

Creatures 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 (Challenge Level):

Type: *creature type*

Terrain: *commonly found here*

Languages: *Languages*

Weight: *average weight of the creature*

Height: *average height of the creature*

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

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

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

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

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

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

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

Attacks: *attacks, patterns, and damage done*

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

Movement: *creature's base movement speed*

Skills: *skills this creature possesses*

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

Faults: *Faults of this race*

Treasure: *treasure type dropped*

Special Treasure: *special treasure specific to this creature*

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

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

TABLE OF CONTENTS

A:

[Ampilus \(CL 5\)](#)

[Ampilus, Baby \(CL 0\)](#)

[Aracha, Baby \(CL 1\)](#)

[Aracha, Moldarach \(CL 7\)](#)

[Aru Lowder \(CL 1\)](#)

B:

[Bad Bat \(CL 2\)](#)

[Bari \(CL 3\)](#)

[Bee \(CL 0\)](#)

[BigOcto \[Swamp\] \(CL 4\)](#)

[Biri \(CL 1\)](#)

[Blooper \(CL 2\)](#)

[Boe \(CL 1-3, based on 7-20 Swarm\)](#)

[Bubble \(CL 3\)](#)

[Bullbo \(CL 4\)](#)

C:

[Cheep-Cheep \(CL 1 \[CL 3\]\)](#)

[Cucco \(CL ??\)](#)

D:

[Dodongo, Baby \(CL 1\)](#)

[Dodongo, Adult \(CL 5\)](#)

[Dodongo, King \(CL 7\)](#)

G:

[Gohma, Baby \(CL 1\)](#)

S:

[Skulltula \(CL 1\)](#)

[Skulltula, Big \(CL 3\)](#)

A:

Ampilus (CL 5)



Type: Animal

Terrain: Desert

Languages: Insectoid

Weight: 1,000 lbs

Height: 10'

Size: Giant

Lifespan: 500 years

HP: 40 (D8)

Armor: 6

STR Stats [7]: Climb 12, Lift 4, Brawl 6, Endurance 6

DEX Stats [15]: Acrobatics 16, Ranged 18, Perception 10, Hide 16

INT Stats [13]: Medicine 0, Engineering 0, Magic 10, Knowledge 16

CHA Stats [16]: Charm 16, Gather Info 0, Deceive 0, Diplomacy 16

Attacks: 2x Claws 2D6 Slashing, Rolling Charge 50ft Line 3D8 Bludgeoning AP3

Mana Points: 9

Movement: 25ft

Skills: N/A

Specialties: Electrical Field (USR), Rolling Movement (USR), Weight Dispersal, Vision 60ft, Tameable 7 (USR)

Faults: Slow and Steady (USR), Weak to Bombs (USR), Animal (USR)

Treasure: Standard

They are large arthropod creatures that have inhabited Lanayru Desert for aeons. Ampilus can internally generate electricity which they use against player by rolling into them. When they crash into walls, objects or a well-timed Shield Attack while rolling, however, they will become dizzy, giving the hero an opening to attack. Additionally, Bombs are effective against Ampilus. Defeated Ampilus' shells can be used as platforms when crossing sinksand, but the shells do disintegrate after a certain period of time. It is possible to attack them immediately if approached stealthily or stunned from afar with the Slingshot. If lured outside their individual territories, they will burrow into

the sand and return to their starting positions. Their electricity renders anything Iron useless; bashing with an iron shield will result in the player being shocked and tackled by the creature's rolling.

When hit with anything steel while electrified the attack is stunned and takes 1 heart electric damage. When attacking their shell it counts as special armor, however damage to the exposed head will deal direct heart damage.

Weight Dispersal: This creature can cross over surfaces at though it is weighs under 50lbs, when rolled up.

Ampilus, Baby (CL 0)



Type: Animal
Terrain: Desert
Languages: Insectoid
Weight: 70 lbs
Height: 2'
Size: Small
Lifespan(as a baby): 50 yrs
HP: 4 (D4)
Armor: 10
STR Stats [8]: Climb 0, Lift 0, Brawl 0, Endurance 8
DEX Stats [16]: Acrobatics 0, Ranged 0, Perception 14, Hide 18
INT Stats [16]: Medicine 0, Engineering 0, Magic 16, Knowledge 0
CHA Stats [8]: Charm 10, Gather Info 0, Deceive 6, Diplomacy 0
Damage: Passive (Electric Field) 1D4 Electrical damage, stuns on 4
Mana Points: 5
Movement: N/A
Attack Type: Passive
Specialties: Electrical Field (USR), Vision 40ft, Tameable 1 (USR), Growing Up
Faults: Weak to Bombs (USR), Stationary (USR), Animal (USR)
Treasure: Standard

Ampilus Babies are small seemingly indestructible rock-like eggs, which periodically crack open to reveal the creature's eyes, then close up as the creature lets off a defensive electric field. These larval forms seem to be a common source of energy, as they are required to power the gates blocking the generators needed to access the Lanayru Mining Facility. Due to their periodical electric field, carrying them by hand is not advisable. They can be picked up and carried safely to the generator gate locks using a hooked or ranged device, or even used offensively as their electric field distracts a lot of dumber creatures like moblins.

Electric Field: Touching an Ampilus Baby will cause it to discharge an electric field dealing XD4 electrical damage (where X is the Ampilus baby Level) to whatever touched it, and knocking that person back 5ft.

Growing Up: After this tamed pet reaches level 5 it becomes an Ampilus.

Aracha, Baby (CL 1)



Type: Animal

Terrain: Desert

Languages: Insectoid

Weight: 10 lbs

Height: 1'

Size: Tiny

Lifespan: 1,000 yrs

HP: 4 (D4)

STR Stats [11]: Climb 6, Lift 14, Brawl 8, Endurance 16

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

INT Stats [18]: Medicine 0, Engineering 0, Magic 18, Knowledge 0

CHA Stats [13]: Charm 16, Gather Info 0, Deceive 0, Diplomacy 10

Damage: 2x Claws 1D2 Slashing

Mana Points: 3

Movement: 35ft

Attack Type: Deliberate

Specialties: Dig 20ft (USR), Swarm 3(USR), Low-Light Vision 30ft (USR), Tremorsense 40ft (USR),

Tameable 2 (USR), Growing Up

Faults: Animal (USR), Fragile (USR)

Treasure: Standard

Arachas are found in Lanayru Desert, they are larval creatures that can live for over 1,000 years; any Aracha who live this long will grow into a Moldarach. They are often found in large numbers, and can be revealed when a player disperses piles of sand. Arachas also appear during the battle with Moldarach. Arachas will lunge at a player to harm them. They are vulnerable to the Gust Bellows and high winds, which will flip them over, allowing players to slay them easily. Players cannot use the Fatal Blow on an Arachas, but they can be defeated instantly by any sort of weapon while flipped.

Arachas can burrow underground for 20ft. Digging up dirt they are hiding in, or blowing them with a wind spell or item will cause them to flip. While flipped any attack will cause instant death on Arachas. They can flip back upright after 1 turn.

Growing Up: Aracha grow into Moldarach at level 5.

Aracha, Moldarach (CL 7)



Type: Animal

Terrain: Desert

Languages: Insectoid

Weight: 400 lbs

Height: 15'

Size: Huge

Lifespan: 10,000 yrs

HP: 50 (D10)

Armor: 3

STR Stats [8]: Climb 10, Lift 8, Brawl 5, Endurance 8

DEX Stats [13]: Acrobatics 15, Ranged 0, Perception 12, Hide 12

INT Stats [16]: Medicine 0, Engineering 0, Magic 16, Knowledge 0

CHA Stats [13]: Charm 16, Gather Info 0, Deceive 0, Diplomacy 10

Damage: 2x Claws 2D8 Slashing, 1x Stinger 2D4 Piercing Poison

Mana Points: 5

Movement: 30ft

Attack Type: Deliberate

Specialties: Dig 30ft (USR), Low-Light Vision 30ft (USR), Tremorsense 60ft (USR), Tameable 8 (USR),

Armored Hide, Limb Growth, Light Footed Walker

Faults: Animal (USR), Weak Point Eye (USR), Fear of Fire (USR)

Treasure: Standard

An Aracha that has survived its very lengthy larval stage is known as a "Thousand-Year Arachnid," which is precisely what you see before you. Over 90% of its body is shielded by a tough, chitinous armor that can deflect even the sharpest blade.

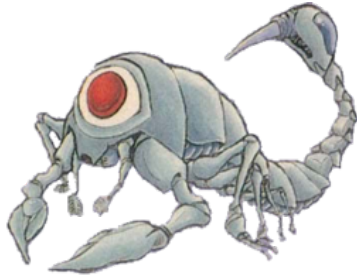
Moldarach can burrow underground for 30ft. Digging up dirt they are hiding in, or blowing them with a wind spell or item will cause them to reveal themselves.

Armored Hide: Moldarach have an extremely tough hide that resists all physical attacks except bludgeoning damage. Players attacking with non-bludgeoning weapons, or non-spell attacks get -6 to their to-hit roll to find a weak spot in the armor.

Limb Growth: If disarmed a Moldarach will lose either a claw, or it's tail. This removes the related attack from their abilities. The limb grows back after 1D4 weeks.

Light Footed Walker: Moldarach's can cross surfaces as if they were under 50 lbs. They also do not sink in sinksand.

Aru Lowder (CL 1)



Type: Animal
Terrain: Sentry, Desert
Languages: Insectoid
Weight: 20 lbs
Height: 2'
Size: Small
Lifespan: 40 yrs
HP: 6 (D6)
Armor: 1
STR Stats [10]: Climb 6, Lift 14, Brawl 10, Endurance 12
DEX Stats [9]: Acrobatics 10, Ranged 8, Perception 10, Hide 8
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Damage: Stinger 1D4 Piercing Poison
Mana Points: 7
Movement: 30ft
Attack Type: Deliberate
Treasure: Standard, A
Special Ability: Invulnerable (USR), Dark Vision 60ft (USR), Fireball Sting, Tameable 2 (USR)
Faults: Death by Explosives (USR), Weak Point Eye (USR)
Treasure Type: A

Aru Lowders are giant chitinous scorpion-like arachnids whose only weak point is the single eye at the front of their bodies. Similar to Gohma, they can shut their eyes to protect themselves, and are only vulnerable when they are open. Aru Lowders walk back and forth on the ground, occasionally pausing, sometimes darting forward or backwards. In addition to this unpredictable movement, they can shoot fireballs from their stingers. The fireballs are released in a random pattern as well, and they cannot be stopped by any shield but can be returned with the Reflect Spell. Between the random attack pattern and sporadic vulnerability, it is very difficult for anyone to defeat an Aru Lowder without taking a few hits.

Fireball Sting: An Aru Lowder can make a fireball ranged attack in place of its normal attack by spending 2MP to fire a fireball dealing 1D4 Fire damage to anything it hits. This is a ranged attack with a range of 40ft.

B:

Bad Bat (CL 2)



Type: Animal

Terrain: Any

Languages: Wild

Weight: 10 lbs

Height: 2'

Size: Small

Lifespan: 30 yrs

HP: 4 (D4)

STR Stats [13]: Climb 0, Lift 14, Brawl 10, Endurance 14

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

INT Stats [15]: Medicine 0, Engineering 0, Magic 15, Knowledge 0

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

Damage: 1D4 Slashing (+1D4 of Elemental Pickup Type)

Mana Points: 2

Movement: 40ft

Attack Type: Deliberate

Specialties: Flying 30ft (USR), Darkvision 60ft (USR), Elemental Pickup, Tameable 2 (USR)

Faults: Animal (USR), Nocturnal (USR)

Treasure: Standard, A

Bad Bats are large bats found in the outdoor environments of Termina. While their attack pattern and behavior are identical to those of Keese, Bad Bats are much bigger, and do not appear inside dungeons.

Bad Bats hang upside down until someone approaches. They can see perfectly for 60ft in any lighting, even pitch darkness. They fly in to attack their victim, and will return to the ceiling when they cannot fly any further.

Elemental Pickup: When a Bad Bat sees an elemental presence like ice, fire, poison, etc. they will fly for it. Once they touch it they gain that element to all of their future attacks. They can only however hold 1 element at a time.

Bari (CL 3)



Type: Animal
Terrain: Water, Sentry
Languages: Wild
Weight: 20 lbs
Height: 5'
Size: Medium
Lifespan: 20 yrs
HP: 6 (D6)
STR Stats [13]: Climb 0, Lift 14, Brawl 10, Endurance 14
DEX Stats [9]: Acrobatics 7, Ranged 0, Perception 10, Hide 10
INT Stats [15]: Medicine 18, Engineering 0, Magic 12, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Damage: 1D4 Electric Touch, Stinger 1D6 Piercing Poison
Mana Points: 9
Movement: 25ft (Levitation 5-10ft)
Attack Type: passive
Special Ability: Flying 25ft (USR), Electric Field (USR), Omnisense 20ft (USR), Tameable 4 (USR), Split
Faults: Animal (USR), Straight Movement
Treasure: Standard, A

Bari are bio-electric jellyfish that are found within Hidden Holes and dungeons. They can hover short times out of water, and tend to seek out organic objects. They then touch the objects in an attempt to paralyze them with their electrical sting. When defeated they can split into two Bari.

Split: Bari can only deal damage through their electric field. If they are killed roll 1D20, on 10+ the Bari splits into 2 Bari, otherwise it dies as normal. If tamed these 2 Bari count as a single pet.

Straight Movement: Bari can only perform a “run” in a straight line as a move action. They cannot turn while “running”, and if they move too far will strike objects by accident. Moving under their maximum movement / not running does not restrict where they can move.

Bee (CL 0)



Type: Animal
Terrain: Any, usually outside
Languages: Insectoid
Weight: 0 lbs
Height: <1”
Size: Micro
Lifespan: 1yr
HP: 1 x Swarm size
Stat Modifiers: N/A
Damage: 1 x ½ swarm size Poison
Mana Points: 0
Movement: 30ft
Attack Type: deliberate
Treasure: Standard, A
Specialties: Swarm 10 (USR), Tameable 1 (USR), Poisonous (USR), Odd Pet
Faults: Fragile (USR), Weak to Explosive (USR), Animal (USR)

Bees like to sting you and only attack if provoked. If you do provoke them then prepare to be hurt badly. A swarm of bees flee when they are down to 50% and will never do more than 12 points of damage to a person, and will never drop a player below 1 health, unless tamed of course.

Odd Pet: Taming a Bee tames a Swarm of Bees as a single creature. They act as an “attack action” for the tamer instead of a pet for combat purposes. A swarm of bees attack may be used as an attack action (in addition to the tamer’s normal attack) dealing $X/2$ Poison Damage, X being the number of bees in the swarm. The Swarm is present in a 5ft square, but loses a bee for each HP lost. (Example 10 Bee’s = 10 HP and 5 Dmg). A swarm can recover up to 10 bees as its max swarm size over 1D4 hours outside of combat. A Bee swarm does not take up a “combat pet” slot during combat.

BigOcto [Swamp] (CL 4)



Type: Animal

Terrain: Swamp

Languages: Deku, Wild

Weight: 700 lbs

Height: 10'

Size: Large

Lifespan: 90 yrs

HP: 24 (D6)

Armor: 2

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

DEX Stats [13]: Acrobatics 18, Ranged 6, Perception 12, Hide 16

INT Stats [15]: Medicine 18, Engineering 0, Magic 12, Knowledge 0

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

Damage: Slam 3D6 Bludgeoning, Deku Shot 2D4 Bludgeoning

Mana Points: 3

Movement: 20ft

Attack Type: Passive, Deliberate

Special Ability: Unstoppable (USR), Hit and Run, Tameable 5 (USR), Aquatic (USR), Armored Plating

Faults: Weak Point Rear (USR), Weakness Electricity (USR)

Treasure: Standard, A

Special Info: Miniboss

Bigoctos, also known as Big Octos, are as their names suggest, oversized versions of water-dwelling Octoroks. However, unlike regular Octoroks, they sometimes have large shells on their backs and are incapable of shooting rocks at others. They instead use their large bodies and speed to run over any foes.

Armored Plating: BigOctos have tough skin and as such physical attacks against them have their damage reduced by 3. This damage reduction is not counted on damage against the BigOcto's weak point.

Hit and Run: BigOcto's get +2 to their dodge and brawl rolls, and their movement goes up to 35ft, each time they take damage (no matter the amount of damage) until their next turn. Their skin also turns red during this time.

Biri (CL 1)



Type: Animal
Terrain: Water, Sentry
Languages: None
Weight: 5 lbs
Height: 2'
Size: Small
Lifespan: 5 yrs
HP: 4 (D4)
STR Stats [15]: Climb 0, Lift 16, Brawl 12, Endurance 16
DEX Stats [9]: Acrobatics 6, Ranged 0, Perception 12, Hide 8
INT Stats [15]: Medicine 18, Engineering 0, Magic 12, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Damage: 1D4 Electric Touch
Mana Points: 7
Movement: 30ft (Levitation 5-10ft)
Attack Type: passive
Special Ability: Flying 30ft (USR), Electric Field (USR), Omnisense 20ft (USR), Tameable 3 (USR), Aquatic (USR)
Faults: Animal (USR), Straight Movement, Fragile (USR)
Treasure: Standard, A

These small bio-electric jellyfish are often produced when a Bari is destroyed, although they also appear alone. Biri are easily dispatched with ranged weapons such as the Hookshot or Boomerang.

Straight Movement: Biri can only perform a “run” in a straight line as a move action. They cannot turn while “running”, and if they move too far will strike objects by accident. Moving under their maximum movement / not running does not restrict where they can move.

Blooper (CL 2)



Type: Animal
Terrain: Ocean, River
Languages: Wild
Weight: 5 lbs
Height: 3'
Size: Small
Lifespan: 25yrs
HP: 6 (D6)
STR Stats [14]: Climb 0, Lift 16, Brawl 10, Endurance 16
DEX Stats [10]: Acrobatics 6, Ranged 8, Perception 12, Hide 12
INT Stats [15]: Medicine 15, Engineering 0, Magic 0, Knowledge 0
CHA Stats [14]: Charm 14, Gather Info 0, Deceive 0, Diplomacy 0
Damage: 1D6 Bludgeoning Inky 25%, 1D4 Ranged Bludgeoning Inky 50%
Mana Points: 4
Movement: 30ft
Attack Type: passive
Special Ability: Omnisense 60ft (USR), Floating, Tameable 3 (USR), Aquatic (USR), Inky
Faults: Animal (USR), Weak to Fire | Blades (USR)
Treasure: Standard, A

Squid-like enemies, they are found in the underwater areas of Catfish's Maw. Bloopers move through the water attempting to harm player's by ramming into him. They can be dispatched of with the use of the sword.

Floating: Blooper's can float over the ground on dry land. They can only maintain being about 5ft above the ground at any given time, as they are floating, not flying.

Inky: When a blooper attacks they have a chance to apply ink to their target. Ink causes the target to be blind for 1D4 rounds. If the target does not have blindsight, omnisense, or another form to see, they get -4 to all combat and skill checks. They can take a full round to wipe the ink off of them to end the effect early.

Boe (CL 1-3, based on 7-20 Swarm)



Type: Animal, Undead
Terrain: Underground, Dungeon, Forest, Desert
Languages: nailyH
Weight: 2 lbs
Height: 1'
Size: Tiny
Lifespan: 10yrs
HP: 4 (D4)
STR Stats [12]: Climb 6, Lift 0, Brawl 10, Endurance 18
DEX Stats [8]: Acrobatics 8, Ranged 0, Perception 10, Hide 6
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [8]: Charm 8, Gather Info 0, Deceive 8, Diplomacy 0
Damage: 1D4 Dark / Light Magic (Based on Boe)
Mana Points: 0
Movement: 30ft
Attack Type: deliberate
Special Ability: Infinite Numbers, Omnisense 60ft (USR), Swarm 7-20 (USR), Tameable 1 (USR)
Faults: Animal (USR), Light Fear / Darkness Fear
Treasure: None

Boes are enemies from *The Legend of Zelda: Majora's Mask*. These small, ball-shaped enemies appear in both white and black forms. They are very weak, and can be defeated with one sword strike. Boes rarely attack alone, they tend to attack in packs of 7 or more. They attack by jumping, but Link will not be hurt if he walks up to one and touches it. The best way to defeat a large mass is to shift into Goron form and perform a ground pound. This usually defeats all of them at once.

Tameable 1: Taming a Boe tames a single Boe.

Light Fear / Darkness Fear: White Boes will not enter dark areas, and Dark Boes will not enter light areas. If a White Boe is put into darkness it vanishes, and if a Dark Boe is put into bright light is vanishes. If tamed it will reappear with the tamer as soon as it is out of the area.

Infinite Numbers: As a sentry some dungeons are birthing grounds for Boe. In this case the room in which the Boes originate will contain infinite numbers. When a creature kills a Boe from this room another appears next round. When a Boe is Tamed, if it is killed it will reappear with the tamer after 1D4/2 hours.

Bubble (CL 3)



Type: Undead

Terrain: Dungeons, Underground

Languages: Stal

Weight: 7 lbs

Height: 3'

Size: Small

Lifespan: Unknown

HP: 6 (D6)

Armor: 1

STR Stats [12]: Climb 0, Lift 18, Brawl 8, Endurance 8

DEX Stats [11]: Acrobatics 6, Ranged 0, Perception 12, Hide 14

INT Stats [15]: Medicine 0, Engineering 0, Magic 15, Knowledge 0

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

Damage: 2D4 Bludgeoning + Curse Effect 50% chance on Touch

Mana Points: 8

Movement: 40ft Flying

Attack Type: passive

Special Ability: Omnisense 60ft (USR), Flying 40ft (USR), Tameable 5 (USR), Colored Effect

Faults: Animal (USR), Weak to Light | Bombs (USR)

Treasure: Standard, A

Bubbles, are floating skulls that attack Link, yet are different due to their immersion in a colored or no flame. They can easily be defended with a shield, and doing so will actually cause them to lose their fiery blanket. The Hookshot will strip their flame and bring them right to Link. They also seem to possess an attraction to bombs, as throwing one near them results in their circling around it until it explodes.

Colored Effect: Bubbles have varied effects based on their colour:

- White bubbles have no flame and no effect.
- Green bubbles have a green flame that can be turned on and off and cause burning with 1D4 fire damage when struck or bumped into lighting the target on fire against an Endurance save lighting them on fire for 1D4 rounds.
- Red bubbles have a red flame that burns and deals 2D4 fire damage when struck or bumped into, lighting the target on fire for 1D4 rounds against an endurance save.
- Blue bubbles have a blue flame and cause the “blue curse” effect when stuck or when colliding with another creature.

Blue Curse: When affected by the blue curse you will be unable to draw your weapon or shield for 1D4 rounds or 1 minute. In combat this simply removed your ability to use an “attack” action. You may still cast spells.

Bullbo (CL 4)



Type: Animal, Mount

Terrain: Desert, Plains

Languages: Wild

Weight: 900 lbs

Height: 5'

Size: Medium

Lifespan: 20 yrs

HP: 12 (D12)

STR Stats [7]: Climb 10, Lift 6, Brawl 6, Endurance 8

DEX Stats [14]: Acrobatics 14, Ranged 0, Perception 10, Hide 16

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

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

Damage: Slam 2D4 Bludgeoning, Charge 1D6 Bludgeoning x 20ft

Mana Points: 0

Movement: 60ft

Attack Type: passive

Special Ability: Low Light Vision 60ft (USR), Ramming Speed, Tameable 6 (USR)

Faults: Animal (USR)

Treasure: Standard, A

Moblins commonly use Bullbos as mounts for transportation in Hyrule. However, in the Gerudo Desert, a dead Bullbo is being cooked over a fire, which implies Moblins may use them for food as well. Bullbos can charge at structures such as wooden gates or towers to destroy them. Bullbos are more difficult to control, and can only be stopped by a very solid object or a very long period of time if they are prompted to run. Their charge speed is much greater than other mounts. While the charge is engaged, the Bullbo thrashes so violently that the rider will only be attached to it by the reins. They require two hands on the reins, so the rider cannot use items while riding them.

Ramming Speed: When putting a Bullbo into full ramming speed they move 2 times their movement straightforward or with up to a 5ft variation left or right. Anything hit at this speed takes Charge damage against a dodge save for half damage and to avoid being knocked prone. Hitting any wooden structure will demolish it, and hitting anything harder will stop the Bullbo sending the rider flying and knocking the Bullbo out for 2 rounds (in combat) or 2 min (Out of Combat). Ramming speed cannot be stopped before at least 1 full movement is completed.

C:

Cheep-Cheep (CL 1 [CL 3])



Type: Animal
Terrain: River, Ocean
Languages: Wild
Weight: 4 lbs [40 lbs]
Height: 2' [10']
Size: Small [Large]
Lifespan: 5 yrs
HP: 2 (D4) [20 (D10)]
Armor: 0 [1]
STR Stats [9]: Climb 0, Lift 10, Brawl 9, Endurance 8
DEX Stats [10]: Acrobatics 10, Ranged 0, Perception 10, Hide 10
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Damage: 1D4 Bludgeoning [2D4 Bludgeoning]
Mana Points: 0
Movement: 40ft
Attack Type: Deliberate
Specialties: Dark Vision 60ft (USR), Aquatic (USR), Tameable 2 (USR), Big Cheep
Faults: Not Land Worthy
Treasure: Standard, A

They are one of several enemies from the *Mario* series that make cameo appearances in the series. They are found in some of the side scrolling sections of the 2D *Zelda* games. Being fish, they are always found in bodies of water, although some of the Cheep-Cheeps have the ability to jump out of the water and try to attack. They are not especially dangerous and are relatively easy to dispatch with a sword.

Big Cheep: Big Cheep-Cheeps are a variation of Cheep-Cheeps that . They get a gulp attack. On a successful grapple attempt they can swallow a target dealing 1D4 acid damage each round and paralyzing them until rescued.

Not Land Worthy: Cheep-Cheeps won't die outside of water as they can breathe still, but they can do nothing but flop on the ground movement wise, and are considered prone.

Cucco (CL ??)



Type: Animal

Terrain: Everywhere

Languages: Wild

Weight: 5 lbs

Height: 2'

Size: Small

Lifespan: Unknown

HP: 4 (D4)

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

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

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

CHA Stats [10]: Charm 10, Gather Info 0, Deceive 10, Diplomacy 0

Damage: Peck 1D4 Piercing

Mana Points: 0

Movement: 20ft

Attack Type: Passive, Deliberate

Specialties: Vision 60ft, Flying 40ft (USR), Tameable 3 (USR), Cucco Swarm, Variety, Undying?,

Demonic Cucco

Faults: NONE

Treasure: None

Special Info: Tameable, but don't do it (Please No Don't do this to yourself or your GM)

Cuccos are usually docile and domestic in nature, and are considered quite humorous. However, if Link attacks a Cucco multiple times, the Cucco will become enraged and starts crowing very loudly to call its flock, and together they attack him by flying down from various directions and pecking him to death. Once attacked by a flock of Cuccos, there is no way for Link to protect himself unless he manages to escape in time by fleeing from the vicinity. If he manages to climb on Epona, he will also be safe from their attack. Ironically, in this state of fury, they can be even more dangerous than most real enemies in the games. It is not advisable to, unless near an exit to the area, attack any Cucco in the first place.

Cucco Swarm: When hit enough a cucco will summon an unending swarm to destroy the attacker. This swarm is relentless and only attacks the one whom injured the summoning cucco. This swam does 1D6 damage with Super Penetration per round to the attacker and cannot be blocked or dodged. The attacks will continue until the attacker finds shelter for at least an hour, or dies.

Variety: Cucco's have a few variations but they act pretty much the same. Bone cucco's are undead and cannot fly, Golden Cucco's are faster and can fly forever, cuccofish are swimming fish variations of cucco, and giant cucco's can rival a Goron doing 2D8 Bludgeoning damage a hit.

Undying?: Cucco never seem to be able to be killed by anything but old age or being cooked. Swords, magic, and arrows simply aggravate them.

Demonic Cucco: A Shadowy demonic entity of the cucco that is so rare and so terrifying no man has lived encountering one. They are always angry and will attack unprovoked. They are said to curse and hunt down everyone they target until the targets death, even if it takes years.

D:

Dodongo, Baby (CL 1)



Type: Animal

Terrain: Caves, Mountain

Languages: Wild

Weight: 80 lbs

Height: 1-2'

Size: Small

Lifespan: 20 yrs

HP: 4 (D4)

Armor: 2

STR Stats [13]: Climb 0, Lift 16, Brawl 10, Endurance 12

DEX Stats [10]: Acrobatics 10, Ranged 0, Perception 14, Hide 8

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

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

Damage: 1D4 Bludgeoning

Mana Points: 0

Movement: 25ft

Attack Type: Deliberate

Specialties: Dig 20ft (USR), Tremorsense 60ft (USR), Tameable 2 (USR), Explosive Charge, Shield Leap, Growing Up

Faults: Fragile (USR), Yummy Bombs, Animal (USR)

Treasure: Standard

Baby Dodongos are infant Dodongos. They burrow deep into the ground and emerge to attack when a player comes near them. They are relatively easy enemies, requiring only a single strike to defeat. After a Baby Dodongo has been defeated, it will self-destruct. This can be used to the players advantage, as the blasts can destroy breakable walls and damage nearby enemies. Interestingly, if a bomb is thrown near a Baby Dodongo, it will chase and eat the bomb, thus destroying itself.

Explosive Charge: Baby Dodongos as with all Dodongos will self-destruct upon death. In this way however they will make one final leap at the player up to 5ft, then blow up a 10ft x 10ft area, dealing 2D4 points of AP4 damage.

Shield Leap: When Dodongo Babies attack they ignore shields as they will go under or over them to hit the player directly.

Yummy Bombs: For some unknown reason Baby Dodongo like to eat bombs. They will chase and attempt to eat explosives within 15ft of them. Of course eating the explosive will instantly kill them when it goes off.

Growing Up: After reaching level 4 a Dodongo Baby “grows up”. When it grows up roll 1D20 on a 1-2 it doesn’t grow up this level and will “grow up” next level; on a 3-18 it becomes a Dodongo, Adult; on a 19-20 it becomes a Dodongo, King.

Dodongo, Adult (CL 5)



Type: Animal
Terrain: Caves, Mountain
Languages: Wild
Weight: 2,500 lbs
Height: 5' tall, 10' wide/long
Size: Large
Lifespan: 30 yrs
HP: 32 (D8)
Armor: 3
STR Stats [9]: Climb 16, Lift 6, Brawl 8, Endurance 8
DEX Stats [11]: Acrobatics 12, Ranged 0, Perception 8, Hide 14
INT Stats [15]: Medicine 0, Engineering 0, Magic 15, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Damage: Tail Sweep 2D6 Bludgeoning 5ft AoE, Slam 2D8 Bludgeoning
Mana Points: 5
Movement: 25ft
Attack Type: Deliberate
Specialties: Tremorsense 60ft (USR), Tameable 6 (USR), Immunity to Fire (USR), Natural Strength (USR), Fire Breath, Burst of Speed
Faults: Animal (USR), Weak Point Tail (USR), Unscaled Tail, Firey Heartburn
Treasure: Standard

Dodongos have very tough hides, ribbed with green or sometimes yellow scales that serve as strong armor that protects them from any attack. In the same vein, Dodongos also have very large mouths in proportion to their bodies. These grand cavities enable them to suck in air to blow streams of flames, which is their primary form of attack. However this also makes their mouths the species' primary vulnerable site. A Bomb can be thrown down their gaping mouths, which will explode from within, heavily damaging the creature.

Fire Breath: Dodongo's can breathe a 20ft line of fire breath in front of them. It does XD4 fire damage (where X is the Dodongo's Level) and dealing more than 8 damage with this fire lights targets on fire for 1D4 fire damage per round. This attack requires 2AP to use and the Dodongo must remain stationary on the turn it is used.

Burst of Speed: When angry Dodongo's can make fast movements. Up to 2 times per combat a Dodongo can make double their movement in a straight line as a single movement action. They can also turn to face an attacker in response to an attempted hit to their tail (regardless of whether the hit lands).

Unscaled Tail: Dodongos have thick armor everywhere except their tail. This means that their Natural AV counts as 0 when attacked from behind.

Firey Heartburn: After using fire breath a Dodongo must cool off. Until their next turn they leave their mouth open to vent heat. This means that their mouth is vulnerable and takes double damage while open. Damage to their open mouth ignores their natural AV.

Dodongo, King (CL 7)



Type: Animal

Terrain: Caves, Mountain

Languages: Wild

Weight: 5,000 lbs

Height: 15' tall, 15' wide/long

Size: Huge

Lifespan: 70 yrs

HP: 40 (D10)

Armor: 4

STR Stats [7]: Climb 14, Lift 4, Brawl 5, Endurance 5

DEX Stats [12]: Acrobatics 14, Ranged 8, Perception 10, Hide 16

INT Stats [15]: Medicine 0, Engineering 0, Magic 15, Knowledge 0

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

Damage: Slam 2D10 Bludgeoning 15ft cone, Sweep 2D8 Bludgeoning 10ft AoE

Mana Points: 9

Movement: 20ft

Attack Type: Deliberate

Specialties: Tremorsense 80ft (USR), Tameable 10 (USR), Immunity to Fire (USR), Natural Strength (USR), Rolling Movement (USR), Fire Breath, Fireball

Faults: Animal (USR), Weak Point Tail (USR), Unscaled Tail, Firey Heartburn

Treasure: Standard

King dodongo's are quadrupedal Dodongos of enormous size and are very rare. Very few people will interact with a King dodongo in their lifetime, and they are greatly feared among the Goron tribes as they usually are born preceding disaster. Their thick hide and unstoppable rolling charges make them nearly unstoppable, but a few whom have slain a King Dodongo have earned fame.

Fire Breath: Dodongo's can breathe a 20ft long, 10ft wide line of fire breath in front of them. It does XD6 fire damage (where X is the Dodongo's Level) and dealing more than 8 damage with this fire lights targets on fire for 1D4 fire damage per round. This attack requires 2AP to use and the Dodongo must remain stationary on the turn it is used.

Fireball: King Dodongo's can breathe a large fireball. It can travel up to 40ft before exploding in a 15ft fire blast, dealing 3D6 fire damage to everything in the blast radius. This blast has Super Armor penetration, but a successful dodge reduces it's damage to 0.

Unscaled Tail: Dodongos have thick armor everywhere except their tail. This means that their Natural AV counts as 0 when attacked from behind.

Firey Heartburn: After using fire breath a Dodongo must cool off. Until their next turn they leave their mouth open to vent heat. This means that their mouth is vulnerable and takes double damage while open. Damage to their open mouth ignores natural AV.

G:

Gohma, Baby (CL 1)



Type: Animal

Terrain: Cave, Sentry

Languages: Insectoid

Weight: 15 lbs

Height: 2'

Size: Small

HP: 6 (D6)

Armor: 0

STR Stats [11]: Climb 5, Lift 15, Brawl 10, Endurance 14

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

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

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

Damage: Bite 1D4/2 Poison

Mana Points: 0

Movement: 30ft

Attack Type: Deliberate

Specialties: Climb 40ft (USR), Swarm 3(USR), Darkvision 60ft (USR), Tameable 5 (USR), Brood

Fearless, Spider, Ghoma Hive

Faults: Weak To Explosives (USR), Lonesome Fear, Fear of Fire (USR)

Treasure: Standard

Baby Gohmas are immature arthropods with large, round abdomens. They appear within multiple rooms of temples, and in various caves, as well as the chamber of Armogohma.

Baby Gohmas are normally found in large swarms, and attack as such. However, they will flee if a player looks in their direction or activates the Spinner (See Special Items). A Ball and Chain, the Clawshot, or a statue controlled by the Dominion Rod are considered the most effective ways to rid these spiders. The spiders will run away from the player if they are facing them, but they will attack from behind. Armogohma is the mother of these spiders and can spawn them in swarms. They follow her to death without question or fear.

Brood Fearless: Baby Gohmas are not afraid of anything when their mother is in sight, or they are with at least 2 other Ghoma. During these instances the Baby Gohma automatically pass any fear or intimidation based tests.

Lonesome Fear: Baby Gohmas are afraid of everything when on their own, and will automatically run away until they find more Gohma.

Spider: Gohma Babies do not take a climb test when ending their movement on a wall, and get +3 to their test if ending on the ceiling.

Ghoma Hive: The Ghoma share a unique connection to each other through the hive. Ghoma have an instinct to help the hive and spread, and as such even a tamed or friendly Ghoma will support the Hive over their Tamer if needed. Usually an individual friendly to the hive will be given a chance to join willingly or be killed / forced to join.

S:

Skulltula (CL 1)



Type: Animal

Terrain: Forest, Caves

Languages: Insectoid, Stal

Weight: 30 lbs

Height: 3'

Size: Small

Lifespan: 5yrs

HP: 4 (D4)

Armor: 2

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

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

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

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

Damage: Slam 1D4 Bludgeoning, Bite 1D4 Poison

Mana Points: 0

Movement: 35ft

Attack Type: Deliberate

Special Ability: Omnisense 60ft (USR), Spin Attack, Hanging, Tameable 3 (USR), Climb 40ft (USR), Spider, Poisonous Bite (USR)

Faults: Weak Point Back (USR), Weak to Explosive | Hookshot (USR), Turn Check, Animal (USR)

Treasure: Standard

Big Skulltulas are found in various dungeons, and are larger versions of Skulltulas. Because of their size, Big Skulltulas have a longer reach than generic Skulltulas. Like regular Skulltulas, they attack by spinning when a creature draws close or by landing on him when he is directly below them. Link can defeat Big Skulltulas by attacking their vulnerable backsides or by using the Hookshot, or the Longshot, both of which can damage a Big Skulltula from the front.

Spider: Skulltula do not take a climb check when ending their movement on a wall; and get +3 to the check if ending on the ceiling.

Spin Attack: When a creature enters a 5ft area around them the Skulltula spins rapidly dealing 2 damage to everyone within 5ft around it, and causing knockback of 5ft.

Hanging: Skulltula can hang from the ceiling and tend to block important routes. They will drop at a speed of 50ft per round and attempt to hit any creatures that walk underneath them. This counts as a melee attack using their own bodies instead of an arrow and cause 2D4 Bludgeoning damage on impact. If they are guarding something, this attack knocks the player 10ft away from them and the path they guard.

Turn Check: If hanging, every turn the Skulltula will alternate the direction it is facing. It seems to be an instinctual thing to check if it's being flanked, however this leaves one side open to attack.

Skulltula, Big (CL 3)



Type: Animal

Terrain: Forest, Caves

Languages: Insectoid, Stal

Weight: 60 lbs

Height: 5'

Size: Medium

Lifespan: 10 yrs

HP: 8 (D8)

Armor: 3

STR Stats [10]: Climb 6, Lift 14, Brawl 10, Endurance 12

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

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

CHA Stats [10]: Charm 0, Gather Info 0, Deceive 10, Diplomacy 0

Damage: Slam 1D6 Bludgeoning, Bite 2D4 Poison

Mana Points: 0

Movement: 30ft

Attack Type: Deliberate

Special Ability: Omnisense 80ft (USR), Spin Attack, Hanging, Spider, Tameable 5 (USR), Climb 50ft (USR), Poisonous Bite (USR), Armored Hide

Faults: Weak Point Underside (USR), Weak to Explosive | Hookshot (USR), Animal (USR)

Treasure: Standard

Big Skulltulas are found in various dungeons, and are larger versions of Skulltulas. Because of their size, Big Skulltulas have a longer reach than generic Skulltulas. Like regular Skulltulas, they attack by spinning when a creature draws close or by landing on him when he is directly below them. Link can defeat Big Skulltulas by attacking their vulnerable backsides or by using the Hookshot, or the Longshot, both of which can damage a Big Skulltula from the front.

Spider: Skulltula do not take a climb check when ending their movement on a wall; and get +3 to the check if ending on the ceiling.

Spin Attack: When a creature enters a 5ft area around the Big Skulltula while it is hanging, it spins rapidly dealing 2 damage to everyone within 10ft around it, and causing knockback of 5ft.

Hanging: Skulltula can hang from the ceiling and tend to block important routes. They will drop at 80ft per round attempt to hit any creatures that walk underneath them. This counts as a melee attack using their own bodies instead

of an arrow and cause 2D6 Bludgeoning damage on impact. If they are guarding something, this attack knocks the player 10ft away from them and the path they guard.

Armored Hide: Big Skulltula have a bone hide that reduces non-bludgeoning physical damage by 2. This damage reduction does not affect attacks done to its weak point. The weak point also ignores natural AV.