy. If engaged in close quarters, they will block most attacks with their spears, retreating if it is broken. As they are creatures of ice, they are able to freeze the moisture in the air to create new spears within seconds. Chillfos themselves are seen to be "born" out of large icicles that often line the ceilings in the Snowpeak Ruins. When these fall

down, Chilfos are instantly formed. If an icicle is within reach of a bludgeoning weapon, it can be broken prematurely from a distance and the Chilfos will be defeated before it even forms.

Ice Form: When a Chilfos is destroyed, they can reform after an hour if Ice is nearby and the environment is cold enough. Their form can resemble and stalfos creature made of ice.

Stalfos/Armos Allies: When interacting with Armos or Stalfos Chilfos are treated friendly as if from the same species.

Beware Heat: Chilfos are deadly afraid of fire, but they can be reformed in icy cold areas. The biggest real danger to a Chilfos is being destroyed in a hot arid area. Any area that is a Heat Level 1 area or above a Chilfos will die in permanently if destroyed. In an Area of heat level 3, the Chilfos will lose 1D4 HP every 10 min exposed without protective gear.

D:

Darknut



Type: Animal, Person (7)

Terrain: Any

Languages: Hylian, Darknut

Weight: 200 lbs

Height: 8-10'

Size: Large

Lifespan: 250 yrs

HP: 25 (1D8)

Armor: 1

Stat Modifiers: -1 Brawl, -1 Acrobatics, -1 Lift, +1 Magic, +1 Charm, +1 Diplomacy

Damage: 2D4

Mana Points: 2

Movement: 30ft

Attack Type: Deliberate

Specialties: Darknut Fortress Armor, Weapon Skill Greatswords (USR), Fitness, Natural Strength (USR),
Low-Light Vision 30ft (USR)

Faults: Darknut Armor, Combat Focus Lifestyle

Treasure: Standard

Suggested Special Treasure: Rupee x20, Darknut Sword

Darknuts, also known as Dark Nuts, are slow moving yet powerful knights, best known for their defensive capabilities. Typically, the thick armor and sturdy shields of Darknuts render them nearly impervious to frontal attacks, forcing their opponents to circle around and strike from behind. Their erratic movement patterns also tend to be quite a challenge, one that is only compounded when they appear in groups. Occasionally, their armor may be removed, revealing the creature underneath, which changes from darknut to darknut. Under the armor they look similar to anubis from ancient Egypt, a dog person of sorts. The Darknut Legion requires every member earn their armor, and once it's earned it's rarely removed.

Combat Focused Lifestyle: Darknut are born learning combat as as such lack people skills, they get -1 to any charisma rolls that involve other races, and do not involve intimidation.

Darknut Fortress Armor: Darknut armor is a special brand of armor only given to Darknuts normally. This armor is impervious from all damage from the front and sides. It however is attached at the back and can be removed if the ropes on the back are cut. While wearing darknut armor the creature can only move a max of 20ft per movement, and weighs +160 lbs. Darknut armor does not count towards armor health. While wearing this armor the darknut has the Invulnerable (USR), and Weak Point Back (USR) specialties and faults.

Fitness: When a Darknut's armor is removed the Darknut gets +1 when using acrobatics. Darknuts can also wield 2 handed swords with 1 hand, and can throw swords up to 20 ft in a straight line. Doing so however causes them to lose their sword until retrieved.

Deku Scrub



Type: Plant, Person (2)

Terrain: Forest, Swamp

Languages: Deku

Weight: 50 lbs

Height: 3-4'

Size: Small

Lifespan: 400 yrs

HP: 4 (1D6)

Armor: 0

Stat Modifiers: -1 to each Dexterity skill, +1 to each Strength skill

Damage: 2

Mana Points: 12

Movement: 50ft

Attack Type: Deliberate

Specialties: Water Walking 15ft (USR), Resistance to Electric (USR), Leaf Flight, Deku Flowers, Deku Nut Shot, Weapon Skill Deku (USR), Tremorsense 20ft (USR), Low-Light vision 60ft (USR)

Faults: Weakness to Fire (USR), Cannot Swim, Aggressive Culture, Fear of Fire (USR)

Treasure: Standard

Suggested Special Treasure: Deku Nuts x5, Deku Stick

Deku Scrubs are small creatures about half the height of the average Hylian. They are made of wood, suggesting that they have evolved from plants. Generally, they have red glowing eyes and leaves or other plant-like growths sprouting from their heads. Deku Scrubs, along with some Business Scrubs, are capable of spinning the leaves on their head like a helicopter to fly great distances. As suggested by the Deku Royal Family, it is possible that monarchical Deku have fancier head growths, or that perhaps the monarchs are chosen by how extensive their head growths are. Deku Scrubs have the ability to spit Deku Nuts and Magic Bubbles at their enemies through their cylindrical mouths. Despite being made of what appears to be wood, a Deku cannot swim without drowning. On the other hand, their light weight allows them to hop over short distances of water, as well as stand on Lily Pads. Because of their plant-like nature, Deku Scrubs are also very vulnerable to fire, and perish very quickly if they come into contact with it. Deku are able to use Deku Flowers to launch themselves to normally unreachable places.

Deku Scrubs have a monarchical government based in Deku Palace. They are ruled by the Deku King and Deku Princess, who are served by Deku Palace Guards and a Butler. However, outside of Termina, no indication of a Deku Scrub government has been shown. This suggests that different tribes may have different standards, but the most civilised of such is currently the Deku kingdom.

When people die in the lost woods their souls and memories are reincarnated in the form of a deku. Although most scrubs don't remember their past lives. Player's playing deku may have a past life as part of their story.

Aggressive Culture: Deku shrubs are born into a kingdom of power. One of being dominant or dominated by others. As such very few deku's will talk before attacking intruders on their land. Deku characters get -1 to rolls for charm or diplomacy checks with non plant races.

Cannot Swim: No matter how hard they try the petrified wood that makes up a deku's body is too hollow and heavy to be able to swim without drowning. As such if a deku falls into water they will sink.

Deku Flowers: They can also use deku flowers to launch themselves as a turn action into the air straight up. Red flowers launch them 15ft, and golden flowers 30ft.

Deku Nut Shot: They can also spit deku nuts as a ranged attack for ½ heart damage and stunning.

Leaf Flight: Deku's can use leaves to fly horizontally dropping 5ft every 10ft across they move, they require a large deku leaf to do this.

Demon



Type: Person (5)
Terrain: Realm (Dark)
Languages: Demonic
Weight: 90-200 lbs
Height: 3-32' (5-6' AVG)
Size: Small - Huge (Medium AVG)
Lifespan: 10,000 yrs
HP: 10 (1D8)
Armor: 1
Stat Modifiers: -1 to each Charisma skill, +1 to each Strength skill
Damage: 1D6
Mana Points: 15
Movement: 30ft
Attack Type: Deliberate
Specialties: Resistance to Dark/Curse (USR), Weapon Skill X (USR), Dark Vision 60ft (USR), Masters of Manipulation, Demonic Benefit, Gratitude Crystals
Faults: Weakness to Light (USR), God Hating, Self Loving, Demonic Aura
Treasure: Standard
Suggested Special Treasure: Demonic Weapon

Though most appear humanoid, demons often possess monstrous physical attributes; for example, Chancellor Cole possesses horns, Batreaux appears to be a humanoid bat, and Demise has hair made of fire. Demons can appear in a variety of different forms such as a Demon Train (a demonic locomotive), Ghirahim (a demonic sword spirit), and The Imprisoned (Demise's sealed form).

Due to their dark nature, demons usually possess a natural affinity to dark or black magic. Some demons like Malladus are capable of using demonic possession to possess the body of another, even other demons as shown by his possession of Chancellor Cole. Demons also possess the ability to summon monsters and powerful demons, an example being Ghirahim who regularly summoned powerful enemies like Scaldera in boss fights. Demons also produce a demonic aura that attracts lesser monsters (such as Keeses and ChuChus) and is capable of transforming other creatures (such as Remlits) into demonic forms. This aura is apparently stronger at night as shown with Batreaux, who's demonic aura caused Remlits to turn into feral beasts and caused Keese & ChuChu to appear in Skyloft at night, forcing most of the inhabitants of Skyloft to stay in doors during late hours. Lesser demons seem to have little control over the effects of their demonic aura, as the benign Batreaux had no control over it. As a result, even benign or benevolent demons like Batreaux can have a negative effect on their environment via their demonic aura. The same may not apply to all demons however, as Batreaux is the only known demon with this condition.

Depending on how powerful they are, demons can possess a variety of abilities such as levitation (though demons that possess wings like Batreaux can fly naturally), teleportation, materialization and de-materialization of objects, and manipulate dark (possibly demonic) energy. The Demon King possesses powers on a scale greater than other demons and their power is often great enough to allow them to oppose other powerful beings such as Deities, Dragons, and guardian spirits.

Often a Demon King's power is so great that even powerful deities such as Hylia and the Spirits of Good are forced to imprison them by sealing them away. However these measures are usually temporary at best, as the Demon Kings usually bide their time, waiting for the seal to weaken and/or their loyal servants to free them. However, even Demon Kings are not invincible, as they are often susceptible to divine weapons such as the Light Arrows, Master Sword, or Lokomo Sword. Although they are considerably vulnerable in such cases though, there is still a dangerous possibility that a Demon King may actually prevail from an attempted attack (that was done by an artifact of the same caliber as the ones noted above), as shown in Twilight Princess when Ganondorf survived his execution by the Holy Sages and killed one of them in return. This further proves the lethal potency that a Demon King wields. Very few have actually managed to truly overwhelm Demon Kings in combat, as the only known individuals to have achieved such a feat is Link, Zelda, and Midna; with Link being the only one to do so on his own.

As shown by Batreaux, it is possible for noble or benevolent Demons to become Hylian by obtaining a number of Gratitude Crystals which are produced by feelings of gratitude. However since they can only be seen by certain people such as Link, the demon will require the aid of such a person to collect enough crystals to do so. Once enough crystals are obtained, the Demon will lose their demonic aura and become a mortal, though as shown with Batreaux they will retain some aspects of their demonic form while losing their more monstrous features such as wings (and thus their ability to fly).

Masters of Manipulation: Demons are great at getting what they want. Once per day they can use their demonic energy to influence another. This gives them +4 to a single charisma based roll.

Demonic Benefit: Demons get a chosen benefit suited to their class of demon. This can be either wings which grants "Flying 40ft (USR)", "Teleportation" which allows the demon to instantly teleport twice a day up to 80ft in line of sight as a standard action, "Matter Manipulation" allowing them to choose a weapon or item from their inventory that they can summon or unsummon at will (takes 1 hour to change the chosen item, but a standard action to summon or unsummon).

Gratitude Crystals: Demon's can become mortal if they get enough gratitude crystals. By helping mortals and being friendly the good energy they give off will manifest into Gratitude Crystals that only chosen, demonic, or sacred beings can see. Getting 100 of these crystals allows the demon to become a hylian.

God Hating: Demon's hate the deities and will be a sage to none other than the king of Demon's Demise, or the master of Madness Majora.

Self Loving: Demon's get the Drawback "Mental Problems, Severe, Conceited" for their great self loving attitudes.

Demonic Aura: A demon's aura is powerful and attractive to dangerous creatures, and as such the demon will attract more creatures at nighttime and when resting causing combat to happen more commonly when a party stops or rests.

Dragon



Type: Person (8)
Terrain: Realm (All)
Languages: Ancient
Weight: 170-2000 lbs
Height: 5-6' [10-20']
Size: Medium [Giant]
Lifespan: 10,000 yrs
HP: 10 (1D8)
Armor: 1 [3]
Stat Modifiers: -1, +1
Damage: 1D6 [1D10]
Mana Points: 10
Movement: 30ft [50ft flying]
Attack Type: Deliberate
Specialties: Resistance to X (USR), Weapon Skill Spear (USR), Dark Vision 60ft (USR), Flying 50ft (USR), Elemental Dragon, Draconic Breath, Humanoid Form, Dragon Form
Faults: Weakness to X (USR), Divine Workers, Slow Learners
Treasure: Standard
Suggested Special Treasure: Dragon Part (See *Potions & Brewing*)

Though generally the dragons stay out of the affairs of the humans, they have been known to help heroes and protect the people of Hyle from utter disaster when asked by a Deity to intervene. Dragons are generally considered mythical and powerful creatures by the people of Hyrule and are sometimes worshiped or feared as such; but they do not need nor care for the affections of other beings. Dragons simply wish to be and live their lives their way.

Dragons come in many forms and can shapeshift between humanoid (any humanoid race in looks), and dragon forms all of which vary from chinese serpentine style dragons to western winged reptile style dragons.

Elemental Dragon: Dragons are born with a specific element. The choices are Ice, Fire, Lightning, Earth, Light, and Twilight. This determines your Draconic Breath, Resistance to X, and Weakness X. The choice results are below:

- Ice Dragon = Resistance to Ice, Cold, Water; Weakness to Fire, Heat; Ice Breath.
- Fire Dragon = Resistance to Heat, Fire; Weakness to Ice, Water, Cold; Fire Breath.
- Lightning Dragon = Resistance to Wind, Lightning; Weakness to Earth, Acid; Lightning Breath.

- Earth Dragon = Resistance to Earth, Acid; Weakness to Wind, Lightning; Acid Breath.
- Light Dragon = Resistance to Light, Holy; Weakness to Dark, Twilight, Curse; Light Breath.
- Twilight Dragon = Resistance to Dark, Twilight, Curse; Weakness to Light, Holy; Dark Breath.

Draconic Breath: Draconic breath is based on the Elemental Dragon choice above resulting in the following breaths. The list is below:

- Ice Dragon = 15ft cone, 2D4 Ice Damage, Endurance save against Paralysis.
- Fire Dragon = 20ft line, 2D4 Fire Damage, if 4+ damage target is on fire.
- Lightning Dragon = 20ft line, 2D4 Electrical Damage, Endurance save against Stun.
- Earth Dragon = 15ft cone, 2D4 Acid Damage, 5+ damage target suffers acid burn.
- Light Dragon = 15ft cone, 2D4 Healing (Damage to Undead), Can Overheal once combat.
- Twilight Dragon = 15ft cone, 2D4 Dark (Heals Undead), on 4+ target cursed "Bad Luck" for round.

Humanoid Form: Dragons have a humanoid form they usually use to interact with other races as to either hide the fact that they are a dragon, or to be less intimidating. It takes 2 AP to shift to Dragon Form from Humanoid Form. While in Humanoid Form Dragon's are Medium Sized.

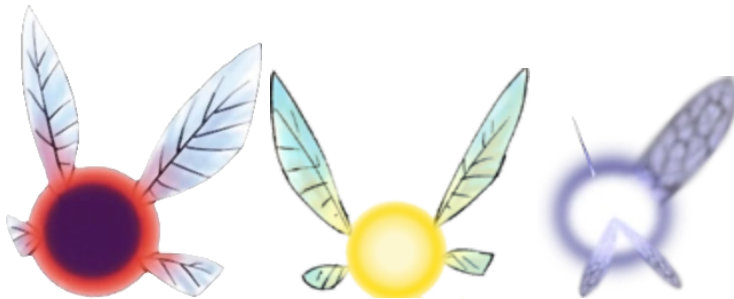
Dragon Form: Dragons have a dragon form, they are either long and serpentine or bulky and winged. Regardless of their look Dragons in their Dragon form are considered Giant Sized, and take 2 AP to change back to their Humanoid Form.

Divine Workers: Dragons follow the deities of Hyrule with devotion as they can hear them, and are called upon by them in times of crisis. As such a Dragon will almost always adhere to an order from the Divine be it just or ruthless. Of course each Dragon can make its own choices in which deities to respect and listen to, but their long lives and magical prowess is given to them from above, so they require some divine favour.

Slow Learners: Dragons are creatures of habit, and tend not to want to change their way or thinking very often. This causes them to be slower learners. They can only learn half the magic spells granted to a class, and take double experience to level (unless GM decides otherwise).

F:

Fairy



Type: Person (5)
Terrain: Fairy Fountain
Languages: Hylian, Sacred
Weight: 1-2 lbs
Height: <1'
Size: Micro
Lifespan: As Needed
HP: 4 (1D4)
Armor: 0
Stat Modifiers: -1 Charm, -3 Magic, +1 Brawl, +2 Lift, +1 to Endurance
Damage: 1
Mana Points: 18
Movement: 30ft
Attack Type: Deliberate
Special Ability: Flying 30ft (USR), Resistance to Light (USR), Blessing, Life Giver
Faults: Purpose Bound, Bottled, Weakness Curses/Darkness (USR)
Treasure: Standard
Suggested Special Treasure: Rupees x50

Fairies are a recurring race in the Legend of Zelda series. These generally small, winged creatures hold magical powers that usually aid others in some way. They are seen in nearly every game and are apparently friendly with every race that is not allied with Ganon and his hordes. Out of every Fairy so far in the series, Tael and Leaf are the only known males.

Blessing: Fairies get to discuss a blessing with the GM. This blessing allows the fairy to give a partner a bonus previously decided.

Life Giver: Like many other fairies this fairy can give up some of her own life to heal another. As a full round action a fairy may give up HP equal to the amount they wish to heal another. They can also give up their life (die) to bring another back from death if they do so within 5min of the death.

Purpose Bound: Fairies are created for a purpose and once that purpose is fulfilled then they disappear. The Purpose should probably be around one of the other party members and probably a final goal.

Bottled: Fairies have a fear of bottles. Hylians like to catch and abuse them by trapping them in bottles, and as such they are terrified of bottles and jars with lids.

Fairy, Anti-Fairy



Type: Undead, Person (6)
Terrain: Sentry
Languages: Hylian, Stal
Weight: 1/2 lb
Height: ½”
Size: Micro
Lifespan: unknown (est 2000 yrs)
HP: 4 (1D4)
Skill Modifier: -2 acrobatics, -1 magic, +2 lift, +1 brawl
Damage: 1
Mana Points: 16
Movement: 20ft
Attack Type: Deliberate
Specialties: Flying 30ft (USR), Darkvision 60ft (USR), Fairy Curse
Faults: Minish(USR), Undead (USR)
Treasure: Standard
Special Treasure: Usually 1-2 hearts

Anti-Fairies, also known as Whisps and Wisps, are recurring enemies in Hyrule. Depicted as floating skulls at a distance, Anti-Fairies are the polar opposites of Fairies in terms of healing properties; Anti-Fairies sap a victim's health while Fairies heal them. Anti-Fairies are not affected by most items, but will leave a Fairy behind in certain games when defeated in a specific manner. This is because of their amassing reflexes, allowing them to dodge almost any physical attack.

Fairy Curse: Each anti-farie has a particular anti-faries curse. This curse always affects a stat or skill. For instance you may have a curse that drops attack value of the cursed target by 3 for 2 rounds. Maybe you cause the player to lose a skill at random for 1D6 rounds, or even be unable to use their shield for the duration of combat! However your curse is at the GM's discretion.

Fairy, Great



Type: Person (9)
Terrain: Fairy Fountain
Languages: Hylian, Sacred
Weight: 100-200 lbs
Height: 10-20'
Size: Giant
Lifespan: 5,000 yrs
HP: 12 (1D12)
Armor: 0
Stat Modifiers: -1 Charm, -2 Magic, +1 Brawl, +2 Endurance
Damage: 2D4
Mana Points: 20
Movement: 30ft
Attack Type: Deliberate
Special Ability: Flying 40ft (USR), Immunity to Light (USR), Magically Gifted 6 (USR), Blessing, Magic Giver, Magically Attuned
Faults: Weakness Curses/Darkness (USR), Requires Offerings
Treasure: Standard
Suggested Special Treasure: Magic Potion x10

Great Fairies are highly powerful Fairies commonly found residing within well-hidden fountains. They can provide powerful items, as well as enhanced health and magic. They are the closest thing to leaders of the race of Fairies, and are commonly depicted as being distinctly humanoid in appearance. Little more is known about great fairies, but in Hyrule they are considered closest to the deities and are respected as such. Many Hylians will find the fountains to offer various gifts in reverence to them like Rupees, Food, or Drink.

Blessing: Fairies get to discuss a blessing with the GM.

Magic Giver: Great Fairies are especially attuned to the transference of magic. As such they can endow 4 MP to boost damage +1, boost armor +1 AV, or transfer 4MP to another target. Mana can be transferred multiple times, but the weapon and armor buffs do not stack.

Magically Attuned: Great Fairies are gifted with abundant magic, and as such get +2D4 MP each level regardless of their class. This stacks with class gained MP.

Requires Offerings: Great Fairies require offerings when away from their fountain for too long. When not in a fairy fountain the Great Fairy loses 2D4 Max MP per day. Their MP is restored when they take a dip in a Fairy fountain, when they are given 1,000R [or equivalent goods] (which they burn into Mana), or if they drink Bottled Fairy Fountain Water. Fairy Fountain Water only lasts 1 week when bottled.

Fairy, Twili



Type: Person (10)
Terrain: Fairy Fountain
Languages: Twili
Weight: 100-200 lbs
Height: 15-20'
Size: Giant
Lifespan: Unknown
HP: 12 (1D12)
Armor: 0
Stat Modifiers: -3 Magic, -1 Knowledge, +2 Brawl, +2 Endurance
Damage: 1D4
Mana Points: 20
Movement: 30ft
Attack Type: Deliberate
Special Ability: Flying 40ft (USR), Immunity to Dark/Curses (USR), Magically Gifted 6 (USR), Blessing, Spell Giver, Magically Attuned
Faults: Weakness Light (USR), Requires Twilight
Treasure: Standard
Suggested Special Treasure: Blue Potion x10

Twilight Fairies are variations of the Great fairy that are born in the Twilight Realm. They are more powerful than their great Fairy counterparts as they no longer require offerings to retain their magic power, but their reliance on Twilight has caused them other problems.

Blessing: Fairies get to discuss a blessing with the GM. It should be a dark or Twili gift.

Spell Giver: Once per combat Twili Fairies can give an ally a spell off of their spell list, even if the receiving target could not normally use it. They can also use the Twili Fairy's MP at their discretion.

Magically Attuned: Great Fairies are gifted with abundant magic, and as such get +2D4 MP each level regardless of their class. This stacks with class gained MP.

Requires Twilight: Twili Fairies require offerings when away from the Twilight Realm for too long. When not in the Twilight Realm the Twili Fairy loses 1D6 Max MP per week. Their MP is restored when they return to the Twilight Realm.

G:

Garos



Type: Person (5), Spirit
Terrain: Sentry, Mountain
Languages: Ancient
Weight: ??? lbs
Height: 5'
Size: Medium
Lifespan: Unlimited
HP: 8 (1D6)
Armor: 0
Stat Modifiers: -2 Brawl, -1 Knowledge, +2 Ranged, +1 Medicine
Damage: 2D4
Mana Points: 10
Movement: 30ft
Attack Type: Deliberate
Specialties: Spirit (USR), Undead (USR), Darkvision 60ft (USR), Resistance to Physical (USR), Blink, Bloodlust, Dual Wielding Skill, Vanish
Faults: Weakness to Light (USR), Honor Duel
Treasure: Standard

The Garos are a race from Termina. Clothed in robes and armed with daggers or Swords, the Garos are an ancient race proficient in the art of Ninjutsu. According to Pamela's Father, who studies paranormal activity in Ikana, they were sent from an Enemy Nation to spy on Ikana. It appears that some time before the events of *Majora's Mask*, many or all of the Garos were killed and linger on in Termina as empty shells known as Garos, still continuing to spy upon Ikana. Various Garo Robes can be found throughout the canyon. If a player wears the Garo's Mask a Garo Robe can appear to them. The Garo Robe will quickly realize that the player is not who they appears to be, and will attack him. If slain, they will acknowledge the Player's skill and reveal their wisdom, giving hints that help them in their quest.

Blink: Using 2AP the Garo can blink up to half of their movement speed in distance to a visible area. This movement is instant like a teleport and does not provoke attacks of opportunity.

Bloodlust: Garo's can sense the blood of the living. If a target is bleeding or has an open wound (below 75% max health) the Garo can sense them within 30ft.

Vanish: Garos are very skills at stealth and are dirty fighters, even in their "Honor Duels". As such for 3AP a Garo can turn Invisible, but with a slight shimmer for 1D4 rounds and 5MP. While Vanished they can still be attacked, attack, and move without breaking their Invisibility. Other creatures can roll perception -4 to see the Garo while it's Invisible. This is dropped to -2 if the Garo is moving or attacking. A Perception check must be passed prior to attacking the Garo. Vanish can only be used once per combat.

Honor Duel: Garo are very respectful of skill, and will challenge anyone to an "Honor Duel" who wears a Garo mask or robe. Garo will also always accept an Honor Duel. Now the Garo respect skill, and not just raw power or tactics, as such they expect cheating and magic in their duels and will cheat and use anything they can to win. Fleeing a duel will result in a kill order to all Garo for disrespecting their culture, every Garo will hunt the target to death. Winning a duel with a Garo will grant the winner honorary status among the Garo.

Gerudo



Type: Person (4)

Terrain: Desert, Cave, Ocean

Languages: Hylian, Gerudo

Weight: 180-260 lbs

Height: 8'-10'

Size: Large

Lifespan: 120 yrs

HP: 16 (1D8)

Armor: 0

Stat Modifiers: -1 Charm, -1 Acrobatics, +1 Diplomacy, +1 Lift

Damage: 1D6

Mana Points: 7

Movement: 35ft

Attack Type: Deliberate

Special Ability: Charming, Conditioned, Sailors/Horsemen, Weapon Skill Dual Wielding (USR), Weapon Skill Spears (USR)

Faults: Restricted Beliefs, Bad Relations, Gender Exclusion

Treasure: Standard

Suggested Special Treasure: Rupees x15

Special Info: Recommended Player Race

They are a reclusive tribe of thieves that consists entirely of women; however, every hundred years, a man who is destined to be their king is born. They have dark tanned skin, golden eyes and red hair. Gerudo warriors frequently wield glaive-like weapons and scimitars. They are known to have relations with Hylian men. All gerudo are female, except for one male born every 100 years. How is this possible? The Gerudo mate with Hylian males to produce offspring, however their genetic structure being so dominant that the baby is always a Gerudo female. This male every hundred years is probably do to the fact that it is most likely the dominant X gene. Some calculations put the birth rate of a male Gerudo from a Hylian/Gerudo pair at 0.07% chance, and a male from a Gerudo Male and Female relationship at 2% chance. This leads them to use men from other races rather than respect them, and causes the women to have to become strong enough to 'catch' themselves a man.

Gerudo culture is extremely different from that of the Hylian race, and it is likely that their societies developed very independently of each other. Those born into Gerudo society typically have little respect for the Hylian people, and the only men they ever truly revere are the males born into their tribe every hundred years. They usually seem to

show distaste for Hylian culture, as in their eyes living in separate, wooden houses, worshipping the three goddesses, and having differing gender roles between men and women are all blasphemous.

In Gerudo culture, the tribe is usually seen all living together in large forts and blockhouses, sometimes in tents. Their main deity is the Goddess of Sand, and the women fulfill any role in society from architect to warrior. The Gerudo are highly devout worshippers of the Sand Goddess, as they have constructed a huge monument both on the exterior and interior of the Spirit Temple in the middle of the Haunted Wasteland.

Bad Relations: Gerudo are an exclusive group or gerudo females. If you are of another race you are more than likely to be locked up just for approaching their territory. This typically ends in men being saved for reproduction purposes, and females being forced into work. This gives gerudo -1 to Diplomacy rolls against non gerudo.

Charming: Gerudo women have a slight charm to them not seen in other races. This is partially due to their all female race and their need to reproduce with other races males. When making a charm check against a humanoid male of any species besides Gerudo, get +2 to their roll.

Conditioned: Gerudo are tough women, having to live harsh lives in the most dangerous terrains in Hyrule or Termina. Due to this the Gerudo may start their first level with an additional -1 to one skill in Strength.

Gender Exclusion: Gerudo are a female only race and as such do not trust men in their cities and colonies. However they will travel to find men to mate with, and sometimes have a relationship with. Gerudo who befriend males or get a husband on their travels are not allowed to bring them back into the cities, following the same male exclusion rules.

Sailors/Horsemen: Some Gerudo are born either at the Oceans edge as pirates, but most are thieves in the desert. These traits allow Gerudo characters to start their first level with either a horse or boat and the “riding” or “swimming” skill.

Restricted Beliefs: Gerudo’s do not believe in any deities besides their Goddess of the Sand. This goddess is a false one, but no amount of talk will convince the Gerudo of this. It is believed however that the Sand Goddess is actually a misinformed representation of the goddess Hylia. Therefore Gerudo cannot be sages of any deity besides Hylia, and will refer to her as the Sand Goddess.

Goron



Type: Person (3)

Terrain: Mountain, Cave, Tundra

Languages: Hylian, Goron

Weight: 400-700 lbs

Height: 8-10' (normal), 15-20' (biggoron)

Size: Large (normal), Giant (biggoron)

Lifespan: 300 yrs

HP: 25 (1D10)

Armor: 3

Skill Modifier: -2 Lift, -1 Endurance, -1 Brawl, +2 Acrobatics, +1 Ranged, +1 Magic

Damage: 1D10

Mana Points: 2

Movement: 20ft

Attack Type: Deliberate

Specialties: Rolling Movement (USR), Immunity to Fire/Lava (USR), Resistance to Explosives/blade weapons (USR), Rock Diet, Rock Solid, Natural Strength (USR), Low-Light Vision 20ft (USR)

Faults: Weakness to Water/Ice (USR), Goron Pride, Sink Like a Rock

Treasure: Standard

Suggested Special Treasure: Rupees x10, Bombs x3

Gorons are physically imposing, as the height and sheer size of the average Goron are almost double that of an average human. They possess enough physical strength to shatter large boulders and carve out tunnels using only their fists, without suffering any significant fatigue afterwards. They are presumably silicon-based due to a strict diet of rocks and, possibly as a result, they develop rocky growths on their backs as they age. Their apparent immunity to drowning would also stem from this, as the silicate minerals and rocks are extremely common and contain oxygen, however even they will run out of air eventually. They sink in water which is most likely due to their enormous density, which leaves them unable to float or swim.

Gorons appear to have a friendly, brotherly culture. They have never been seen fighting each other unless for entertainment, like in sumo and boxing. The only scenario in which they appear less than peaceful is in Twilight Princess, in which the Gorons disallowed other races from entering the mountains, because of their pride. This pride of being a solid race with no obstacles was considerably shaken when, upon setting out upon an expedition and

finding one of the Fused Shadows, their patriarch, Darbus, was turned into the Twilit Igniter Fyrus. Unable to reverse the effects of the Fused Shadow, they sealed Fyrus in a chamber deep within the Goron Mines, and prevented others from entering the mountains in order to hide this fact. Gorons also pass a test of manhood involving rolling with an exploding bomb flower in your grip, and surviving the detonation.

In Goron culture, people outside of one's bloodline can apparently be considered family, as they have been known to consider Hylian individuals to be their "brothers" and consider them Gorons. There seems to be a tradition in many Goron cultures that the Goron with the largest physical stature within the society is named Biggoron, and, less frequently, the name Medigoron is given to the second largest Goron. The biggoron and medigoron are in charge of the goron's greatest treasures and guarding the females of the clan.

The goron government consists of a council of goron elders who define the standards for the tribe. They have the prefix Gor added to their name as a title of respect. The patriarch is the next level of government who leads the tribe and has final say in most all decisions, except for one's large enough to require a full consent of the elders.

The goron race does have a female gender as shown through their reproduction of children, and belly buttons suggesting womb birth. It is suggested that the women never appear in the games as they are kept hidden from outsiders, even those trusted to be considered gorons, and since none are referenced, a picture is given above of a female rendition. They call them "sister" instead of "brother" for obvious reasons.

Goron are immune to damage from lava and fire and therefore can live when submerged in lava as long as their oxygen supply holds out, generally around 3-4 days for the average goron. They may also live underwater for similar lengths of time, but cannot swim and sink to the bottom due to their density.

Rock Diet: Gorons live off of eating rocks, metals, and gems instead of normal food. This means that items such as rubies and rupees are delicacies, and tempt gorons to eat them. They also drink lava instead of water.

Goron Pride: Gorons are absurdly prideful, they will take on anyone in a fair fight and refuse to run from a challenge. This way of thinking makes them unbelievably stubborn and impossible to negotiate with, however by beating a goron in a test of strength and honor you can win their respect.

Rock Solid: Goron may make a rock solid action instead of their movement. This causes them to roll into a ball to block, dealing damage to their natural rock like armor +3. They can then have someone stand on top of them to launch them 15ft straight up, if that creature is of the goron's size or smaller.

Sink Like a Rock: Goron are basically made of rock, and are so heavy that if they even attempted to swim, they would simply sink to the bottom.

H:

Hinox (Stalnox)



Type: Person (9)

Terrain: Any

Languages: Boko

Weight: 800-1200 lbs

Height: 14-20'

Size: Giant

Lifespan: 90 yrs

HP: 30 (2D8)

Aarmor: 0

Stat Modifiers: -2 Endurance, -1 Lift, -1 Brawl, +2 Knowledge, +1 Magic, +1 Diplomacy

Damage: 2D10

Mana Points: 5

Movement: 25ft

Attack Type: Deliberate

Specialties: Fearless (USR), Vision 60ft, Natural Strength (USR), Unstoppable (USR), Bombs and Boulders

Faults: Slow and Steady (USR), Weak Point Eye (USR), Dumb and Strong, Friend or Foe, Stal Version

Treasure: Standard

Suggested Special Treasure: Rupees x10

They are a hulking, muscular race, with one huge eye, similar to the Cyclops of ancient Greek Mythology. They are not known for their intelligence, but more for their love of tossing Bombs.

Bombs and Boulders: Hinox and Stalnox love to throw big things around. As such they can make ranged attacks with bombs or large boulders, as well as pick up a tree out of the ground to use as a club.

Dumb and Strong: Big Blin's cannot be engineers, sages, or advisors. They must have a lift of 6 or lower.

Friend or Foe: When in combat a Big Blin when missing their target, must make a roll against the nearest teammate to see if they hit them instead.

Stal Version: The skeletal version of the Hinox known as the Stalnox is basically the same except undead, and has no need to breath, eat, or sleep; but gains weakness to light (USR) fault.

Human



Type: Person (1)
Terrain: Any
Languages: Hylian
Weight: 100-200 lbs
Height: 5-6'
Size: Medium
Lifespan: 90 yrs
HP: 10 (1D8)
Armor: 0
Stat Modifiers: N/A
Damage: 1D4
Mana Points: 8
Movement: 30ft
Attack Type: Deliberate
Specialties: Weapon Skill "Choice" (USR), Get +1 CP / lvl
Faults: N/A
Treasure: Standard
Suggested Special Treasure: Rupees x10

These Humans are only distinguishable from Hylians by their short, rounded ears, as opposed to the long, pointed ears of the Hylians. The types of humans are capable of reproduction with one another; Gerudo females and Hylian males produce Gerudo offspring, and one character whose parents are a Hylian and Human has a round-eared appearance of a human.

Humans are a diverse and ever expanding race in Hyrule, starting to grow in numbers as Hylian's are declining. They are just as diverse and adaptable as their Hylian counterparts.

Hylia



Type: Person (1)
Terrain: Any
Languages: Hylian
Weight: 100-200 lbs
Height: 5-6'
Size: Medium
Lifespan: 70 yrs
HP: 8 (1D8)
Armor: 0
Stat Modifiers: N/A
Damage: 1D4
Mana Points: 10
Movement: 30ft
Attack Type: Deliberate
Specialties: Weapon Skill "Choice" (USR), Item Skill "Choice" (USR)
Faults: N/A
Treasure: Standard
Suggested Special Treasure: Rupees x10

The chosen race of the gods, the Hylians are faithful to the Golden Goddesses and preside over the other races of Hyrule. This is the main reason why the Hylians are generally considered superior to other races in Hyrule. The Hylians' name appears to derive from the Goddess Hylia. Physically, Hylians resemble other humans, and the only difference appearance-wise between them is the Hylians' long, elf-like ears that supposedly enable them to hear special messages. Hylians are frequently referred to as humans, indicating that they are considered a sub-race of humans. As the chosen people, Hylians are also given unique psychic and magical abilities. This has been demonstrated in several different ways over time.

In the early part of Hyrule's history, Hylians were the dominant and most populous of the general humanoid races. Over time, however, the bloodline began to thin, and Hylians were replaced by humans as the most widespread humanoid species, becoming increasingly rarer by the time; however, the majority of the Great Sea's inhabitants are still of Hylian descent.

I:

Iron Knuckle



Type: Person (9), Spirit

Terrain: Any

Languages: Stal, Gerudo

Weight: 400 lbs

Height: 8-10'

Size: Large

Lifespan: Unlimited

HP: 20 (1D10)

Aarmor: 10

Stat Modifiers: N/A

Damage: 2D4

Mana Points: 2

Movement: 25ft

Attack Type: Deliberate

Specialties: Weapon Skill Greataxe (USR), Undead (USR), Spirit (USR), Living Fortress, Always Armored

Faults: Weakness to Light (USR), Weakness to Electric (USR), Sink, Holy Ground, Cursed Gerudo

Treasure: Standard

Iron Knuckles are recurring enemies in the Legend of Zelda series. They are depicted as knights clad in thick, heavy armor wielding huge axes or other large weapons. They are among the strongest of enemies in the series, possessing a high tolerance to attacks and delivering large amounts of damage when fighting. Due to their strength, Iron Knuckles are typically very rare at a game's outset, and become more common only as Link's journey progresses substantially through the game.

Iron Knuckles are generally cursed Gerudo whom have been chosen either for betrayal or high treason to be cursed to eternally guard something.

Living Fortress: Iron Knuckles are super well balanced. They cannot be tripped or knocked back.

Always Armored: An Iron Knuckle is always armored. This means that while they start with a full set of armor, they can never change their armor.

Sink: Iron Knuckles are heavy and has no buoyancy. The armor will sink in any liquid and cannot take the “Swimming” skill. Being underwater for more than 30min will cause the armor to start taking water damage at 1D4 per minute.

Holy Ground: Iron Knuckles cannot enter holy ground. If they do or are forced to, they will take 1D4 Light damage every 30 seconds until they leave.

Cursed Gerudo: Iron Knuckles are the souls of Gerudo cursed to remain in the armor and protect something. Because of this Iron Knuckles start with the Drawback “Obligation, Total” to a person or place of their choice.

K:

Kikwi



Type: Person (4)

Terrain: Forest

Languages: Kokiri, Deku

Weight: 50 lbs

Height: 2-3'

Size: Small

Lifespan: 700 yrs

HP: 6 (1D6)

Armor: 0

Skill Modifier: -2 Charm, -2 Hide, +1 Lift, +2 Deceive, +1 Brawl

Damage: 1D4

Mana Points: 10

Movement: 30ft

Attack Type: Deliberate

Specialties: Ageless, Weapon Skill Deku (USR), Magically Gifted 1 (USR), Natural Disguise, Charming
Scent

Faults: Weak to Fire (USR), Clumsy

Treasure: Standard

The Kikwis are small, furry creatures that are a mix between animal and plant. Their bodies are a rotund, bottom-heavy pear shape, with their fur being a contrasting dark and light brown. They have short, white arms and stubby, black feet. Their faces consist of variously shaped black eyes and a short beak. On their posteriors is what looks like a bushy tail, but is actually a bud that blooms into a leafy bush under which a Kikwi can attempt to hide themselves. In addition, Kikwis also have a leafy plumage on the top of their heads resembling hair. Likewise, Kikwis can also grow facial hair, as is the case with the elders Bucha and Yerbal. The average size of a Kikwi is usually no more than half of Link's height.

The Kikwis are a peaceful race who do not resort to violence, and instead do the opposite by hiding themselves at any sign of danger. Many of them are in fact quite cowardly, even believing Link and Fi are monsters when they first meet.

Ageless: The Kikwi do not age, plain and simple. In fact they stop aging around the age of 10 in normal human years.

Natural Disguise: Kikwi are able to go prone and increase their disguise check by +6 using their grassy bud. In area where tall grass or flowers are common this is a +8, and in areas where tall grass and flowers aren't common it becomes +4 instead.

Charming Scent: Kikwi give off a beautiful flowery scent this constantly causes those around them to be more easily charmed if they have a sense of smell. Kikwi get +2 to charm those whom can smell the Charming Scent, within 30ft.

Clumsy: Kikwi tend to be clumsy and mess up at inopportune moments. Once per game session the GM can cause the Kikwi to have a 1 on their roll. This cannot be done if the player had rolled a natural 20.

Kokiri



Type: Person (2)
Terrain: Forest
Languages: Kokiri, Deku
Weight: 70 lbs
Height: 3-4'
Size: Small
Lifespan: Unknown
HP: 6 (1D6)
Armor: 0
Skill Modifier: -1 Medicine, -1 Charm, -1 Hide, +1 Lift, +1 Diplomacy, +1 Deceive
Damage: 1D2
Mana Points: 8
Movement: 35ft
Attack Type: Deliberate
Specialties: Ageless, Weapon Skill Deku (USR), Fairy Partner, Item Skill Deku (USR)
Faults: Fear of Adults (USR)
Treasure: Standard
Suggested Special Treasure: Rupees x5

The Kokiri are a cautious, child-like and secretive race native to Kokiri Forest. The Kokiri believe that they will die if they leave Kokiri Forest, and therefore, they never leave the safe haven and know nothing about the outside world; however, it is revealed that the Kokiri can indeed travel beyond the forest limits. Some characters in other parts of Hyrule identify Link as a "fairy boy" from the forest, indicating that the outside world is aware of Kokiri even though they remain in the forest. The Kokiri are revealed to have evolved into Koroks, a race of friendly, diminutive tree-beings.

The guardian of the Kokiri is the Great Deku Tree, and their self-appointed "boss" is Mido. All Kokiri are ageless, and while they appear as Hylian children, most have existed for century. Each Kokiri has a guardian fairy that functions as a friend, parent and teacher. The Kokiri are known as "the spirits of the forest" and they were originally Hylian children that wandered into Kokiri Forest and were transformed by the mystical powers of the region. They are well-known for their distinctive and traditional green garb.

Ageless: The Kokiri do not age, plain and simple. In fact they stop aging around the age of 10 in normal human years.

Fairy Partner: All Kokiri start with a fairy who is bound to them from the great deku tree. Player characters must make a fairy character as well, to follow their Kokiri, if they play this race.

Korok



Type: Person (4)
Terrain: Forest
Languages: Deku
Weight: 40 lbs
Height: 2-4'
Size: Small
Lifespan: Unknown
HP: 6 (1D6)
Armor: 0
Skill Modifier: -2 Medicine, -1 Hide, +2 Lift, +1 Engineering
Damage: 1D2
Mana Points: 12
Movement: 30ft
Attack Type: Deliberate
Specialties: Ageless, Weapon Skill Deku (USR), Resistance to Water (USR), Flying 30ft (USR),
Low-Light Vision 60ft (USR), Forest Blessing
Faults: Weakness to Fire (USR), No Blood (USR)
Treasure: Standard

Most of the Koroks spend most of their lives far away from Forest Haven, planting the seeds of the Great Deku Tree; they only return to Forest Haven once a year for the Korok Ceremony, held when the Great Deku Tree bears the seeds that they will transplant near and far across the Kingdom of Hyrule. Koroks tend to drift on the wind or the seas to find new lands to place forests. They are tricky to find and most Hylians see them as “helpful forest spirits”.

Ageless: The Kokiri do not age, plain and simple. In fact they stop aging around the age of 10 in normal human years.

Forest Blessing: While in a forest the Koroks can always navigate it and always count as having Good Luck 1 as a Quality.

L:

Lizalfos



Type: Person (4), Animal

Terrain: Any

Languages: Hylian, Lizah

Weight: 180 lbs

Height: 5-6'

Size: Medium

Lifespan: 150 yrs

HP: 10 (1D8)

Armor: 1

Stat Modifiers: -1 Brawl, -1 Acrobatics, +1 Knowledge, +1 Ranged

Damage: 1D6

Mana Points: 5

Movement: 30ft

Attack Type: Deliberate

Special Ability: Weapon Skill Sword (USR), Lizalfos Family, Remarkably Agile, Climb 20ft (USR), Resistance to Fire (USR), Low-Light Vision 60ft (USR)

Faults: Weak Point Tail (USR), Weakness Explosives (USR), Cold Blooded (USR)

Treasure: Standard

Suggested Special Treasure: Rupee x10

Lizalfos resemble bipedal lizards with a long tail and a green hue to their skin. Their tongues are forked, and their mouths are filled with sharp teeth. They wear few, if any, clothes, usually only a loincloth and a few pieces of armor. Lizalfos are most commonly found either on the fiery slopes of Death Mountain, or scattered around in the region of the Gerudo Desert, as well as more temperate forests.

People are not quite sure how they have learned such great weapon and acrobatic skills, but they are formidable even to the trained veteran. It should also be noted that Lizalfos will often travel in pairs and swap out if the combat gets too tough for one or the other.

Lizalfos Family: Get +1 to Diplomacy checks when interacting with other Lizalfos.

Remarkably Agile: When dodging a Lizalfos gets +1 to their Acrobatics.

Lizalfos, Aeralfos



Type: Person (5), Animal

Terrain: Sentry, Sky

Languages: Hylian, Lizah

Weight: 100 lbs

Height: 5' – 7'

Size: Medium

Lifespan: 150 yrs

HP: 16 (D8)

Armor: 2

Stat Modifiers: -2 acrobatics, +1 lift, +1 knowledge

Damage: 1D6

Mana Points: 7

Movement: 35ft

Attack Type: Deliberate

Specialties: Flying 30ft (USR), Weapon Skill: Sword or Spear (USR), Low-Light Vision 50ft (USR),

Shield Skill, Lizalfos Family, Vision 60ft

Faults: Weak to Blunt Weapons (USR), Cold Blooded (USR)

Treasure: Standard

Special Treasure: Aerialfos can drop their rare clawshot shield when defeated.

Special Info: Miniboss, Playable Miniboss

They are a special variety of Lizalfos that has the ability to fly, and they wield shields and swords. Their shields have Clawshot designs on the front. Interestingly, the heads and general build of Aerialfos heavily resemble that of Lizalfos. They are expert fighters and can fly up to 30ft per turn, however on the ground their speed is halved. Also if they are wet they cannot fly very well until their wings are dry, struggling to fly 10ft. Usually wears medium armor, but have been seen in red level armor.

Lizalfos Family: Get +1 to Charisma checks when interacting with other Lizalfos

Lizalfos, Dark



Type: Person (6), Animal

Terrain: Any

Languages: Lizah, Boko

Weight: 180 lbs

Height: 8-10'

Size: Large

Lifespan: 150 yrs

HP: 12 (1D8)

Armor: 2

Stat Modifiers: -2 Brawl, -2 Acrobatics, +2 Ranged, +1 Diplomacy, +1 Endurance

Damage: 2D4

Mana Points: 7

Movement: 35ft

Attack Type: Deliberate

Specialties: Weapon Skill Gauntlet (USR), Lizalfos Family, Remarkably Agile, Climb 20ft (USR),
Resistance to Fire | Dark | Curse (USR), Low-Light Vision 60ft (USR), Counter, Curse
Breath

Faults: Weak Point Tail (USR), Weakness Cold | Ice (USR), Cold Blooded (USR)

Treasure: Standard

Suggested Special Treasure: Rupee x20

Dark Lizalfos are able to curse creatures with a breath attack, preventing them from using their equipment. Being a stronger relation of the Lizalfos, they are faster with a counter-attack, leaving less of a window in which to attack them. They sometimes drop dark rupee's instead of normal ones. They are a rare genetic breed of Lizalfos that occur only once in a while and therefore should only be encountered rarely. They are seen as blessed among the Lizalfos for their birthright strength and valor.

Lizalfos Family: Get +1 to Diplomacy checks when interacting with other Lizalfos.

Remarkably Agile: When dodging a Lizalfos gets +1 to their Acrobatics check.

Counter: Dark Lizalfos can counter any move they successfully block in melee. If a move in melee is blocked by a Lizalfos with a gauntlet they can immediately make an attack against their aggressor, to deal 1D4 unarmed damage.

Curse Breath: A Dark Lizalfos can make a breath attack of 15ft straight ahead instead of their normal attack. This attack curses whatever it hits, but allows a dodge attempt for all creatures about to be hit. Getting cursed by this attack disallows use of any equipment or weapons for 1D2 rounds, you can still use your armor, but not shields. The curse breath has a cooldown of 4 rounds. Blocking this attack is not possible, even by magic armor.

Lizalfos, Darkhammer



Type: Person (7), Animal

Terrain: Any

Languages: Hylian, Lizah

Weight: 300 lbs

Height: 8-10'

Size: Large

Lifespan: 200 yrs

HP: 32 (1D8)

Armor: 1

Stat Modifiers: -1 Endurance, -2 Lift, +1 Acrobatics, +2 Magic

Damage: 1D6

Mana Points: 3

Movement: 30ft

Attack Type: Deliberate

Specialties: Weapon Skill Ball & Chain (USR), Armor Skill All (USR), Lizalfos Family, Natural Strength (USR), Slow and Steady (USR), Low-Light Vision 50ft (USR)

Faults: Weak Point Tail (USR), Heavy Armor

Treasure: Standard

Suggested Special Treasure: Rupee x20, Ball and Chain

Special Info: Miniboss, Playable Miniboss

Darkhammer is a massive creature clad in heavy armor, he wields the Ball and Chain. His attack strategy is very similar to that of Ball & Chain Troopers. Darkhammer shares relations with the Lizalfos and a combination of a Darknut. These beasts are born when both a Lizalfos and Darknut mate and have a child. They themselves cannot reproduce but are powerful and independent creatures.

Lizalfos Family: Get +1 to Diplomacy checks when interacting with other Lizalfos.

Armor Skill All: Darkhammer's can wear all armors.

Heavy Armor: Armor for a Darkhammer is larger and heavier than most, and removes 5ft of movement for every 2 points of armor, down to 15ft maximum.

Lizalfos, Dinolfos



Type: Person (4)

Terrain: Desert, Cave, Sentry, Mountain

Languages: Hylia, Lizah

Weight: 280 lbs

Height: 8'-10'

Size: Large

HP: 12 (1D8)

Armor: 2

Stat Modifiers: -1 Brawl, -1 Acrobatics, +1 Knowledge, +1 Medicine

Damage: 1D8

Mana Points: 5

Movement: 35ft

Attack Type: Deliberate

Specialties: Weapon Skill Mace | Axe (USR), Combat Ready, Fire Breath, Lizalfos Family, Immunity Fire (USR), Low-Light Vision 60ft (USR), Large Sized (USR)

Faults: Weakness Ice (USR), Weak Point Tail (USR), Cold Blooded (USR)

Treasure: Standard

Suggested Special Treasure: Rupees x10

Dinolfos are anthropomorphic reptiles clad in partial body armor, and wield axe or club weapons. In some games, they have the ability to breath fire. They are related to the Lizalfos race, but are more dangerous. Dinolfos can be defeated by using the shield to defend oneself against their attacks, and retaliating immediately after their strikes. Openings in their defense can also be found and used against them, all the while using the shield to guard. Deku Nuts are particularly effective in stunning them and leaving them entirely vulnerable to attack.

Combat Ready: Dinolfos are always ready for a fight, and if someone taunts or gestures them into combat they gladly accept the invitation with little thought of consequence. Diplomacy checks used against Dinolfos to taunt or start combat get +2 on the roll against them.

Fire Breath: Dinolfos can breath fire in a 15ft line ahead of them instead of their normal attack. This fire does 2D4 fire damage and burns through wood and various flammable materials. This attack has AP2 and pierces most shields and armor. This attack needs a cooldown of 2 rounds.

Lizalfos Family: Get +1 to Diplomacy checks when interacting with other Lizalfos.

Lizalfos, Lizal (Elemental)



Type: Person (4), Animal

Terrain: Any

Languages: Lizah, Boko

Weight: 180 lbs

Height: 5-6'

Size: Medium

Lifespan: 150 yrs

HP: 10 (1D8)

Armor: 1

Stat Modifiers: -1 Brawl, -1 Acrobatics, +1 Knowledge, +1 Ranged

Damage: 1D6

Mana Points: 5

Movement: 30ft

Attack Type: Deliberate

Special Ability: Weapon Skill Spear (USR) Weapon Skill Boomerang (USR), Lizalfos Family, Remarkably Agile, Climb 20ft (USR), Resistance to X (USR), Low-Light Vision 40ft (USR), Camouflage, Elemental Choice, Aquatic (USR)

Faults: Weakness X (USR), Cold Blooded (USR)

Treasure: Standard

Suggested Special Treasure: Lizal Tail, Lizal Horn, Lizal Talon

Lizalfos resemble bipedal lizards with a long tail and a green hue to their skin. Their tongues are forked, and their mouths are filled with sharp teeth. They wear few, if any, clothes, usually only a loincloth and a few pieces of armor. Lizalfos are most commonly found either on the fiery slopes of Death Mountain, or scattered around in the region of the Gerudo Desert, as well as more temperate forests.

People are not quite sure how they have learned such great weapon and acrobatic skills, but they are formidable even to the trained veteran. It should also be noted that Lizalfos will often travel in pairs and swap out if the combat gets to tough for one or the other.

Lizalfos Family: Get +1 to Diplomacy checks when interacting with other Lizalfos.

Remarkably Agile: When dodging a Lizalfos gets +1 to their Acrobatics.

Camouflage: Lizal's can camouflage to their surroundings making them nearly invisible. This gives them +4 to their check to hide when camouflaged. Moving or attacking breaks this camouflage.

Elemental Choice: Lizal's get to have an elemental affiliation, they get a resistance to, and a weakness to a corresponding element. The Choices are Fire (Red Lizal) making you weak to ice, Ice (Blue Lizal) making you weak to electricity, Electrical (Black Lizal) which makes you weak to poison, and Poison (Green Lizal) which makes you weak to fire.

M:

Minish, Forest



Type: Person (3)
Terrain: Sentry, Forest, Plains
Languages: Hylian, Minish
Weight: 1/2 lb
Height: 1/2"
Size: Micro
Lifespan: 70 yrs
HP: 4 (1D4)
Armor: 0
Stat Modifiers: -2 Hide, -1 Charm, +2 Lift, +1 Brawl
Damage: 1D2
Mana Points: 12
Movement: 20ft
Attack Type: Deliberate
Specialties: Low-Light Vision 30ft (USR), Magically Inclined, Finders
Faults: Minish (USR)
Treasure: Standard

The Minish, known to the Hylians as the Picori are a diminutive race the size of a thumb and can only be seen by well-behaved or heroic people. According to legend, they came from another world; this world can be reached when a door within Hyrule Castle Garden opens once every century. It is said that when monsters threatened mankind, the Minish gave a legendary sword, called the Picori Blade, and a golden light, called the Light Force, to the courageous Hero of Men, destined to ward off the monsters. One Minish mentions that Minish thrive off of making people happy. Vaati, was stated to once have been a Minish who became evil. Minish come in 3 varieties. From the forests these are the most popular of the minish and are always seen due to their close relations with the great deku tree and kokiri tribe. They tend to work with the deku kingdom as well, but only for the benefit of their own colony. These minish visit the royal family regularly. They specialize as sages. City minish are a variant of forest minish.

Magically Inclined: Forest minish are generally inclined to be spell casters and get +1 to Magic checks.

Finders: All minish get +2 to Perception checks when finding money and food.

Minish, Mountain



Type: Person (3)
Terrain: Mountain, Desert, Sentry
Languages: Hylian, Minish
Weight: 1 lb
Height: ½"
Size: Micro
Lifespan: 70 yrs
HP: 6 (1D6)
Armor: 1
Stat Modifiers: -1 Brawl, -1 Lift, -1 Acrobatics, +2 Magic, +1 Ranged
Damage: 1D4
Mana Points: 4
Movement: 20ft
Attack Type: Deliberate
Special Ability: Low-Light Vision 30ft (USR), Mini Powerhouse, Finders
Faults: Minish (USR), Under Capable
Treasure: Standard

The Minish, known to the Hylians as the Picori are a diminutive race the size of a thumb and can only be seen by well-behaved or heroic people. According to legend, they came from another world; this world can be reached when a door within Hyrule Castle Garden opens once every century. It is said that when monsters threatened mankind, the Minish gave a legendary sword, called the Picori Blade, and a golden light, called the Light Force, to the courageous Hero of Men, destined to ward off the monsters. One Minish mentions that Minish thrive off of making people happy. Vaati, was stated to once have been a Minish who became evil. Minish come in 3 varieties.

Mountain minish are tough to the bone. They live harsh lifestyles in an even harsher climate. The minish here even have warrior's, contradicting their magical nature. Most minish of the mountain are isolated and only talk to other minish or the rito on the mountain. They specialize as knights and brawlers. They are the only minish who eat meat.

Mini Powerhouse: Mountain Minish are tougher than they look and ignore the minish rules even though they still count as a minish, but cannot lower their magic skill below 10. This means they can have higher strength, use regular weapons (within reason), and have regular lift.

Finders: All minish get +2 to Perception checks when finding money and food.

Under Capable: While Mountain Minish ignore almost all minish rules, they are still in fact minish. Though absurdly strong and beefy, they can still be thrown around and stepped on. As such any successful hit on a mountain minish does +1 damage to show their frailty.

Minish, Shadow



Type: Person (3)
Terrain: Sentry, Ocean, Swamp
Languages: Hylian, Minish
Weight: 1/2 lb
Height: ½”
Size: Micro
Lifespan: 70 yrs
HP: 4 (1D4)
Armor: 0
Stat Modifiers: -2 Magic, -1 Ranged, +2 Endurance, +1 Brawl
Damage: 1D2
Mana Points: 14
Movement: 20ft
Attack Type: Deliberate
Special Ability: Darkvision 30ft (USR), Timid, Masters Scholars, Finders
Faults: Minish (USR)
Treasure: Standard

The Minish, known to the Hylians as the Picori are a diminutive race the size of a thumb and can only be seen by well-behaved or heroic people. According to legend, they came from another world; this world can be reached when a door within Hyrule Castle Garden opens once every century. It is said that when monsters threatened mankind, the Minish gave a legendary sword, called the Picori Blade, and a golden light, called the Light Force, to the courageous Hero of Men, destined to ward off the monsters. One Minish mentions that Minish thrive off of making people happy. Vaati, was stated to once have been a Minish who became evil. Minish come in 3 varieties. Shadow minish aren't evil...well most of the time. Vaati made a bad example for their tribe and now they are outcasts in the minish society. They are very friendly, but also shy towards any other race, even the other minish tribes. Due to this lack of friendship they tend to be secluded in the water or dark nations.

Timid: Shadow minish are timid creatures preferring to hide or remain out of the spotlight. Because of all of their practice hiding, players making a spot check against them get -2 to their senses. They specialize as sages and thieves. Shadow Minish are timid and tend to be disliked by most races because of their relation to Vaati. Since this is a fact of Hyrule's history any Shadow minish making personality checks with a Hylian originated character gets -2 to personality for checks against them.

Master Scholars: Shadow minish of the 1st and 5th level may create a spell at the GM's discretion.

Finders: All minish get +2 to Perception Checks when finding money and food.

Moblin



Type: Person (4)
Terrain: Any
Languages: Hylian, Boko
Weight: 200-400 lb
Height: 8-10'
Size: Large
Lifespan: 60 yrs
HP: 10 (1D8)
Armor: 1
Stat Modifiers: -1 Brawl, -1 Lift, +1 Acrobatics, +1 Charm
Damage: 1D6
Mana Points: 6
Movement: 30ft
Attack Type: Deliberate
Specialties: Weapon Skill Spear (USR), Item Skill Lantern (USR), Follow Power, Hunter's Smell
Faults: Fear of Larger Creatures (USR), Clumsy, Underworld Troop
Treasure: Standard

Moblins are large, gray pig-like monsters that carry Long Spears and sometimes lanterns. They appear less frequently than in certain other games, on account of them being much more powerful than most types of Moblins. They serve as guards within the keeps of their leader. Any Moblins that see a player will either stab or swipe at them with their Long Spears causing them to fly back and take quite some damage, or throw their lantern to light the target on fire. When disarmed Moblins use hand-to-hand combat until they retrieve a weapon.

Clumsy: Moblins are clumsy creatures getting themselves locked in rooms and dropping their weapons in combat. When an attack is blocked a Moblin must roll a lift check to see if they hold onto their weapon or drop it. When trying to navigate they get -2 to their Perception check to find out where they are.

Follow Power: Moblins will abandon their leader without a second thought and follow whomever is most powerful. This is why they usually fight for Ganondorf or a powerful demon.

Underworld Troop: Moblins are a common enemy of Hyrule. Whenever interacting with Hylians or Humans in Hyrule's boundaries, Moblins get -2 to their diplomacy checks against hylians, humans, goron, zora, and twili.

Hunter's Smell: Moblins are great at using their noses and as such get +2 to perception when tracking or finding organic targets. This also means they only get half their normal save against attacks or poisons involving airborne substances.

Moblin, Big



Type: Person (7)
Terrain: Any
Languages: Boko
Weight: 300-600 lb
Height: 11-14'
Size: Giant
Lifespan: 90 yrs
HP: 20 (1D10)
Armor: 1
Stat Modifiers: -2 Endurance, -1 Lift, -1 Brawl, +2 Knowledge, +1 Magic, +1 Diplomacy
Damage: 2D6
Mana Points: 2
Movement: 20ft
Attack Type: Deliberate
Specialties: Unmoving, Natural Strength (USR), Weapon Skill Hammer/Club (USR), Follow Power
Faults: Underworld Troop, Dumb and Strong, Friend or Foe?
Treasure: Standard
Special Info: Okay Player Race

Big Blins can take a large amount of damage, and deal massive amounts of damage to Link. They also do not flinch from Link's attacks, meaning Link cannot stop them from retaliating. Their swings can send Link flying a great distance, and knock him dizzy.

To defeat them, Link must take advantage of their slow reaction speed by darting in, attacking, and running away before the designated Big Blin swings its club. The swing of their club is so wide that if there are several Big Blins fighting Link at the same time, they will often hit each other with their clubs as they try to attack Link. They seem to show no regard towards friend or foe, striking anything in their way.

Unmoving: Big Blin's do not react to any damage, even it should knock them back it doesn't. This includes explosives.

Dumb and Strong: Big Blin's cannot be engineers, sages, or advisors. They must have a lift of 6 or lower.

Friend or Foe: When in combat a Big Blin when missing their target, must make a roll against the nearest teammate to see if they hit them instead.

Follow Power: Big Blins will abandon their leader without a second thought and follow whomever is most powerful. This is why they usually fight for Ganondorf or a powerful demon.

Underworld Troop: Big Blins are a common enemy of Hyrule. Whenever interacting with Hylians or Humans in Hyrule's boundaries, Bokoblins get -2 to their diplomacy checks against hylians, humans, goron, zora, or twili..

Moblin, Boko



Type: Person (3)

Terrain: Any

Languages: Boko

Weight: 100 lb

Height: 3-4'

Size: Small

Lifespan: 50 yrs

HP: 6 (1D6)

Armor: 0

Stat Modifiers: -1 Brawl, -1 Ranged, +1 Knowledge, +1 Endurance

Damage: 1D4

Mana Points: 7

Movement: 30ft

Attack Type: Deliberate

Specialties: Armor Skill Blue (USR), Weapon Skill Sword | Club | Bow (USR), Shield Skill (USR), Follow Power, Resourceful

Faults: Underworld Troop, Frantic

Treasure: Standard

Bokoblins appear in several varieties, their weapons, color and attack method dependent on the region in which they are found. They are the most common type of enemy found in Hyrule, and are under the direct command of Ghirahim, Ganondorf, or other Underworldly entities. Bokoblins are able to block strikes with their own weapons, forcing players to find an opening in their defense. Bokoblins are resourceful, as they run away to take cover from bombs and the Beetle, and attempt to stomp on players hands when they are climbing on ledges near them. Bokoblins are smart, but chaotic in nature. They are resourceful, but fail to comprehend the full use of those resources. This leads to some silly situations.

Follow Power: Bokoblins will abandon their leader without a second thought and follow whomever is most powerful. This is why they usually fight for Ganondorf or a powerful demon.

Underworld Troop: Bokoblins are the most common enemy of Hyrule seen. Whenever interacting with Hylians or Humans in Hyrule's boundaries, Bokoblins get -2 to their Diplomacy checks against hylians, humans, goron, zora, and twili.

Resourceful: Bokoblins are very resourceful and get no penalties for using makeshift weapons, unless of course its a weight or strength penalty based on their size.

Frantic: Bokoblins rush a lot and tend to avoid thinking things through. This means they get +1 acrobatics and -1 perception in combat.

Moblin, Mini



Type: Person (6)

Terrain: Any

Languages: Boko

Weight: 20-40 lb

Height: 1-2'

Size: Tiny

Lifespan: 40 yrs

HP: 4 (1D4)

Armor: 0

Stat Modifiers: -2 Acrobatics, -1 Engineering, +1 Ranged, +2 Magic

Damage: 1D4

Mana Points: 4

Movement: 30ft

Attack Type: Deliberate

Specialties: Weapon Skill Spear (USR), Follow Power, Technological Prowess, Gravity Shift, Swarm 10 (USR)

Faults: Underworld Troop, Fragile (USR)

Treasure: Standard

Special Info: remove Swarm 10 (USR) and Fragile (USR) from player characters

The smallest members of the Moblin race, they are quite harmless on their own. They almost always gang up on enemies in an attempt to overrun them, which can be fairly dangerous. Miniblins wield small pitchforks as weapons, which can be problematic if their foes have climbed to a high altitude due to the knockback they cause. Miniblins emit a characteristic sound and come in a variety of colors. Typically, they are represented as pirates, sailing in wooden viking longships with grey turrets on top. Their "boss" ships are generally larger, and feature sails with a stylized Miniblin skull on it. Miniblins appear to be the most technologically adept of the Moblin races, due to their ability to build various vehicles and a turret-adorned hideout.

Follow Power: Bokoblins will abandon their leader without a second thought and follow whomever is most powerful. This is why they usually fight for Ganondorf or a powerful demon.

Underworld Troop: Bokoblins are the most common enemy of Hyrule seen. Whenever interacting with Hylians or Humans in Hyrule's boundaries, Bokoblins get -2 to their Diplomacy checks against hylians, humans, goron, zora, or twili.

Technological Prowess: Miniblins get to start with a +1 weapon at their first level if choosing the Engineer class.

Gravity Shift: It is unknown how or why Miniblins can walk on all surfaces, but they can. Miniblins can walk on any surface, be it wall or ceiling as if it is their normal movement. Ending movement on a wall or ceiling does not cause them to fall.

Moblin, Techno



Type: Person (5)

Terrain: Any

Languages: Boko

Weight: 100 lb

Height: 3-4'

Size: Small

Lifespan: 50 yrs

HP: 10 (1D8)

Armor: 0

Stat Modifiers: -2 Engineering, -1 Knowledge, +1 Ranged, +2 Magic

Damage: 1D4

Mana Points: 3

Movement: 30ft

Attack Type: Deliberate

Specialties: Armor Skill Blue (USR), Weapon Skill Sword | Zapper | Special (USR), Follow Power, Resourceful, Frantic

Faults: Underworld Troop

Treasure: Standard

Technoblins have electrically-charged swords that will shock creatures if his sword meets theirs, dealing more damage than a regular Bokoblin, but their movements are much slower, giving their foe more openings for an attack. In addition, they have more health than a regular Bokoblin, making it more efficient to knock them over from a distance using a shield bash and finish them with a Fatal Blow. If a bomb is used, they will run away. Players who plan to use a Shield Bash to deflect their baton strikes must use a non conductive shield like wood, or take electrical damage, stunning them momentarily and giving him an opportunity to attack. Technoblins are smarter than Bokoblins, but have less combat expertise making them better engineers than knights or brawlers.

Follow Power: Bokoblins will abandon their leader without a second thought and follow whomever is most powerful. This is why they usually fight for Ganondorf or a powerful demon.

Underworld Troop: Bokoblins are the most common enemy of Hyrule seen. Whenever interacting with Hylians or Humans in Hyrule's boundaries, Bokoblins get -2 to their Diplomacy checks against humans, hylians, goron, zora, and twili.

Resourceful: Bokoblins are very resourceful and get no penalties for using makeshift weapons, unless of course its a weight or strength penalty based on their size.

Frantic: Bokoblins rush a lot and tend to avoid thinking things through. This means they get +1 to Acrobatics and -1 Perception checks in combat.

P:

Phantom Armor



Type: Person (8), Spirit

Terrain: Sentry

Languages: Stal

Weight: 200 lbs

Height: 8-10'

Size: Large

Lifespan: Unlimited

HP: 10 (1D8)

Armor: 8

Stat Modifiers: -2 Brawl, -1 Endurance, +1 Hide, +1 Ranged, +1 Diplomacy

Damage: 1D6

Mana Points: 6

Movement: 30ft

Attack Type: Deliberate

Specialties: Spirit (USR), Undead (USR), Weapon Skill Sword (USR), Omnisense 60ft (USR), Shield Skill (USR), Phantom Armor Type, Always Armored

Faults: Weakness to Light (USR), Weakness to Water (USR), Sink, Holy Ground

Treasure: Standard

Phantoms (aka Phantom Guardians) are recurring enemies in the Legend of Zelda series. These heavily armored, massive enemies have near-impenetrable armor that cannot be overcome by traditional weapons. Until Link obtains the items required to defeat them outright, he must sneak around them, making sure to stay out of their field of view. Link can hide from them by standing in Safe Zones, special areas that shield whatever is inside them from the eyes of Phantoms. They may also be temporarily stunned with certain weapons, distracted by causing noise, crushed by rolling boulders, or disposed of by making them fall down trap doors.

Phantom Armor Type: All Phantom Armor's get a special ability. The choices are "Rolling Movement (USR)" where they can roll into a ball like a goron to move faster. "Heavily Armored" which gives them +4 AV, but they

lose 10ft movement, and add 200 lbs. “Holy Armor” which changes “Weakness to Light (USR)” into “Weakness to Dark (USR)”, and “Holy Ground” into “Cursed Ground”.

Always Armored: Phantom Armor is always armored. This means that while they start with a full set of armor, they can never change their armor.

Sink: Phantom Armor is heavy and has no buoyancy. The armor will sink in any liquid and cannot take the “Swimming” skill. Being underwater for more than 30min will cause the armor to start taking water damage at 1D4 per minute.

Holy Ground: Phantom Armor cannot enter holy ground. If they do or are forced to, they will take 1D4 Light damage every 30 seconds until they leave.

Cursed Ground (Option): Phantom Armor cannot enter cursed ground. If they do or are forced to, they will take 1D4 Dark damage every 30 seconds until they leave.

Poe



Type: Person (8), Spirit
Terrain: Cave, Desert, Plains, Sentry
Languages: Stal
Weight: ??? lbs
Height: 2-4'
Size: Small
Lifespan: Unlimited
HP: 8 (1D8)
Armor: 0
Stat Modifiers: -2 Magic, -1 Knowledge, -1 Hide, +1 Brawl, +2 Lift, +1 Charm
Damage: 1D2
Mana Points: 14
Movement: 30ft
Attack Type: Deliberate
Specialties: Spirit (USR), Undead (USR), Weapon Skill Lantern (USR), Magic Lantern, Omnisense 30ft (USR), Darkvision 60ft (USR), Magically Gifted 4 (USR)
Faults: Weakness to Magic/Light (USR), Light Reveal, Fear of Divine (USR)
Treasure: Standard

Poes are ghost-like spirits of deceased beings who hold hatred towards the world and can be found in dark places such as graveyards, empty fields, plains, and caves. Poes are often seen carrying a lantern on their person. Poes take the souls of those they kill and store them in their lantern.

Poes can be good or evil, but must have a reason for not being able to rest. This reason may or may not be clear to the Poe itself, however once the Poe has solved this problem they will pass on.

Magic Lantern: All Poes have a lantern that they must keep safe. This lantern is also their weapon. It can create light and cast a fire attack without using MP as described in the spells. If the Poe dies their lantern shatters. Their lantern not only has the ability to give off light, but also the ability to suck all light from the area creating darkness. To do this the Poe must pay 3MP * 10ft, until he has reached the area he wishes to darken. Poes start with this lantern at first level. Light and fire from their lantern or another Poe's lantern does not affect them.

Light Reveal: While Poes are spirits and can change their state of being, natural or magical light forces them into a fully physical state for 2 rounds, or 5 mins. While the Poe is revealed all physical attacks hurt them as normal. Until

this time is up they cannot revert to their other forms, nor pass through solid objects. Light cast by entities such as fire does not reveal a Poe.

R:

Reapling



Type: Person (8), Spirit

Terrain: Cave, Desert, Sentry

Languages: Stal

Weight: ??? lbs

Height: 8-9'

Size: Large

Lifespan: Unlimited

HP: 12 (1D10)

Armor: 0

Stat Modifiers: -2 Magic, -1 Knowledge, -1 Hide, +1 Brawl, +2 Lift, +1 Charm

Damage: 1D2

Mana Points: 14

Movement: 30ft

Attack Type: Deliberate

Specialties: Spirit (USR), Undead (USR), Omnisense 30ft (USR), Darkvision 60ft (USR), Weapon Skill Staff (USR), Magically Gifted 3 (USR), Reaper's Scythe

Faults: Weakness to Light (USR), Death Counter, Death's Time

Treasure: Standard

These ghost-like, scythe-wielding creatures, seeing as how they patrol along set routes indefinitely; however, Reaplings have the ability to see and move through walls, as well as a powerful scythe that gets stronger with the more souls they reap. Little more is known about the Reapers but it is said they only hunt the souls of those close to death.

Reaper's Scythe: The Reapling has a Special Weapon Staff called the Reaper's Scythe. It has a 10ft wide attack sweep when attacking and deals damage based on its Death Counter and the Reapling's level. The base damage values per level are below.

1-2: 1D6 AP 1

3-4: 2D6 AP 2

5: 2D8 AP 2

6-7: 2D8 AP 3

8-9: 2D8 AP 4

10: 3D8 AP 5

Death Counter: The Reapling must keep track of it's current souls on hand. When the Reapling kills a creature or person it gets +1 soul on the Death Counter. This gives some bonuses based on current number of souls, but also some drawbacks if souls are too low. Souls drop by 1 every week as the Reapling uses one for extending its own life.

0: Death

1-10: -4 Scythe Damage, -2 to skill rolls

11-25: -2 Scythe Damage, -1 to skill rolls

26-30: -1 Scythe Damage

31-40: No Modifiers

41-50: +1 Scythe Damage

51-60: +2 Scythe Damage, +1 to skill rolls

>60: +3 Scythe Damage, +2 to skill rolls

Death's Time: The Reapling can sense creatures close to death. When a creature within 60ft of the Reapling is below 10% of their maximum HP the Reapling knows their HP value (That they are close to death, and how close they are).

ReDead



Type: Person (8), Undead
Terrain: Desert, Forest, Sentry
Languages: Stal
Weight: 100 lbs
Height: 6-10' (7' AVG)
Size: Medium - Large (Medium AVG)
Lifespan: Unlimited
HP: 10 (1D8)
Armor: 0
Stat Modifiers: +2 Acrobatics, +1 Ranged, -3 Endurance
Damage: 1D6
Mana Points: 6
Movement: 25ft
Attack Type: Deliberate
Specialties: Fearless (USR), Resistance to Dark (USR), Low Light Vision 60ft (USR), Undead (USR),
Death's Scream, Poison Cloud, Heavy Swings
Faults: Weak to Light Magic (USR), Rigamortis
Treasure: Standard

ReDeaths are most commonly found in dark, seemingly desolate areas such as Hidden Holes and graves. They take on the appearances of emaciated corpses, and they latch onto Players and bite their head. Their piercing screams will stun people where they stand, even if he is in midair at the time. If a ReDead has not yet noticed a player, they can also safely bypass or even touch one by walking slowly instead of running at regular speed. As long as Link does not increase speed or draw a weapon that can be used against it, the ReDead will remain still. Interestingly, if a ReDead is defeated while other ReDeaths remain in an area, they will approach it and crouch down beside it; their purpose for doing so is uncertain but alludes to grief.

Death's Scream: ReDeaths can take 3AP to perform a "Death's Scream". This scream causes all targets (ally and enemy) within 5ft to take an Endurance test. If failed the targets are paralyzed for 1 round, if passed they are instead stunned for 1 round.

Poison Cloud: ReDeaths can breath a 10ft line of Poison in front of them. Anyone in the poison rolls an Endurance save or becomes poisoned, taking 1D4 poison damage a round for 2D4 rounds.

Heavy Swings: ReDeaths have no muscle limiters and as such can wield 2 handed weapons in 1 hand. However to do this the redead uses 2AP to attack with the 2H weapon and it deals -3 damage.

Rigamortis: Redeads are dead and as such stiffen up from Rigamortis over time. As such a Redead whom hasnt moved in over an hour must take a full round to move their first 10ft before being able to return to normal walking speed.

Rito



Type: Person (3)
Terrain: Sky, Ocean
Languages: Hylian, Rito
Weight: 60 lbs
Height: 4-6'
Size: Medium
Lifespan: 140 yrs
HP: 10 (1D8)
Armor: 0
Stat Modifiers: -2 Acrobatics, -1 Ranged, +1 Endurance, +1 Brawl, +1 Lift
Damage: 1D4
Mana Points: 7
Movement: 30ft
Attack Type: Deliberate
Specialties: Flying 30ft (USR), Resistance to Fire (USR), Weapon Skill Bows/HookShot (USR), Natural Weapons, Air Lift
Faults: Lightweight, Weak to Arrows (USR), Grounding
Treasure: Standard

They have a tribal elder, with numerous followers and elaborately dressed guards. No Rito is born with wings, and instead, must visit the tribes' guardian, the great Sky Spirit Valoo, to receive one of his scales which enables them to grow wings. It is a coming of age ceremony of the Rito to journey to the great Valoo to receive their scale. Rito are viewed upon by outsiders somewhat dubiously. Some have an inexplicable bigotry directed towards them, perhaps out of jealousy. Still, Rito are widely accepted as mail carriers, as only they can traverse the seas without cumbersome ships. Rito are capable of flying quickly, and full-grown Rito can carry humans for a short time. The Rito appear to be ruled some kind of monarchy style chieftdom. The ruler of the Rito is always a chieftain who oversees everything happening on the island. His son holds the title of prince, and will eventually become the chieftain of the tribe the chief of the tribe may be male or female. His/Her rule is also assisted by several guards and other assistants who live on the island to help him and his people.

Rito in the newer Zelda games are more birdlike and have feather colors ranging from blue, green, black, pink, red, and more.

Grounding: When a Rito has no open air; like in a cave or dungeon, they can only fly at half speed and will become feared more easily. This is due to no lift, and fear of being trapped away from the sky.

Lightweight: While being lightweight helps one fly it also makes them more fragile. Because of this Rito get knocked back twice as far from knockback attacks, and takes 1.5x damage from bludgeoning attacks.

Natural Weapons: When airborne Rito can attack with their feet as a natural weapon. Attacking with one's feet as a Rito causes +1 unarmed damage, and counts as a slashing weapon.

Air Lift: Rito when fully grown can carry up to 180 lbs in their talons while they fly, but only for a short duration of time. About 20min or 5 rounds will completely exhaust them. While exhausted they cannot fly again for 2 hours.

S:

Sheikah



Type: Person (2)

Terrain: Any

Languages: Hylian, Sheikah

Weight: 120 lbs

Height: 5'

Size: Medium

Lifespan: 100 yrs

HP: 10 (1D8)

Armor: 0

Stat Modifiers: -1 Hide, -1 Deceive, -1 Acrobatics, -1 Diplomacy, +2 Engineering, +2 Endurance

Damage: 1D4

Mana Points: 9

Movement: 30ft

Attack Type: Deliberate

Specialties: Shadow Walking, Resistance Dark/Shadow (USR), Weapon Skill Exotic (USR), Legendary Assassins

Faults: Rare Combatant, Unfair Fighter

Treasure: Standard

The Sheikah, or 'Shadow Folk' are an ancient clan of ninja-like warriors sworn to protect the Royal Family of Hyrule even after death; as such they came to be known as "the Shadows of the Hylians". They were skilled in magical and combative art. It is assumed that many died during the Hylian Civil War and are considered almost extinct by the end of said war.

The Sheikah were originally servants of the goddess Hylia prior to her sealing Demise and discarding her divine status to keep him trapped. Assigned the task to protect her reincarnation, Zelda, the Sheikah became protectors of her descendants who would become the Hylian royal family. The Sheikah maintain and pass on history and legends to their descendants, even prophecies such as the coming of the Hero of Time.

Young Sheikah males pierce their ears as a traditional rite of passage and adulthood. Also, their tribe needs substance, always veering toward a master entity to lead them. When the royal family was lost the Shiekah some Shiekah would take on jobs as mercenaries.

Shadow Walking: The Shiekah are taught from a young age to use the shadows as their strength. Because of this a Shiekah starts with the Shadow Walking specialty. This allows the character to turn invisible to all but magic sensing entities for up to 3 rounds. Attacking removes this invisibility. See the Invisible (USR) for further details on being invisible.

Legendary Assassins: The Sheikah are deadly and renowned assassins, and this means that they get +500R if choosing the thief class, and get +1 to diplomacy when trying to intimidate if they are recognized as a Shiekah.

Rare Combatant: The Sheikah hunt from shadows and use surprise to defeat their foes. While in regular combat a shiekah loses these benefits and performs...less adequately. In combat that was not initiated via a surprise attack, shiekah get -1 to all combat rolls to hit.

Unfair Fighter: Shiekah don't fight fair, and as such are never going to have a fair fight with someone, even on their word. A lot of races know this and will avoid 1 on 1 confrontations with a shiekah. If a shiekah is in a fight where they have no dirty tricks left, they will be more worried and fight sloppier. This gives them a -1 to all combat roles where fighting dirty isn't an option.

Skull Kids



Type: Person (5)
Terrain: Forest, Sentry, Plains
Languages: Deku, Stal
Weight: 60 lbs
Height: 4'
Size: Small
Lifespan: Unlimited
HP: 8 (1D8)
Armor: 1
Stat Modifiers: -1 Acrobatics, -1 Magic, -1 Ranged, +1 Brawl, +1 Charm, +1 Diplomacy
Damage: 1D4
Mana Points: 10
Movement: 30ft
Attack Type: Deliberate
Specialties: Ageless, Music (Specialty), Quickness, Darkvision 30ft (USR), Cursed Masks
Faults: Cursed, Fear of Adults (USR)
Treasure: Standard
Special Info: Decent Player Race

Skull Kids are a race of short, mischievous beings that reside in forests. When non-fairy folk get lost in Lost Woods, they are cursed to become Stalfos—but Navi suggests that when children get lost in the woods, they may become Skull Kids. While Skull Kids tend to be friendly toward children, they fear adults and will attack them on sight.

The physical appearance of Skull Kids varies somewhat across games, but their childlike size, tattered, reddish garb, and wide-brimmed hats remain constant.

Ageless: Skull children do not age.

Cursed: Most sages and magic users will sense the Skull kid as a cursed being. This gives off an evil aura no matter the creature's alignment or tendencies. This also makes them susceptible to other curses and resistant to charms and diplomacy checks. When using a curse on a Skull kid add +2 to the check. When trying to charm or use diplomacy against a skull kid -2 to the check.

Cursed Masks: Skull children do not need to make a check for curses caused by cursed masks.

Quickness: Skull Children may temporarily add 2 to their acrobatics when making a check for dodge.

Stalfos



Type: Undead, Person (6)

Terrain: Sentry, Desert

Languages: Hylian, Stal

Weight: 50 lbs

Height: 5-7'

Size: Medium

Lifespan: Unlimited

HP: 12 (1D8)

Armor: 0

Stat Modifiers: -1 Endurance, -1 Brawl, +1 Ranged, +1 Charm

Damage: 1D4

Mana Points: 6

Movement: 30ft

Attack Type: Deliberate

Specialties: Undead (USR), Resistance (Fire/any non-blunt weapon) (USR), Darkvision 60ft (USR), Full Body Regeneration and Dismemberment, Variety, Stalmaster

Faults: Weakness Explosives/Light (USR), No Muscles

Treasure: Standard

Stalfos are undead knights who normally have been forgotten or forsaken by their kingdom. Stalfos are normally knights as they are skilled with blades, shields, and their own bones! Their lack of flesh makes them hard to hit and kill, and they know it! However with this lack of skin also causes downsides such as not being able to swim. Stalfos are not all evil. In the land of Hyrule they are considered abominations, however they are intelligent and have established societies under a ruler, like the Ikana Kingdom in Termina, where the undead thrive and live together in peace. However, most Stalfos tend to fly solo.

Stalfos are undead and as such are weak to light, do not breathe, eat, sleep, or drink anything. Stalfos in particular because of their bony structure are not easily hit with blade weapons, while blunt weapons can crack their bones slashing and piercing simply bounce off them. Explosions completely dismember a stalfos.

Full Body Regeneration and Dismemberment: While dismembered a stalfos can take a turn to reassemble its body, however its head can still be damaged and move at 5ft per turn. It takes 2 full rounds for a stalfos to reassemble their body on their own.

No Muscles: With no muscles or body structure, stalfos cannot have lower than 5 in lift or brawl, and cannot swim, but instead sink in any body of water.

Variety: With so many variations of Stal, there are Moblins, Bokoblins, and Lizal stals as well. This just changes their look, and they get base height, weight, damage, and weapon skills from that race.

Stalmaster: Some rare stalfos are created with 4 arms instead of 2, haven taken parts from another re-dead stalfos. These creatures can wield four 1 handed weapons, two 2 handed weapons, or any other weapon shield combination involving 4 hands without penalty.

Stalfos, Blue



Type: Undead, Person (9)

Terrain: Sentry, Dessert

Languages: Hylian, Stal

Weight: 40 lbs

Height: 5-7'

Size: Medium

Lifespan: Unlimited

HP: 8 (1D8)

Armor: 0

Stat Modifiers: -1 Magic, -1 Endurance, +1 Brawl, +1 Lift

Damage: 1D4

Mana Points: 12

Movement: 30ft

Attack Type: Deliberate

Specialties: Undead (USR), Resistance (Ice/any non-blunt weapon), Full Body Regeneration and Dismemberment, Siphon Spell, Time Warp Spell, Intangible Body, Darkvision 60ft (USR)

Faults: Weakness Explosives/Light/Fire (USR), No Muscles

Treasure: Standard

Blue Stalfos are still stalfos, but they have followed the path of magic. Being undead beings their most prominent form is necromancy, causing them to take the look of a grim reaper. With their abilities they also tend not to be aggressive unless interrupted on whatever current quest they are following. As such they will ignore most people who don't interfere with them. However combating a blue stalfos is both dangerous and unwise as losing to one will curse your soul to become a stalfos.

Stalfos are undead and as such are weak to light, do not breathe, eat, sleep, or drink anything. Stalfos in particular because of their bony structure are not easily hit with blade weapons, while blunt weapons can crack their bones slashing and piercing simply bounce off them. Explosions completely dismember a stalfos.

Full Body Regeneration and Dismemberment: While dismembered a blue stalfos can take a turn to reassemble its body, however its head can still be damaged and move at 5ft per turn. It takes 2 rounds to fully reassemble a Stalfos body on their own.

No Muscles: With no muscles or body structure, stalfos cannot have lower than 5 in lift or brawl, and cannot swim, but instead sink in any body of water.

Siphon Spell: At level 2 a blue stalfos learns to siphon energy from their opponent. They can steal up to 2MP per turn by casting this spell. Once cast the siphon remains for 2 rounds and steals 2MP per round from every enemy within 10ft.

Time Warp Spell: At Level 7 a blue stalfos can learn a small dominion over time. This allows the stalfos to spend 5MP to throw a time sphere at a target player. This sphere causes a temporary and random time effect on the player, roll 1D6 on the hit to find out what happens using the chart below.

Roll	Effect	Description
1	Granted Youth	Target gets +2 to all their stats for 2 rounds, they feel younger.
2	Speed Up Time	Target gets +1 attack for 2 rounds.
3	Slow Time	Target gets -1 attack for 2 rounds, if this makes them 0, then they can attack once every 2 rounds.
4	Stop Time	Target is paralyzed for 2 rounds.
5	Rapid Aging	Target gets -2 to all stats for 2 rounds, they feel older.
6	Time Flux	Roll 1D6 for each stat the player has, on a 1 the stats gets -3, on 2 its -2, on 3 its -1, on 4 its +1, on 5 its +2, and on 6 it's +3 instead. This effect lasts for 2 rounds.

Intangible Body: Blue stalfos have reaper like bodies which are able to become intangible. At level 3 a blue stalfos can choose to take damage to his MP instead of his health. At 6th level this damage only takes away half the MP for each damage dealt. For example, 4 damage causes a loss of 2MP, in the case of an odd number round up.

T:

Twili



Type: Person (4)
Terrain: Twilight
Languages: Hylian, Twili
Weight: 100 - 200 lb
Height: 5-7'
Size: Medium
Lifespan: 200 yrs
HP: 12 (1D8)
Armor: 0
Stat Modifiers: -2 Magic, -1 Acrobatics, +2 Endurance, +1 Medicine
Damage: 1D4
Mana Points: 14
Movement: 30ft
Attack Type: Deliberate
Specialties: Twilight Magic, Low-Light Vision 80ft (USR), Resistance to Dark | Curse (USR)
Faults: Weakness to Light (USR), Sensitivity to Light
Treasure: Standard

This peaceful race of Twilight beings resides within the Twilight Realm. Descendants of a group known simply as the Interlopers. The Twili descended from a tribe of sorcerers known only as the Interlopers, who attempted to seize control of the Sacred Realm after the creation of the Triforce. However, their efforts failed, and they were seized by the three Goddesses, Din, Nayru, and Farore. With the aid of the Light Spirits, the Interlopers were banished to a land known as the Twilight Realm. Over a long period of time, because of the vastly different environment within the Twilight Realm, the interlopers evolved from their original forms to a unique, black and white, gentle-looking race, namely the Twili. Eventually, they abandoned their plans to rule the Sacred Realm and Hyrule and became peacefully adapted to their new lifestyle in the Twilight Realm.

The Twili have a stretched, elongated appearance, with long limbs, necks, and heads, and great variances in overall height and girth (although the shorter Twili could just be children, which would also explain their girth). It also appears that common Twili have much difficulty speaking the Hylian language. Their vocal cords tend to leave their Hylian slurred and sometimes incomprehensible.

The Twili are ruled by a single person who rules from the palace of Twilight. It is an electoral monarchy; there are many royal houses and each has a turn of a potential monarch being elected from a parliament. The rulers are granted the title Twilight King (male) or Twilight Princess (female) after being elected. They are the only ones capable of destroying the Mirror of Twilight.

Twilight Magic: Twili have access to the following twili abilities as spells.

NAME	CHARACTER POINTS	DESCRIPTION
Shadow Shift	0	Shadow shifting is an ability that allows a twili to hide within the shadow of another creature. It takes a full round action to enter and leave a shadow. While in a shadow the twili cannot be affected by external means, except shadow based attacks.
Sunlight Protection	2	While using “Sunlight Protection” Twili cannot cast other spells and count as having 0 MP for purposes of spell effects. The spell can be put up and dropped at 1AP. While active Twili will not take effects of “Light Sensitivity”.
Portal Creation	3	Portal Creation allows twili to be able to create interspace portals to places they have previously visited. They can only teleport players or objects equal to their current level/2, minus themselves. Teleporting requires 6 hours to cast, unless the hour of twilight is upon the user, then it only takes 1 hour to cast. Any interruption ends the casting, and it must be started over.

Light Sensitivity: Twili are sensitive to light, and by this we mean REALLY sensitive. Twili out in light brighter than twilight or torch light take 1D2 Light damage every turn. Twili hit with light based magic also take double damage. They can avoid these effects by getting a “light immunity” or hiding in someone’s shadow. To get light immunity, a person from the light realm must give up their immunity to light willingly. This simply removes the sensitivity to light, but not the weakness to it.

W:

Wizzrobe



Type: Person (6), Spirit
Terrain: Sentry, Desert, Mountain, Cave
Languages: Hylia, Stal
Weight: ??? lbs
Height: 5'
Size: Medium
Lifespan: Unlimited
HP: 6 (1D6)
Armor: 0
Stat Modifiers: -3 Magic, -1 Knowledge, +2 Brawl, +2 Engineering, +1 Lift
Damage: 1D4
Mana Points: 16
Movement: 30ft
Attack Type: Deliberate
Specialties: Spirit (USR), Undead (USR), Magic Prowess, Blink, Darkvision 60ft (USR), Immunity to X (USR), Elemental Specialty
Faults: No Close Combat, Robe Body, Fear of X (USR)
Treasure: Standard

These enemies usually have the ability to cast damaging spells. Typically, after they attack, they quickly use magic to transport themselves away from opponent's attack range but appear again shortly after. Whether they have an organization is unknown, but all of them dress and behave similarly, and never show their faces. Only a pair of white eyes peer from the darkness of their hoods or wide-brimmed hats. When many Wizzrobes die, they have a distinct and unearthly death cry. They are the embodied souls of mages through a resurrection ritual.

Magic Prowess: Wizzrobes can learn all basic magic spells at half their CP cost (which cannot drop below 1 CP). They can also learn 1 spell from any Sage class equal to half their level rounded up, at every second level. This means that they can never go above a level 5 spell from a Sage class that isn't their own. They can also start with one level 1 Sage class spell at their first level, regardless of their selected class.

Elemental Specialty: Wizzrobes can specialize in an element. This gains them immunity to that element and weakness to their counter element. These options are: fire wizzrobe who's weak to ice, ice wizzrobe who's weak to

electricity, and electrical wizzrobe who's weak to fire. They dress in red, blue/white, or yellow to match their element.

Robe Body: Unlike other Spirit creatures the Wizzrobe is unable to turn change their body from a physical state and therefore cannot pass through solid objects. They also cannot wear clothing or armor on top of their robe, and if the robe is destroyed (ex with fire) then the Wizzrobe passes on.

No Close Combat: Wizzrobes do not use any close combat weapons. They are restricted to using only staffs and wands for magic.

Blink: A less powerful version of the teleport spell. This allows the Wizzrobe to use an action to teleport to a spot they can see. This teleportation counts as if they had moved, and not as if they had cast a spell.

Wolfos



Type: Person (8), Animal
Terrain: Sentry, Mountain, Forest
Languages: Animal
Weight: 160 lbs
Height: 5-7'
Size: Medium
Lifespan: 100 yrs
HP: 8 (2D4)
Armor: 1
Stat Modifiers: -3 Brawl, +2 Ranged, +1 Knowledge
Damage: 2D4
Mana Points: 5
Movement: 35ft
Attack Type: Deliberate
Specialties: Darkvision 60ft (USR), Fearless (USR), Regen 2HP (USR), Resistance to Blades (USR),
Natural Acrobatics, Armored Claws
Faults: Fear of Fire (USR), Weak Point Tail (USR), Sensitive Eyes, Animalistic
Treasure: Standard

They are a race of wolf-like monsters that frequently appear in forested areas. Wolfos sport shaggy brown fur coats and glowing, pale, yellow eyes. They can also be identified by the loud howling sounds they let out as they attack. They are very adept at blocking and dodging attacks, and have intelligence closer to a Hylian than an animal, almost like a werewolf. Little more is known about them, but they seem to lean toward working with the monsters and skull kids.

Natural Acrobatics: Wolfos are extremely agile and can roll acrobatics to disengage without provoking an attack of opportunity from opponents.

Armored Claws: Wolfos have very sturdy claws. As such they can use their claws like a shield and declare shield blocks. Their claws count as a 2 AV shield (This does not include their natural 1 AV).

Sensitive Eyes: Wolfos that are blinded or affected by sight impairment grenades / effects must take double the duration of the effect.

Animalistic: Wolfos sometimes have their instincts override their better judgement. When in combat a Wolfos needs to take a Knowledge check to leave combat or must continue. This check cannot be done for another 1D4 rounds after any previous attempt.

Y:

Yiga



Type: Person (2)
Terrain: Any
Languages: Hylian, Shiekah, Gerudo
Weight: 120 lbs
Height: 5'
Size: Medium
Lifespan: 100yrs
HP: 10 (1D8)
Armor: 0
Stat Modifiers: -1 Hide, -2 Decieve, -1 Ranged, -1 Brawl, +2 Engineering, +3 Endurance
Damage: 1D4
Mana Points: 10
Movement: 30ft
Attack Type: Deliberate
Specialties: Shadow Walking, Resistance Dark/Shadow (USR), Weapon Skill Exotic (USR), Masters of Disguise
Faults: Backstabber, BANANAS!
Treasure: Standard

The Yiga Clan consists of Sheikah who abandoned the Royal Family of Hyrule and pledge their allegiance to the Ganon and the promises of power. The clan is headed by Kohga. The Yiga dispise Sheikah, the Hero, and anyone who would aim to thwart Ganon, but they are clever and will even hide within the shiekah villages to gain information.

Shadow Walking: The Yiga having been Shiekah before are taught from a young age to use the shadows as their strength. Because of this a Yiga starts with the Shadow Walking specialty. This allows the character to turn invisible to all but magic sensing entities for up to 3 rounds. Attacking removes this invisibility. See the Invisible (USR) for further details on being invisible.

Masters of Disguise: The Yiga can perfectly imitate any hylian, human, shiekah, or other hylian style race. As such a Yiga may automatically pass any disguise check to imitate these races as long as they are not seen in Yiga attire, identified as a Yiga, or performing the Yiga banana habit.

Backstabber: The Yiga are backstabbers, even to their own people. A Yiga is only loyal to themselves and the most powerful Ganon! Yiga start with “Severe Paranoia” drawback, thinking everyone is after them.

BANANAS!: The Yiga backstabbers, killers, and believe in Ganon as their lord, but... one thing stands above all else... BANANAS! Yiga love bananas and will kill for them...literally. They just can't help themselves. They have a 4 point Addiction to Bananas. This Drawback gives them 4 points to spend on qualities.

Z:

Zora, Ocean



Type: Person (3)

Terrain: Ocean, Lake

Languages: Hylian, Zorian

Weight: 90-200 lbs

Height: 6-8'

Size: Medium

Lifespan: 500 yrs

HP: 8 (1D8)

Armor: 0

Stat Modifiers: -1 Brawl, -1 Ranged, -1 Magic, +1 Endurance, +1 Deceive, +1 Engineering

Damage: 1D4

Mana Points: 10

Movement: 30ft

Attack Type: Deliberate

Specialties: Immunity to Water (USR), Resistance to Electricity (USR), Electric Field (USR), Low-Light Vision 30ft (USR), Aquatic (USR)

Faults: Weakness to Fire/Ice (USR), Dehydration

Treasure: Standard

Zoras are aquatic, blue-skinned humanoid creatures that exist in Hyrule and Termina. They are incredibly skilled natural swimmers. The appearance of Zoras can vary greatly; some are large and round, like King Zora XVI, while others are slender and small, such as Prince Ralis. This suggests the possible existence of subspecies within the Zora race.

Indeed, Zoras are divided into two known major subspecies: the River Zoras, and the Sea Zoras. River Zoras are known as the more hostile race, who will aggressively defend their sanctuary's against outsiders; whereas the peaceful Zoras are the Sea Zoras. The two differ physically. Despite their names, both types of Zora are known to inhabit both the ocean/sea and bodies of fresh water. River Zoras are commonly referred to as Zolas.

While still generally humanoid, the Zoras resemble various marine creatures in their body structure. Most of them wear no clothes, but certain members of their species do wear clothing, or, as shown by the Zora guards. They are generally covered in silver scales, which give them a pale blue sheen from a distance, and have dark blue spots on their extremities. Where humans sometimes have long hair, average Zoras have rear-hanging caudal extensions of their heads shaped like the tails of dolphins, perhaps as a cephalic form of dorsal fin. These tails undulate periodically, which gives a Zora's head the unique semblance of a fish. Zoras have two large ulnar fins located distally on their forearms, and some have smaller fins at their ankles. They are sometimes depicted as having webbed feet and hands. They lack ears in the traditional sense, but do have pronounced noses. Zoras have gills on their ribs, analogous to the placement of lungs on a human. Also in *Twilight Princess*, all the Zoras shown have green eyes.

Zora of Royalty tend to be larger in size. This is both because they are round in the belly and taller.

Aquatic: Zora's cannot drown in water, and breath underwater as with normal air. They also travel at full speed while swimming and can swim at sprinting speed in a straight line. Swimming does not stop them from casting their electric field.

Dehydration: Zora's cannot live without water for extended periods of time. They require a soak in cool water at least once every other day to rehydrate themselves. If they fail to do so they suffer from dehydration and are unable to perform attacks or complex tasks until hydrated. If this dehydration lasts for over a day they start taking 1D4 damage per hour until unconscious.

Zora, River (Zola)



Type: Person (4)
Terrain: River
Languages: Hylian, Zorian
Weight: 90-200 lbs
Height: 6-8'
Size: Medium
Lifespan: 500 yrs
HP: 8 (1D8)
Armor: 1
Stat Modifiers: -2 Brawl, -1 Ranged, +1 Magic, +2 Engineering
Damage: 1D6
Mana Points: 10
Movement: 30ft
Attack Type: Deliberate
Specialties: Immunity to Water (USR), Resistance to Fire (USR), Dark Vision 40ft (USR), Aquatic (USR), Fireball Breath
Faults: Weakness to Electricity (USR), Dehydration, Cannibalize
Treasure: Standard

River Zoras also known as Zolas, are recurring enemies in the Legend of Zelda series. They are a subspecies of the Zora race. This sub-species of Zora is not shown to communicate well with other races or have any sort of normal society, though the Zora King's title would imply he is their ruler. River Zoras will attack on sight and are highly aggressive overall. They attack by popping out of the water and spewing a ball of fire. A small whirlpool or other disturbance is often seen in the water before they appear, giving players a warning one is about to attack.

Fireball Breath: Using 1AP and 4MP shoot a fireball dealing 1D4 fire damage. This damage increases by 1D4 for every 2 levels beyond the first (3,5,7,9). Any damage over 8 fire damage caused by this attack lights the target on fire for 1D4 rounds, dealing 1D4 fire damage per round.

Cannibalize: Zola's are not picky eaters and will eat even other intelligent beings and people of the Zola race without regret. This is generally how they deal with their weak and dying members. Obliviousness to the idea that eating others is wrong should be roleplayed when playing this race.

Dehydration: Zola's cannot live without water for extended periods of time. They require a soak in cool water at least once every other day to rehydrate themselves. If they fail to do so they suffer from dehydration and are unable

to perform attacks or complex tasks until hydrated. If this dehydration lasts for over a day they start taking 1D4 damage per hour until unconscious.