

UNIQUE CHARACTERS & CREATURES

This book contains stats and abilities for
Special characters, creatures, and bosses.

IMPORTANT CHARACTERS

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SPECIAL MONSTERS

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IMPORTANT CHARACTERS

G:

Ganon, Demon Mage (CL 20)



Type: Demon, Boss

Languages: Hylia, Demon

Weight: 800 lbs

Height: 17'

Size: Giant

Lifespan: 100 yrs

HP: 500

Armor: 4

STR Stats [4]: Climb 5, Lift 3, Brawl 5, Endurance 5

DEX Stats [9]: Acrobatics 12, Ranged 4, Perception 8, Hide 14

INT Stats [2]: Medicine 0, Engineering 0, Magic 2, Knowledge 3

CHA Stats [7]: Charm 0, Gather Info 10, Deceive 4, Diplomacy 8

Attacks: 2D8 Bludgeoning Unarmed, 3D8 Piercing 15ft range Trident

Mana Points: 100

Movement: 20ft

Specialties: Natural Strength (USR), Dark Vision 60ft (USR), Fearless (USR), Immunity to Dark/Electrical (USR), Regen MP 10 (USR), Energy Orb, Magic Trident, Magic Master

Faults: Slow and Steady (USR), Deflectible Energy Orb, Weak to Master Sword (USR)

Treasure: Triforce of Power, 10 CP, Demon Trident

Demon Mage Ganon is one of the many forms of Ganon where he is both strong and intelligent. He is a powerful melee user and mage having access to all Dark, Curse, and Electrical Magic. It is said that only the Chosen Hero can defeat the evil ganon. While this is true in that only the Sword that can Banish Evil can ultimately defeat Ganon, he can be destroyed and sent back to the Demon Realm through normal means.

Energy Orb (Deflectable Energy Orb): Ganon can use 10MP to fire an energy orb at a chosen target within 60ft. If the target has anything with a reflective surface (polished sword, bottle, shield) they can make a reaction melee attack roll. If they succeed then the orb changes target to Ganon (Demon Mage). Ganon can then make the same check to deflect it at a new or the same target. This goes until a failure result where the victim takes XD8 Elemental damage where X is the number of times deflected beyond the first (Up to 6). Roll 1D4 for the elemental type of damage: 1=fire, 2=ice, 3=electrical, 4=darkness.

Magic Trident: Ganon can make a Melee attack against a target up to 50ft away. He throws his trident dealing 3D6 Piercing/Electrical damage to all targets along the path to, and including the target. The trident then returns to Ganon (It deals no damage on it's return). An acrobatics check can be made to dodge all damage done by this attack for all but the intended target.

Magic Master: Ganon (Demon Mage) has access to all spells with prerequisites of Dark, Electrical, and/or Curse Magic.

Ganon, Demon Warrior (CL 18)



Type: Demon, Boss

Languages: Hylian, Demon

Weight: 10,000 lbs

Height: 25'

Size: Huge

Lifespan: 100 yrs

HP: 500

Armor: 8

STR Stats [3]: Climb 4, Lift 3, Brawl 3, Endurance 4

DEX Stats [11]: Acrobatics 12, Ranged 10, Perception 8, Hide 14

INT Stats [7]: Medicine 0, Engineering 0, Magic 5, Knowledge 8

CHA Stats [12]: Charm 0, Gather Info 16, Deceive 8, Diplomacy 12

Attacks: Greatswords 4D8 AP5 x2 10ft Sweep, Unarmed 2D10 Bludgeoning

Mana Points: 50

Movement: 30ft

Specialties: Natural Strength (USR), Dark Vision 70ft (USR), Fearless (USR), Immunity to Dark/Fire (USR), Regen HP 5 (USR), Sword Mastery, Super Thick Hide, Din's Fire

Faults: Slow and Steady (USR), Weak to Master Sword (USR), Weak Point Tail (USR)

Treasure: Triforce of Power, 10 CP, 2x Demon Greatsword

Demon Warrior Ganon is one of the many forms of Ganon where he is very combatantly strong sacrificing intelligence and charisma. He is a powerful melee fighter and adores abusing close combat tactics, his size, and his thick fireproof hide to his advantage. It is said that only the Chosen Hero can defeat the evil ganon. While this is true in that only the Sword that can Banish Evil can ultimately defeat Ganon, he can be destroyed and sent back to the Demon Realm through normal means.

Sword Mastery: Ganon wield both 2H Gargantuan Demon Greatswords in one hand each with no dual wielding penalty. If his main hand attack is successful he may make a bonus offhand attack with the other sword. If Ganon, Demon Warrior, would be disarmed or unable to use his swords in any way, he ignores the effect.

Super Thick Hide: Ganon, Demon Warrior, has very thick skin. So thick in fact that he is immune to fire, and if hit anywhere but his tail he has an AV of 8. This armor counts as magical.

Din's Fire: Ganon can use 10MP to create a ring of fire coming out from him and ending in a circle 50ft from him. This fire deals 2D6 fire damage to everything it passes through (Acrobatics check to half damage). At its end the wall only allows objects to pass into it, trying to leave causes 2D4 fire damage and a 10ft knockback. The wall lasts for 2D4 rounds. Din's Fire cannot be recast while a wall is still active.

Ganon, Demon Beast (CL 17)



Type: Demon, Boss

Languages: Hylian, Demon

Weight: 20,000 lbs

Height: 35'

Size: Gargantuan

Lifespan: 100 yrs

HP: 600

Armor: 4

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

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

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

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

Attacks: Unarmed 2D12 Bludgeoning

Mana Points: 80

Movement: 35ft

Specialties: Natural Strength (USR), Dark Vision 70ft (USR), Fearless (USR), Immunity to Dark (USR), Regen HP 5/MP 5 (USR), Demon Gates, Dodongo Slam, Manhandla Barrage, Ghoma Laser

Faults: Slow and Steady (USR), Weak to Master Sword (USR), Weak Point Head (USR)

Treasure: Triforce of Power, 10 CP

Demon Beast Ganon is one of the many forms of Ganon where he is very combatintly strong with stolen skills of other bosses, sacrificing charisma. He is a powerful melee fighter and adores abusing the abilities of his minions in combat tactics. It is said that only the Chosen Hero can defeat the evil ganon. While this is true in that only the Sword that can Banish Evil can ultimately defeat Ganon, he can be destroyed and sent back to the Demon Realm through normal means.

Demon Gates: Ganon can use 8MP to replace his movement with a teleport sending him up to 100ft from his starting position. This movement does not provoke an attack of opportunity unless the ending point is in a threat range.

Dodongo Slam: Ganon can slam the ground in front of him with extreme force. This deals 3D6 AoE 15ft Bludgeoning damage with a acrobatics save to avoid a 15ft knockback and half the damage done.

Manhandla Barrage: Ganon can spray a barrage of poison in a 30ft cone in front of him. This poison can be dodged with an acrobatics check, but if affected the poison lasts 2D4 rounds and does 2D4 damage a round ignoring armor.

Ghoma Laser: Ganon can fire a laser in a straight line for 30ft. Everything along the path takes 2D10 SAP Electrical damage. A Dodge attempt can be made to half this damage.

SPECIAL MONSTERS

B:

Ball and Chain Trooper (CL 5)



Type: Person, Miniboss

Languages: Hylia

Weight: 380 lbs

Height: 6'

Size: Medium

Lifespan: 100 yrs

HP: 40

Armor: 3

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

DEX Stats [10]: Acrobatics 13, Ranged 7, Perception 8, Hide 12

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

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

Attacks: Unarmed 1D8 Bludgeoning

Mana Points: 0

Movement: 20ft

Skills: Weapon Skill Chain

Specialties: Ball and Chain Attack, Unstoppable (USR)

Faults: Slow and Steady (USR), Weak Point Back (USR), Weakness Electricity (USR)

Treasure: 2D4*100 R, Ball and Chain Weapon

Ball and Chain Troopers are heavily armored soldiers, equipped with large, spiked balls with a durable chain attached, hence their name. They attack by swinging their weapons around, causing substantial damage to a player should they be hit. Due to the massive amount of damage they cause, Ball & Chain Troopers are infamous and feared enemies in Ganon's army.

Ball and Chain Attack: Deals 2D8 AP3 bludgeoning/piercing damage at 20ft. Hits push targets back 10ft. As a full round action the Ball and Chain Trooper can swing the ball and chain around his head to hit everyone adjacent to him, knocking them back 5ft and dealing 2D8 AP3 Bludgeoning/Piercing to each.

Baba, Big (CL 4)



Type: Plant, Miniboss
Terrain: Forest, Swamp
Languages: Deku, Boko
Weight: 320 lbs
Height: 15' (neck), 7' (body)
Size: Giant
Lifespan: 700 yrs
HP: 50
Armor: 2
STR Stats [7]: Climb 0, Lift 5, Brawl 7, Endurance 10
DEX Stats [10]: Acrobatics 0, Ranged 0, Perception 10, Hide 10
INT Stats [19]: Medicine 0, Engineering 0, Magic 0, Knowledge 0
CHA Stats [19]: Charm 0, Gather Info 0, Deceive 0, Diplomacy 0
Attacks: Bite 2D4 Piercing 10ft range
Mana Points: 0
Movement: N/A
Skills: N/A
Specialties: Swallow 2 (USR), Tremorsense 150ft (USR), Two Bodies, Presence
Faults: Stationary (USR), Weak to Explosives (USR), Mindless (USR)
Suggested Special Treasure: Small Key, Bombs x5
Treasure: Standard, A

Their appearance seems to be a fusion of a Like Like and a Deku Baba. Battles with a Big Baba have two stages. First, the stem and mouth of the Big Baba will attempt to damage a player by ramming them dealing 2D4 damage. After several sword strikes, the head and stem will die, leaving only the oversized Like Like body, which can be killed by throwing an explosive inside of it, at which point that half will also die. Big Babas bodies will attempt to swallow anything within 5ft of them as a 1AP action.

Two Bodies: For the sake of combat and AP usage, the Big Baba's head and body count as two separate creatures.

Presence: Big Baba's cannot be flanked, and use tremors in the ground to see instead of eyes, allowing them to see without any light. They can attack anyone within 15ft of their base. When hit the knockback forces a player back 10 ft.

Q:

Queen Dodongo (CI 7)



Type: Animal, Boss

Languages: Wild

Weight: 15,000 lbs

Height: 30' tall, 30' wide/long

Size: Huge

Lifespan: 100 yrs

HP: 90

Armor: 6

STR Stats [9]: Climb 14, Lift 6, Brawl 8, Endurance 8

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

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

CHA Stats [7]: Charm 7, Gather Info 0, Deceive 0, Diplomacy 0

Damage: Unarmed 2D8 Slashing

Mana Points: 0

Movement: 30ft

Skills: N/A

Specialties: Tremorsense 80ft (USR), Immunity to Fire (USR), Natural Strength (USR), Rolling Movement (USR), Fire Breath, Fireball, Slam, Howling Roar

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

Treasure: Bombs, Dodongo Horn x2

Queen Dodongo's have never been seen, but have had stories told about them in the chronicles of the Legendary Hero Link. They are said to be massive beyond reason and so incredibly strong that they could wipe out entire platoons of skills soldiers like they were nothing. They are told to be very territorial, but the legends state of the one Link fought being controlled by a mad Wizzrobe working for a horde of monsters.

Fire Breath: Dodongo's can breathe a 25ft long, 10ft wide line of fire breath in front of them. It does 3D8 fire damage and 25% chance to light 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: Queen Dodongo's can breathe a large fireball. It can travel up to 50ft before exploding in a 20ft fire blast, dealing 3D6 fire damage to everything in the blast radius. This blast has Super Armor penetration, but a successful dodge halves the damage and removes the AP.

Slam: Queen Dodongo's are massive and they know it. They can slam the ground at their feet knocking anyone in their front arc (all squares in front of them and front half of side squares) back 10ft dealing 2D6 Bludgeoning damage for 2AP. A Dodge can be made to halve the damage and ignore the knockback.

Howling Roar: Queen Dodongo's are fearsome and can spread that fear through a mighty roar. Using 2AP a Queen Dodongo can use their charisma to intimidate on anything within 100ft that can hear them. Their intimidate roll gets +1 for each size category smaller their target is. A success causes the target becomes afraid and gets -2 to their rolls against the Queen Dodongo for 1D4 rounds.

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

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 AV.