

Chapter 9 Legendary Gazetteer

There is much more to the world of *Zelda* than heroes and villains, magic and mystery, items and artifacts. Perhaps the most overwhelming feature of the world is the geography of it all, as varied and colorful as could be imagined. From the lofty heights of Death Mountain to the seemingly endless expanses of the Great Sea, the terrain upon which adventures are placed is an integral part of any *Zelda D20* game and must not be overlooked. Detailed in this chapter is a gazetteer of the world covering the highlights of the series' most famous lands, kingdoms, and geographical features. While not every single feature and area can be covered in exacting detail, this chapter's purpose is to give you a solid foundation for basing your campaigns. If something isn't covered in here that you'd like to see, feel free to create it! The lands, geography, and cultures of *Zelda* have been highly detailed through the series' many electronic titles. If you need a reference, they're the best place to start.

Hyrule

The legendary land of Hyrule. Great deeds and earth-shaking events have occurred, time and again, in this single region, and in particular, the relatively small kingdom that takes its name from the area, in the world of *Zelda*. No other location has been the resting place of the Triforce, the relic of the goddesses who crafted the world, and no other locations has been subject to the attendant combination of good and bad luck. The former is represented by its prosperity, strength, beauty, and richness of culture; the latter, by the horrible raids, damage, and depravations undertaken by those that lust after the Golden Power-case in point, the infamous Ganondorf Dragmire.

Such a large region has great diversity, in climate, terrain, and peoples. Only phenomena and races absolutely unique to other areas can't be found here. The blessings of the Triforce linger here, making the soil rich, the people healthy, and resources abundant.

The geographical sect of the art of cartography is still a good distance from perfection. Maps made here can be frustrating and confusing to those who follow them to the regions they are supposed to represent, and it's impossible to say if any single chart is more accurate than another. Nevertheless, this gazetteer will make an effort at laying out Hyrule for the reader.

The Kingdom of Hyrule

The Land

Hyrule Field sits in the very heart of the kingdom. Indeed, it is the very center of the established kingdom, and upon its ancient ground rests Hyrule Castle. Though called a field, it is not absolutely flat; instead there are gentle rises, and rivers that cut through its expanse. In the heart of the area stands Hyrule Castle, stronghold and capital of the kingdom both blessed and cursed by the Triforce. The flatlands stretch in all directions for miles before reaching the groves of the east and west Lost Woods, banks of the Zora's River, shores of Lake Hylia, foothills of Death Mountain, and scrublands of the Gerudo Desert. Except for the lake, these are not considered to be a part of the kingdom of Hyrule, and are ruled by dynasties of different races. Two of the four give their allegiance to the throne, one is all but unknown by outsiders, and the last is in heavy decline, leaving its people in no state (even if they were willing) to swear fealty to anyone but their family and racial identities.

This region may also be known as Central or Southern Hyrule, depending on which sage is consulted, and the three terms

Kingdom, Central, and Southern may be used interchangeably.

West of the castle can be found the town of Kakariko, not only a well-off market town where farmers bring their crops in for sale, but also a center of secular and esoteric learning, and humanistic creativity.

The whole of the field is a place of prolific farming, ranching, and trading. Crop and herd yields are bountiful, and merchants are not only shrewd but able to barter with the valuable goods of skilled craftsmen. Numerous homesteads, scattered across the land, house those who wish to live on their own with their farms--by no means is all of Hyrule urban.

Southern Hyrule is administered by its monarchial rulers, the Hyrule Dynasty. The beloved royal family rules justly and fairly, and maintains the vigilance to defend its people from monsters and outsiders that would harm them.

The People

The population of Hyrule Field is comprised overwhelmingly of hylia, most of whom are native Hyruleans. However, foreigners and immigrants, especially merchants, are far from uncommon. The kingdom is also cosmopolitan enough to accept the gorons and zora that commonly journey from their homes in Death Mountain and the Zora's Domain, respectively, with goods to trade and stories and tunes to share. The outlaw gerudo and moblin bandit bands (they do not mix company, nor are they known to get along), however, are not as welcome, constantly on the lookout for Hylian Knights come to put an end to them as they try to make raids on some of the lonelier homesteads on Hyrule Field. They act with much greater audacity and bravery when times are dark (and tend to be greater in numbers), as when Ganon or another major threat is maneuvering for an attempted takeover of the kingdom.

The History

The kingdom of Hyrule's history is long indeed, filled with twists and mysteries, and comprises another chapter of this sourcebook. This was the part of the world from which the goddesses departed when their work was done, and the resting place of the Triforce they left behind, for undetermined reasons. Here are the roots of the Hero of Time and all his incarnations, here is the setting of some of his greatest adventures. Here lived Princess Zelda, and here fell Ganon, and here these possessors of the three pieces of the sacred triangle strove to bring the world back to its state of balance. Here they rest, and here they shall almost certainly rise again.

In the early days of the kingdom, during the First Era, a wealthy horse ranch stood where the castle does now, on a commanding position of the central hill. But the land was bought and built over when the king of Hyrule of the time realized it would be wise to move the capital to a position more easily-defended. The family who owned the ranch was well-compensated, and built a new ranch elsewhere, but became the custodians and breeders of the Hylian Knights' horses, thus spending more time in the castle than at their new land.

The Myths

- Predictably, the best-known tale in Central Hyrule is that of the wish-granting Triforce. Even knowing all too well the havoc that it has wreaked, many sigh wistfully as they think of what they would ask for, if they could touch the relic of the goddesses.
- Rumor speaks of the notes of a flute being heard in a stand of trees near Kakariko Town, but no sign of the musician. Some say that the sound of the flutist is an illusionary sound being used by some monster in the woods to draw in victims. Others say that

the player is a benign ghost who will not rest easy in his grave for some reason. Some simply attribute it to the wind in the branches.

- The practice of fortune-telling has been popular in Hyrule at points in its history. The solitary soothsayers would put up their huts on isolated spots on the landscape and sell hints of what the future held to those willing to give them the rupees. The validity and value of their advice has been neither confirmed nor denied, and these fortunetellers are seen much more rarely throughout Hyrule than in the days of the Third Era. There may be a few still to be found, or only the buildings that they kept their businesses out of. Who knows what the remains of these establishments could hold...

Places of Interest

Kakariko Town: Kakariko is the second-largest community in the kingdom of Hyrule. It contains a world-renowned college that the best academics and wizzrobes study at. Here they can get as close as possible to the horse's mouth for lore and understanding about the Triforce and the goddesses. Additionally, Kakariko's economy benefits from the community of artists, poets, and performers that call it home, whether they look to the farmers and decide to compose a pastoral piece, or the castle and create a tribute to the king, or to a distant rider out on the fields and be inspired to create a ballad about Link. This town is the hotbed of Hyrulean humanities.

Desert of Mystery: This is part of the border between Central Hyrule and the Gerudo Desert, home of the gerudo and birthplace of Ganon. Dry, swirling winds have worn the hills heavily and created the copious sand dunes found here. In fact, much of the grit in the Haunted Wasteland has actually been blown

there from the Desert of Mystery. It contains the usual complement of leavers, wise old hermits, and sunstroke victims, besides the ruins of a palace in its northern reaches, partially-built by King Cylious IV in the earlier stages of his illness in hopes that the drier climate would be healthier. However, the project was abandoned to the sands when Aghanim alleviated the malady, and has since stood unfinished, unguarded, and plundered by gerudo looters.

Hyrule Castle: The castle is the home of Hyrule's royal family. Its high, thick walls are a glorious sight to behold, whitewashed and flying with pendants bearing the seal of the kingdom. The stalwart, courageous Hylian Knights, spectacles of awe and figures of legend, barrack within the walls and train constantly so as to keep in top form for defending the kingdom of Hyrule of all comers. And within the castle, one not need look too hard to see paintings and sculptures, probably conceived and created in Kakariko Town, depicting Link in the middle of a heroic exploit.

Lake Hylia, Water Temple: With no major river leading to a neighboring nation, Lake Hylia lacks the potential to be a trade artery for Hyrule. Instead it's a water source, holy place, and location of relaxation to the people of Hyrule. At one point it was host to a laboratory of an eccentric academic whose area of study was the marine life, and a fishing pond. Somewhere beneath its shores also rested, and still rests, the Water Temple. Lacking a strong showing in waterborne soldiers, Ganon was unable to spoil it much in his later attempted coups. The sacred, sunken edifice is still down there, unplumbable by hylians, but not zorans, who are seen all the time in the lake.

North Hyrule

The Land

North of the Kingdom of Hyrule proper lies this province. It has always had a sense of detachment

from the kingdom, and not just in a geographical sense. The region is quite large, with great stretches of unplumbed forests, seas, swamps, and hills. This area is close enough to the place of the goddesses' departure to feel the mixed blessing of the Triforce, albeit on a lesser scale than Central Hyrule. Part of its southern border is the north peaks and slopes of the Death Mountain range. The western boundary is less clearly-defined, but generally understood to run along a very large spur of the Death Mountain range that juts north. The east and north, however, end with the shores of a wide ocean. Even with its good roads crossing its span, this land takes days, even weeks, to walk across. While it is called a province of Central Hyrule, and a Hyrulean viceroy makes his home in the Northern Palace, taxes are tolerable and rule here stays relatively relaxed. The numerous townships, hamlets, and other settlements are relatively autonomous, with local mayors or sheriffs in positions of authority. As long as whatever ruler who sits on the Kingdom's throne is benevolent and respectful to the people of North Hyrule, their greater sense of nationality is to Hyrule. At any rate, the communities being as spread-out as they are, causes for rivalry are rare. It is true that if Central Hyrule were to destabilize of a sudden, chances are that the townships would be the first to cede, possibly becoming city-states in their own right. Great unsettled areas cover North Hyrule, from tall forests crawling with moblins, caves patrolled by lizalfos, and abandoned towns and graveyards teeming with poes, ghin, and moa.

North Hyrule also includes a subcontinent which the denizens call East Hyrule. This great island was once connected to the mainland, but tectonic movement pulled it away over the millenia, creating an ever-widening channel between the two landmasses. It is easily and frequently sailed across.

And dotted across the landscape are numerous abandoned, subterranean palaces. These hazardous stone edifices, hung with moldy, pest-chewed curtains, are the same that Link II traipsed through, bearing the crystals to be placed on statues carefully guarded and hidden within them. Who can say what treasures, dangers, or challenges for challenges' sake might be found within them? Cave complexes, spanning miles and honeycombing the roots of many mountains, are commonplace as well.

The People

Primarily, the inhabitants of North Hyrule are hylians, but it's long odds for such a large region not to have some diversity, aside from outlaws and monstrous races. The caverns in the mountains are attractive to gorons. A handful of the original refugees from Death Mountain settled in them, while many other groups went farther afield to make their new colonies, feeling that Northern Hyrule wasn't far enough away from Ganon. After Goron City's restoration failed to completely exorcise the malign aura the King of Evil and his troops left behind, those who were disappointed with the mixed results sought out the colonies in the caves and were welcomed. Zora communities are somewhat more uncommon, due to the prolific numbers of zola and other monsters (small threat to shipping but significant to small zora parties with no refuge to call their own) that have populated North Hyrule's seas. Their interest in homes there is therefore minimal. With the Lost Woods in Central Hyrule blending over the mountains and directly into more mundane forests here, isolated kokiri villages are common, but hardly-ever seen by outsiders. There have also been no sightings of subrosians or tokay in the region.

The History

North Hyrule rose to nationdom through the aggressive campaigning of an outcast gerudo warlord named

Pesllan Dragmire--no blood relation to Ganondorf; although he is possibly the second-greatest male the gerudo race ever had. The position had its problems, however, as internal strife and rivalry with the other gerudo (on top of being in danger from the Knights of Hyrule for organizing the gerudo) forced him to flee his home. He took up residence in a distant corner of the island of East Hyrule, and was soon joined by troops that remained loyal to him (or sought escape from the Hyruleans as well). After establishing a power base, he then went about recruiting local moblins, lizalfos, and uncivilized and dissenting hylia. With a sizeable army thus built, he conquered the island, then moved on to the mainland. More campaigning followed over three years, as he brought more and more of North Hyrule under his rule, until he had a kingdom even larger than Hyrule. He dared not take on that country, however. For their part, the citizen of Hyrule watched with unease as territories continued to fall to Pesllan's horde. The conquered were summarily enslaved, and put to work making forts, then palaces for Pesllan and his familiar officers. The current king of Hyrule, Regellus II, had seen enough. All through Pesllan's marches, he had watched, sending spies into North Hyrule to track the warlord's movements and conquests, fearing that he would move on Hyrule. He made no sign of doing so, but the waste he laid to the land, and the rampant enslavement of innocent people, prompted him to act. Mustering an army, he marched into North Hyrule, defeating Pesllan's generals after numerous hard-fought battles, freeing the people as he went. Pesllan had had three years to entrench himself in North Hyrule, and it took Regellus that long to weed him out. Eventually, he crossed the channel to East Hyrule, backing Pesllan further and further into a corner, until the Hyrulean army was laying siege to the warlord's Great Palace, the only one to be fully

completed by the force of slaves Pesllan had created.

The siege was bloody and long, complicated by the underground maze that was the palace. Regellus, warrior king that he was, accompanied his forces inside when they had finally breached the palace and stormed its halls. At the same time, Pesllan's wizzrobes were conjuring desperately, frantic for some means of victory or escape. Regellus and his bodyguard finally stove in the door to Pesllan's throne room, and warlord and king came together with a crash of steel on steel. The king was a skilled wielder of Light magic besides an accomplished warrior, the warlord one of Shadow as well, and thus the arts arcane came into their fight. As the duel raged all over the room, bodyguards fought hard as well, the Hyruleans winning slowly but surely. Regellus's blade struck Pesllan's helmet, dazing him, and providing the opening the king needed to empower his sword with a personally-made Light spell, then deal the final blow to the gerudo with a hard thrust. As their lord fell, tendrils of Light magic clawing at his body, his forces lost heart and surrendered.

But Pesllan's wizzrobes, oblivious to this turn of events, finally had a breakthrough--one they didn't live to regret, as they summoned the dreadful Thunderbird. This being destroyed the entire assembly of spellcasters with little effort and swooped into the throne room where the melee had just ended. The first person in its path was Regellus. So fast was the Thunderbird that his troops could only watch in helpless, shocked horror as it raked their king, weary from the duel, with one of its huge talons, felling him instantly before he could even begin to react. His Sheikah guardian, Orvis, was merely thrown aside as he attacked the Thunderbird. Dismayed, but reacting as fast as they could, Regellus's wizzrobes, under Orvis's dazed direction, instead turned to magic to subdue and destroy the

mighty creature. Their most powerful spells could only stun and enrage it. The Thunderbird killed many of the king's soldiers and Pesllan's surrendered men without strain, and Orvis shortly realized that their only option was retreat. He called on the wizzrobes to hit it as hard as they could while the soldiers retrieved their casualties. The maneuver gave them barely enough time to drag the bodies through the broken-in door that the Thunderbird could not fit through. It was sealed further with their magic, and, bearing the bodies of their king and comrades, Orvis and rest of the Hyrulean forces limped out of the palace, placing a seal on it to keep the Thunderbird from bursting out and perhaps slaying the entire population of the subcontinent.

Since that time, however, someone placed the Triforce of Courage in the Great Palace, after it had been long given-over to the Thunderbird and whatever vermin and monsters chose to haunt it. Perhaps one of the princes to succeed Regellus, or perhaps Orvis, or perhaps one of Link's lesser-known incarnations, was able to hide the sacred triangle there, despite the presence of the Thunderbird, and then place over the Great Palace the "binding force" as a superior seal to the one Regellus's wizzrobes had put up, linking it with the statues erected in the abandoned palaces that dotted the landscape of North and East Hyrule. Then he left, in an indecipherable scroll, the instructions that exhorted Link II to retrace his footsteps in the course of opening the Great Palace, defeating the Thunderbird and then his own shadow, and recovering the Triforce of Courage. As to whatever force turned Link's shadow against him, some theorize that the ghost of Pesllan, or perhaps one of his senior wizzrobes that was slain by the Thunderbird, never left the place, and seized Link's appearance as the chance to regain life and power. Others suppose it might have been an evil being that snuck in with the unknown person who placed the

Triforce and the binding force, or perhaps along with Link when he entered the Great Palace.

Suppositions aside, North Hyrule now continues to prosper, still paying homage to and protected by the throne of Central Hyrule. Lately, it seems that control is coming more completely into the hands of the king as the country bonds closer with its neighbor. It is still huge and for the large part uncharted.

The Myths

- As fast and unannounced as the lightning that precedes its namesake, the Thunderbird appeared out of nowhere ages ago, on the day Pesllan Dragmire fell. Its origins are much-wondered at by academics and wizzrobes of Hyrule (North and South), some out of pure curiosity, some who wouldn't mind having a creature even half as mighty as the Thunderbird at their disposal, and some who wish to prevent whatever blunder Pesllan's wizzrobes made that summoned it in the first place.
- Kasuto is a community that had it rough. This township, located on the far eastern shore of the subcontinent, is not the first place to bear the name. Its population abandoned the original, located in the south, when it was overrun with monsters suddenly. The raid that drove them off was unprecedented in its size; other towns weather attacks all the time. Hence, its cause is often wondered at.
- If the kokiri are obscure beings to most people in Central Hyrule, then they're almost mythical in North Hyrule. The great stands of trackless forest in North Hyrule, coupled with some well-placed illusions, make a sighting of a kokiri rare

indeed. Reports of them are limited to vague glimpses of what seem to be spirits in the forms of children.

- Some legends say that after Link claimed the Triforce of Courage from the Great Palace, he re-locked the edifice, took the crystals that had been the keys to the Great Palace, and hid them. Some say they were thrown into the sea, some say that they're all locked in a room somewhere in the North Palace, and others that they are buried in various locations across Hyrule. Nowadays, anyone wishing to enter the Great Palace has an ordeal greater than Link's ahead of them, for before they can place the crystals to unlock the binding force, they must first find them.

Places of Interest

North Palace: This edifice of not-immodest size stands on an island in the middle of a large lake on the mainland of North Hyrule, connected to the shore by a long, strong causeway. The first palace was built there for its great defensibility by King Regellus II's son and heir, Aermis I. Aermis inherited from his fallen father the responsibility of rebuilding a North Hyrule devastated initially by Pesllan's conquest and then the war fought to depose him. The fortress was completed within the first few years of his reign, and as further years passed, he found the administration of both kingdoms to be difficult and straining, so he took oaths of fealty from the mayors of each of the towns, and then asked them to elect a viceroy to reside in the North Palace, who would serve for three years and then step down to be replaced by a newly-appointed representative. They chose a man Aermis came to count as a valuable vassal and friend, Charles of Mido, the port-town. Their friendship helped bind the two kingdoms in this early stage of their relationship.

When Charles left office, his beautiful cousin Cambrose was elected next, and when her term ended, Aermis actually married her. The North Palace is also where Princess Zelda, in her enchantment-inflicted sleep, was placed, where Impa brought Link II up to speed, and from whence that hero departed to recover the Triforce of Courage to save her.

Towns: Rauru, Saria, Darunia, Ruto, Nabooru--names of the sages who originally helped seal Ganon away. Bustling townships in North Hyrule also bear their names. Their founders chose the titles in honor of the ancient sages. The port town of Mido and the hidden town of Kasuto (and the ruins of its old incarnation) can't go without mention, of course. Most of these towns are bustling centers of trade (especially Mido), housing a range of every social class and vocation, from academics to weavers and everything in between. Some have grown since the Triforce of Courage was recovered, and some entirely new ones have sprung up.

Palaces: The subterranean palaces that Pesllan Dragmire had been building for his lieutenants were never completed, as King Regellus II's forces fell on them and destroyed the warlord's forces while freeing the enslaved citizens who had been building them. They were mostly abandoned except for vermin and monsters thereafter. Then the unknown person who placed the Triforce of Courage in the Great Palace erected the mysterious statues and re-populated them with stronger monsters. After Link placed one of his six crystals in each palace, it sealed itself behind him, and all would likely have stayed that way. But soon after awakening Zelda, Link put the binding force over the Great Palace once more, fearing that though the Thunderbird was seemingly destroyed, the particularly violent and dangerous things that still lived in it might leave, or harm anyone who passed the lava flows and monsters to reach the palace's gates. The re-sealing of the Great Palace made the crystals drop out of

the statues in each of the other palaces once again and reopened them. Link collected and scattered the crystals, thinking that though the lesser palaces were dangerous, there was little he could do now to seal them. They are still open to explorers.

Death Mountain Caves: The volcanoes of the Death Mountain range have been extremely busy through the ages. One feature that they gave rise to is an elaborate, interconnected complex of caves in its eastern stretches, shaped from lava flows, earthquakes, and underground rivers and geysers. Of course, tunneling races such as the gorons have taken full advantage of the area's geology, carving out communities for themselves. Underground is also home to some of the more dangerous monsters in Hyrule, who are indifferent to the surface world and hence almost always there, whether or not Ganon is stirring up trouble or not.

King's Tomb: In the midst of a vast cemetery, the resting grounds of the thousands who fell during the six years between the beginning of Pesllan's conquest and his defeat, there stands a grand, solitary sepulcher. King Regellus II is buried here, his queen along with him after she passed on some years after his fall. She believed that he would've wanted to be buried in North Hyrule, the neighbor that he gave his life to aid. It serves as a powerful reminder and a symbol of the bond between the two kingdoms. It is always under guard, and visited frequently by citizens who come to pay their respects, especially on the anniversary of the annexation.

"East" Hyrule: Thousands, if not millions, of years ago, the landmass that makes up the subcontinent of East Hyrule pulled away from the mainland and has only grown higher out of the water since then, until gaining its current size and shape. It's smaller than the mainland of North Hyrule, and perhaps better-charted, but certainly no less wild. Its bays are valuable to shipping and

shipbuilding, but its natural resources are somewhat limited with the size of the island, even as considerable as it is.

The Lost Woods

The Land

Ancient, tall, vast, and filled with life and the magic of Forest, the Lost Woods stand partially in the land of Hyrule, spreading its boughs over several of its kingdoms, and watching over all. Some say that life itself emerged from this forest and wended its way out into the world, and the heavy presence of the power of Farore may be testament to this theory. The more "civilized" peoples are rare outsiders to the Lost Woods, for most have grown out of their primal connection to the force of life and rampant growth. But few of them violate the forest, as lucrative a source for timber and game as it is. The Lost Woods are very much alive and have many fierce guardians and predators against those who would defile it, but also many secrets and treasures as rewards to the bold.

It should go without saying that the prominent feature of the Lost Woods is trees, and a lot of them. There are other items of interest, however. Covering some slopes of the Death Mountain range, high ground is also included in some areas, as well as some valleys. Vales, meadows, and clearings are scattered throughout. There are streams, springs, bogs, and ponds, but really no rivers or lakes. Great, round boulders grow out of the ground in spots, and there are other more mysterious locations, where the sensitive can literally taste the magic in the musty air.

The borders of the woods are more hospitable, but still dangerous and unwelcoming. Some say that the Woods has intelligence and consciousness, and if that's so, then the fringes lack that quality.

The Lost Woods scare most folk. They're dangerous and impossible to regulate, tales of terrible creatures roaming their glades are most often true.

The People

The kokiri are too reclusive and concealed to be called the "prominent" race of the Lost Woods, and neither do they exercise "dominion," being at one with the woods, not in a position of power over them. "Best-established" may be the best way to describe them, then, with their small, scattered villages secreted away from the outside world existing in close harmony with the trees. To most kokiri in the Lost Woods, the land beyond the borders of the forest is myth and a land of bogeymen, which holds only death to the small children of the Woods. Deku scrubs, living in isolation for the most part, are scattered through all areas of the forest, and do well for themselves. Fairies, both those bonded to kokiri and the wild sort, are also numerous. Below the scrubs are the moblins, who exist in a fashion typical for their race by hunting beneath the vast canopy, venturing out sometimes to raid, and attacking traveling outsiders on Darkgrove Road when they can. There are no communities of hylia in the Lost Woods, but solitary hermits might be found (only in the fringes, however). The Hyrulean soldiers who guard the Darkgrove Road from moblins and other predators live there uneasily in a fort, rotate out every so often, and they go no further into the woods than is absolutely necessary. Isolated gerudo bands vie for hunting grounds and space with the moblins, but they're at a great disadvantage compared to the other flavor of bandit, and groups are often short-lived.

The History

The Woods have always stood in Hyrule. They are older than the kingdom of Hyrule, older than Death Mountain, as old as the world itself and the Triforce the goddesses who created it left behind. It has constantly renewed itself, old trees growing taller still and young trees racing upwards in the springtime of every year. Its borders have

expanded and contracted while its sprawl grows and its natural magic throbs--it was once larger than it is now, and once smaller as well, but it has always stood, and, seemingly, always will, come blight or frost or fire. The history of the Lost Woods is as old as Hyrule's.

The oldest feature may or may not have been the Great Deku Tree. Most kokiri hold that the Deku Tree was the first to sprout when Farore's magic permeated the world, and was thereby blessed with its wisdom and strength directly from the goddess of the Forest. Tall, speaking trees are not unique in the world, but the Deku Tree was certainly exceptional. It raised the world's first kokiri with a gentle, grandfatherly manner, and watched over the Woods as the world matured. Its wisdom, and sacrifice may be what saved the world from Ganondorf when he first claimed the Triforce, for the Tree is the same one that watched over Link I as he grew up, literally planting the seeds of courage in his mind and heart that grew and bloomed to make him the great hero he came to be. But perhaps the oldest tree, perhaps not, it died on the day that Link broke the parasitic curse Ganondorf inflicted on it, returning slowly to the earth and nurturing the new tree that thereafter began to grow at its roots. This new tree watches over the Woods with the same spirit of wisdom, and though it may not be as old or powerful as its predecessor, it's on its way there, and doing a good job.

The Myths

- One of the best-known warnings to outsiders about the Lost Woods is that you shouldn't get lost in them, especially at night, for those that do are said to turn into skeletal stalfos and wander the forest for eternity.
- Somewhere in the Woods is said to be the "rabbit hole" that led Link I to Termina. Whether it was a magical teleported, or literally some

great shaft that he fell through all the way to the other side of the globe, is unknown, as is exactly where it can be found. Perhaps it is marked by a rough carving in the bark of a huge tree, of four strange figures.

- The wild fairies in the Woods are something of a mystery. Sightings of them are common enough, but conversations are verging on impossible. They aren't as docile as the fairies bonded to the kokiri, and neither do the bonded fairies speak of their wild cousins.

Places of Interest

Forest Temple: This castle-like temple is kokiri-built and very old, but not as old as the Great Deku Tree. Its stones are coated in most places with moss or being pulled down by ivy. It is tribute to Farore, Goddess of Courage, and her aspect of Forest. Vines crawl up its walls, lawns grow in its open-aired areas, as well as shrubs and trees. Ghosts are said to haunt it, and traps and puzzles to guard it from unwelcome interlopers. The state of the temple is reflected in the forest surrounding it; both flourish and suffer at the same time. Only areas far distant from the temple are independent of this influence.

Kokiri Forest: The first kokiri community in the Lost Woods, which grew up around the Great Deku Tree. This is also the place that Link I grew up and began his quest. The community's leader, Mido, who used to bully the fairy-less Link around, still lives here and watches over the kokiri who live here, perhaps with more maturity than he showed in earlier days. The irony is not lost on him that he's actually older than the Deku Tree that now stands a stone's throw away from his home. The Kokiri Forest is the closest kokiri village to Central Hyrule, but it's also the best-hidden from outsiders.

Great Deku Tree: The Tree that stood in its glade while Link I was growing up is long-since gone to dust, to nourish the rest of the plant life with nutrients gathered for centuries and magic inherent in every splinter of its wood, and he wouldn't have wanted it any other way. When the Forest Temple was cleared of Ganondorf's taint, the Deku Tree's successor could finally crown through the soil and begin to grow in earnest--in size, strength, and wisdom.

Forest Maze: One area of the Lost Woods that outsiders seem to stumble across more than any other, and many never make it out. It may be that the Woods actively guides intruders to the maze through illusion or actually moving its trails around the ignorant outsider, to shunt him into the maze. Those that actually make it out are much more unharassed, as if they've proven their worthiness to the Woods. That still doesn't make it easy to get around in them, though.

Darkgrove Road: A straight, flat road cuts through the Woods, a big artery of commerce between Central and Northern Hyrule. But no hylian, moblin, or kokiri made it in the first place, nor do any maintain it--floods do not seem to erode it away, nor weathering of any other kind, either. But hylian merchants traverse it, frequently and nervously. And moblins and gerudo prey on them when they can. Hence the soldiers that have a small fort about midway along the road's length, built in a clearing of stone and timber--*imported* timber. The troops here constantly rotate out, for guard duty of the Darkgrove Road is nerve-wracking to them. They're fully aware of what outsiders they are, and that the Woods' tolerance of them is grudging at best.

Death Mountain

The Land

Death Mountain rears its huge volcanic cone high into the sky, not far from the heart of Hyrule. This peak has, at different points in its

history, been a spectacle of awe-inspiring beauty, a reminder of the sometimes terrible power of the forces of nature in the world, a skull-faced symbol of iron-fisted tyranny, and a blasted, ash-covered barren. It is a now-dormant volcano, the place of origin for the goron people, and was once the stronghold of Ganon where he wielded the Tri-Force of Power and held Princess Zelda in his clutches. For all the people of Hyrule and the surrounding kingdoms, its varied history is a reminder of the old adage that "nothing stays the same except for change".

The People

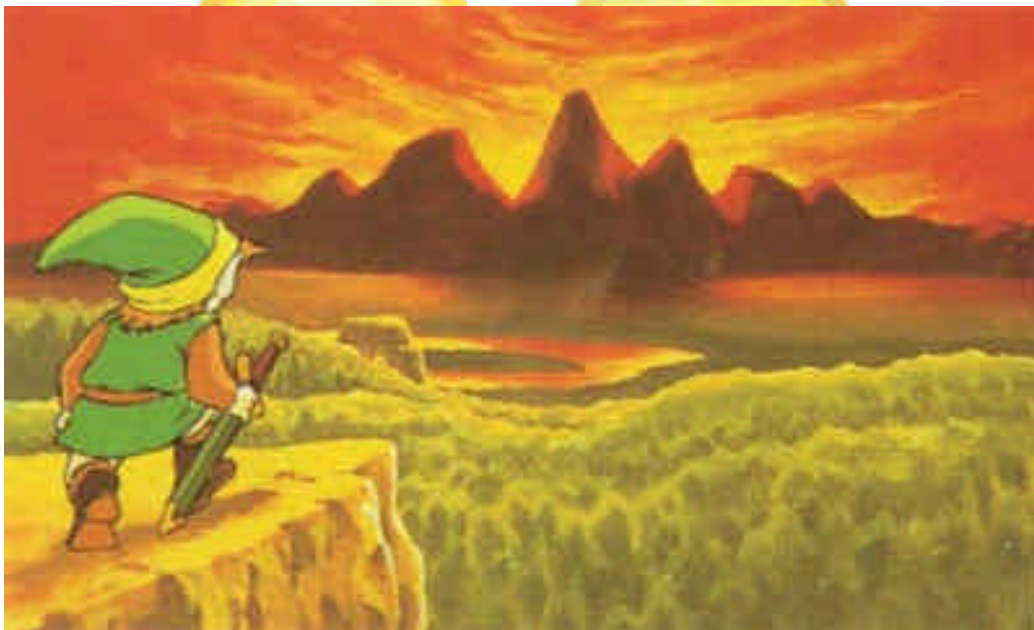
The gorons, with their tolerance for heat and love of minerals, have usually been the most prevalent denizens of Death Mountain. Hylians built Kakariko Town at its foot and traded with the gorons during their golden age under the mountain, but none actually lived on the cone. Ganon's conquest drove all the peace-loving peoples from it, leaving him alone with his moblins and other soldiers, servants, and bodyguards. Sadly, even after his defeat, his corruption has lingered on the mountain. Some gorons have returned to try to re-build their homes, but many more have settled elsewhere. For the most part, it is home to only monsters that thrive in

the slowly creeping lava flows and pools.

The History

The gorons appeared on Death Mountain suddenly, soon after its first eruption. It is theorized that they travelled up to the surface through the same vent that expelled the red-hot lava and ash that blew off the top of the peak. The gorons, keeping the secret of their origin in the world to themselves, have neither confirmed nor denied any idea postulated by the other races. Hylians who dared to investigate the shaking, smoke-belching mountain were alarmed and frightened to see the shapes of these beings. They had been brave enough to venture among the rivulets of lava flowing down to the foot of the mountain, but none attempted to make contact with the strange creatures that seemed quite comfortable on the volcano. When the fiery throat of the cone's tube settled into a slow, steady oozing of lava, the gorons built the Fire Temple to Din within the crater, then rolled down the mountain to introduce themselves and eventually set up trading relations.

Goron City, the community under the mountain, was imprisoned soon after Ganondorf first claimed the Tri-Force of Power, and through the corruption



of the Fire Temple, the volcano's activity was greatly increased. Aided by Darunia, the mighty leader of the gorons and the destined Sage of Fire, Link liberated them, and they happily returned to their homes.

Ages later, when the King of Evil returned as Ganon and captured Princess Zelda, he had special plans for the gorons and Death Mountain. His vengeance on them would have been terrible, but they were warned of his coming by one of the Princess' retainers Impa, who was in fact a descendant of the original Impa. Faced with insurmountable odds, they had no choice but to flee their ancestral home. Enraged and denied his vengeance, Ganon's sorcery and his workers hollowed out and re-worked the volcano, desecrating and demolishing the Fire Temple, and constructed a twisting, perilous maze, and his palace. In it, he brooded over the land, and met his doom when Link fired a silver arrow into him.

However, the stink of his evil and his construction still linger. Though they have tried to cleanse it, it does not feel like the same old mountain to the gorons. A sizable contingent has returned and re-built a settlement there, surrounded by the evidence of Ganon's ire and sharing the peak with the monsters that remain.

The Myths

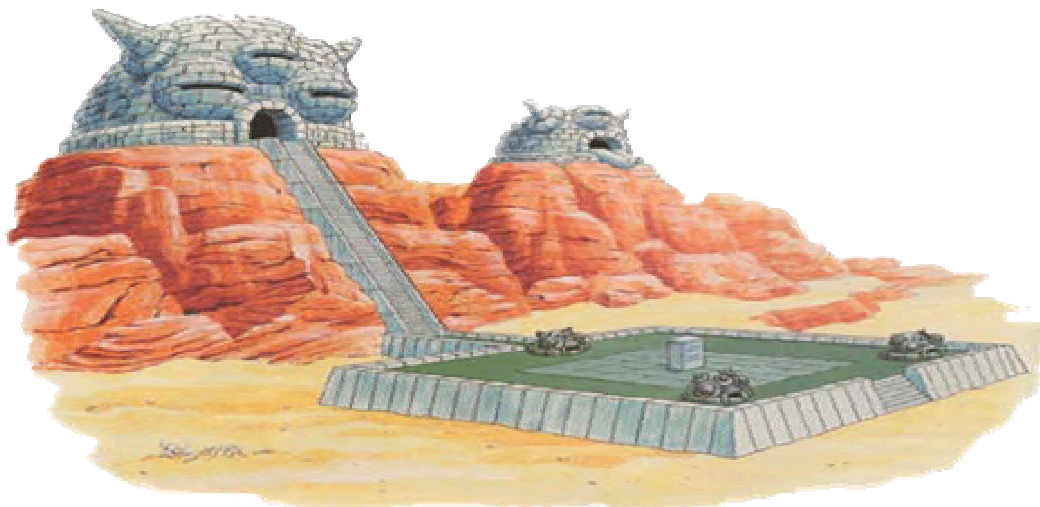
- Though the volcano is barely active, the returning gorons re-built the Fire Temple in its crater. However, they say that a strange spirit of fire emerges from the oozing vent every now and again to climb to the temple. Apparently, it goes inside and seems to pay homage, then leaves and sinks out of sight back into the vent.
- A side vent near the foot of the mountain, on the north slopes, is said to be haunted by a flying, flaming, serpentine beast that twists its way through the air as it hunts monsters. Its

resemblance to the dragon Volvagia, Ganon's pet that was turned loose in the Fire Temple, is not lost on those who live near the mountain. What it does and why it is there, however, is unknown.

- Master goron blacksmith, Biggoron, kept his forge on the side of the mountain and created wondrous weapons and armors. Most of his creations had to be left behind when he departed the mountain with the rest of his race, and most of those were found and collected by Ganon. Nevertheless, it is said that the finest caches were the best hidden, and were never discovered by the King of Evil.
- Somewhere on the mountain, they say that one of the Great Fairies keeps her fountain. Finding her is no mean feat, but she is rumoured to have handsome rewards for those who come to her, willing to complete quests at her behest.

Places of Interest

Goron City: This community of caves, tunnels, ladders, and ledges was built in a convenient hollow the gorons either found or created. It was known in the past as a place of great merriment, filled to overflowing with the laughter, music, rock-feasting, and cheerfulness of gorons dancing in the light of braziers and torches. Commerce in decorative and precious stone, bombs, and metalwork did quite well for the gorons. Expansions were added by the digging of more tunnels and caves until the city was a veritable maze. Ganon was sarcastically appreciative that they had spared his crews so much work when he took it over and transformed it into his dark palace. Though he has since been defeated and his minions driven out for good, the presence and memory of the evils done here can still be felt. Gorons have returned and rebuilt the city to the best of their



abilities, considering the changes wrought by the King of Evil, and try to exorcise the lingering demons with their merriment and attempts to return to the way life once was. As of yet, they have not succeeded, but it is hoped that the malign presence that still clings to the walls and tunnels will yet fade.

Death Mountain Crater: The peak of Death Mountain has long since succumbed to shifting of the earth and eruptions, leaving a great bowl, open to the sky above, from which volcanic smoke and ash once rose in copious amounts into the air. The floor of the bowl is a hardened lava flow, except for directly around the main vent in its center, where the ground slopes down to it like a drain. Rickety rope and plank bridges were once stretched from the higher level ledges down to the one that holds the Fire Temple. Nowadays, the volcano is all but extinct. A thin plume of smoke continues to rise from the vent, but not as it once did, as a billowing cloud that blotted out the sun. The heat of the lava is still very tangible around the vent. However, most activity it has now occurs - fortunately for Kakariko Town below - on the north slopes. The Fire Temple, on one of the lower ledges within the crater, is the second of its kind, rebuilt by the gorons after Ganon destroyed the original.

The North Slopes: On the far side of the mountain from civilization,

secondary vents stab through the flanks of the mountains, bored by pressure and lava flows long ago. Rarely, molten rock will dribble from the mouth of one to cool on the mountainside. In this way, vent locations are marked by the gradual build-up of small lava flows. Treasures may be hid in some of the caves created thusly, or merely bloodthirsty moblins, lizalfos, and other monsters.

Dodongo Cavern: A major vent - one of the few not found on the north slopes - of the volcano opens into a cave complex in its southeastern side known as the Dodongo Cavern. The gorons loved it for the stones they could gather there, saying that they were the most delicious to be had anywhere on the mountain. Except to capture some of the fire-breathing beasts and use them as guardians and pets, Ganon did not touch it. Within it, there is certainly peril from the dodongos and pools of lava, but there are rumoured to be rich rupee veins, mined and stored in a cave, after which the prospectors who dug them were eaten by dodongos.

Fire Temple: The gorons constructed this vast, many-tiered place of reverence to Din, Goddess of Power. It has always been filled with the hazards of the Fire Aspect--pools of molten lava ready to devour the unwary, sudden flame spouts, and air choked in shimmering waves of heat and smoke. It serves as a

reminder to those who follow the path of Fire and Power: Yes, it holds the potential to great might, but capturing the Fire, retaining it, and using it are always dangerous to the wielder. The Temple that stands there today is relatively new. The old one was destroyed and defiled by Ganon, and after he was defeated and the gorons returned to their ancestral home, they built this new one. It is smaller than the original, and, with the reduced activity of Death Mountain, not as filled with lava and heat. Nevertheless, make no mistake: it is still dangerous to those who would enter its fiery yet sacred halls.

Gerudo Desert

The Land

The arid, harsh landscape of this desert is home to the often-infamous gerudo people, the birthplace of the King of Evil himself, the site of the Desert Colossus and Spirit Temple, and the setting of many mysterious legends of Hyrule and the surrounding kingdoms. Scrubland, rocky cliffs, and canyons of sandstone, shifting dunes, and perpetual sandstorms are the norm in this unforgiving area. Rain is exceedingly rare, and away from the scattered oases and the steep river valley near its mouth, water is more precious than a gold rupee. Tough, stunted vegetation and wild animals maintain a grim, precarious grip on life in the chaparral, and about the only testament to life in the dunes are footprints, before the wind shifts the sand again and they are no more. Even in winter, the heat of the blazing sun dominates the daytime. After dusk, the stone and sand retain heat for a short while before relinquishing it, leaving the surprising, bitter chill of a desert night.

The People

Most dominant in the desert are the fierce tribe of the gerudo, for whom the desert is named. They are often nomadic, but just as often build settlements among the caves and

cliffs of the desert. Overwhelmingly, the gerudo are female, known for their stunning beauty, fiery orange hair, and love of horses. Males are rarely born, but when they are, they are traditionally leaders of the people. Gerudo mainly get by in life by raiding or trading, keeping tiny, carefully nourished gardens when they settle to provide some spices and vegetables--or even just potted cacti. They barter with their finely bred horses and pottery that they spin for food, weapons, and lumber.

Other races are rarely seen in the desert. Few have the tenacity to make it in this land of swirling sand and hammering sun, but there can be found the rare hylian or goron hermit secreted in his cave with only the essentials and his own insight into life. A few moblin bands can be found on the borders of the desert and in the scrublands, but with little to hunt and attack except for the gerudo - who can more than hold their own against them - they have no love for the place.

The gerudo are sometimes impious and sometimes religious on a more personal level. The former, always looking out for number one and holding onto their niche in the harsh desert life, believe that they only have themselves to rely on, and scoff at the Goddesses and try to make their own way. The latter believe that they have a personal guardian spirit that gets them through life day-to-day in the unforgiving Gerudo. Unless a male is in power - when they gather, organize, and build - most gerudo are scattered across the landscape in small bands, usually with a single member as the leader.

The History

The Gerudo Desert is best known as the birthplace of Ganondorf. He was born to the powerful witch Twinrova, and quickly grew into his destiny as the greatest male to organize the gerudo people. Under him, they grew bold in their raids and ranged everywhere. A fortress like none seen before was built in a rocky

valley and stockpiled with goods and supplies that the chief of the tribe knew would be needed for his planned takeover of Hyrule. As the gerudo mustered, guided by Twinrova, Ganondorf greedily pursued lore and secrets of the Tri-Force that could be the key to his ascension to ultimate power.

A solitary voice of dissention muttered under its breath at the ambitions of Ganondorf: Nabooru, second-in-command of the gerudo by virtue of her fighting skills and cunning. However, she could only watch and scheme to herself as the Gerudo King prepared the people for war until Link came along.

The Hero of Time came to her aid in bringing to fruition a plot to supplant Ganondorf, but too little, too late. She had been sniffed out by Twinrova, who captured her and held her in the depths of the Spirit Temple. Link escaped, but through his bouncing through time, his path crossed with Nabooru's once more, when she took her place as the Sage of Spirit and aided in the imprisonment of Ganondorf.

The Myths

- Legend tells of a gigantic scarab beetle that roams an ancient, subterranean city hidden deep beneath the windswept dunes. The shifting nature of the sands makes it anyone's guess when and where the entrance to this lost civilization - rumoured to contain hordes of rupees, magic items, and abandoned stores of arcane knowledge - could be found.
- Their fellows laugh and accuse them of spending too much time in the sun, but people braving the southern scrublands and dunes swear to have sighted tall, slim, blue-skinned figures for fleeting instants before they vanish without a trace. Even they sometimes doubt their own eyes... After all, what

would an aquatic zora be doing in the desert?

- A story of gerudo wranglers is of the spirit of an ancient mustang, centuries dead, which haunts the canyons on some moonlit nights. They can tell that his ethereal hooves are cantering nearby when their own horses, even the most docile, seem to go mad in their corrals, some breaking free and running off into the night. When and if they are ever found again, they have returned to the wild, and will be held by no rope or fence.
- One of the most dangerous monsters that stalk travellers in the dunes is the leever, striking from surprise beneath the sand and in hordes. However, one of their more disturbing habits is seen when, rarely, they dig out and, en masse, leave the dunes in favour of the canyons. They vanish into maze-like caves, but by the next dawn, they can be found back in the dunes, tearing into hapless adventurers with their spines.
- The shimmer of a mirage is nothing out of the ordinary in the desert... Nevertheless, when a mirage changes inexplicably to a dust devil and back again, then vanishing in a spot that grows a new boulder that night, one has to wonder just what is going on.
- Wise men can be found in the cave-riddled canyons of the desert. Those not given over to a vow of silence or other eccentricities can sometimes offer amazingly profound statements to visitors who happen by. Sometimes they speak of the wisest of their fellows, who holds secrets of philosophy, magic, and of lost stores of wealth, which he may impart to those who

impress him, after they find him, first.

Places of Interest

Desert Colossus: This gigantic edifice was built millennia ago, in tribute to Nayru and to house and cover her Spirit Temple. None know just how it was built, but its age and continuing endurance against the wear of the desert stand as testament to the quality of its construction. Its presence seems to calm the conditions of the desert--winds falter and soften as they blow close to it, a small oasis can be found in its vicinity, and the sun does not seem to beat down as heavily. In addition, it is rumoured that one of the Great Fairies of the land lives in her spring, somewhere in the area. Here can be found the entrance to that sacred nexus of power, the Spirit Temple.

The Dunes: Gigantic heaps of windblown sand are very common in the desert. They shift and move constantly, covering over and re-revealing the bleached bones of unfortunate travellers. In addition to getting lost among the miles of trackless sand dunes that all look the same, or succumbing to thirst or heat stroke, leavers are a constant hazard here, as the sand is so easy for them to dig out of. Vultures patrol the skies above, but as carrion eaters, they usually only descend when a prospective meal has already dropped. Some areas of the dunes are choked in nearly perpetual sandstorms harsh enough to peel the skin from an unprotected traveller. Aside from speculation as to what might lie beneath any one of the hundreds of dunes, there is little else to say about them.

Gerudo Fortress: Under Ganondorf's leadership, the gerudo built this elaborate adobe fort in the valley nearest the desert's entrance. It was here that they mustered, stockpiled, and trained in preparation for their king's designs of dominance. However, with his defeat, his warriors scattered to the four winds,

and the fortress was more or less abandoned. More vermin than gerudo populate its dust-filled hallways. Those that have stayed hold fanatically to the hope that, even after all these generations, Ganon will return to the fort to rally them and lead the way to a glorious new age for the gerudo, when they will live off the fat of Hyrule's green fields and wallow in luxury and plunder, forever leaving behind the barren desert. Therefore, they have dug well-hidden tunnels under the fortress and secreted themselves inside. A passer-by, should he choose to investigate the ruin further, will find nothing more a few mad old women apparently styling themselves after the hermits who make their homes in the valley caves and talking to the rats, unless he should poke around too much for their liking.

Gerudo Training Ground: This elaborate maze and obstacle course was built at Ganondorf's behest, to challenge his warriors and push the threshold of their abilities. It remains largely unchanged since his downfall, with the gerudo scattered and possessing no motivation to dismantle it. The elite of them, however, did have reason to brave its hazards in search of riches. Many failed, but those that did not have most likely cleared out any treasures within it. They have searched well for any remaining caches, with no success. Believing there to be nothing valuable inside any more, they now leave it alone. Running its gauntlet simply for the sake of its challenge is not something to get the average gerudo excited, but they cannot necessarily speak for adventurers of other races. However, the gerudo dustriders frequently use the location as a testing ground for potential candidates.

Red Canyons: In eons past, a river that ran through this area fractured around a large stone and went on a meandering course through the huge sandstone deposit. The rivulets changed course often, being blocked

off by landslides or wearing new paths by its flow, through the years. Finally, the river itself dried up at its distant source, and no longer flowed through what was to become the Gerudo Desert. What stands in testament that it ever existed is the Red Canyons--a maze-like network of crazily twisting ravines, cliffs, caverns, and valleys through the sandstone. Exploring them is often an education in disorientation and a hearty challenge to cartographers, made no easier by the gerudo, moblins, goryias, and other predators who make their home in the canyons. For that matter, it's really made no easier by the often-cryptic advice given by the hermitic gurus that also live here, alone with their meditations in their little caves. Adventurous spirits who spelunk the expansive caverns sometimes do so in search of a rumoured underground river or lake, or an entrance into the fabled underground city said to rest beneath the dunes.

The Scrublands: Aside from the oases, the chaparral areas of the desert are the closest things to "verdant". The ground is rocky, hilly, and uneven in most places, not sandy like the dunes. Boulders of various size are commonly seen scattered hither and yon, some providing shade that is contested when the sun rises to beat down on the desert. Scrub bushes and cacti cling to life in this area, waiting patiently for the rare instances of rainfall to come, when they grow oh-so-slightly from the few drops of life giving liquid. The scrubs are something of a buffer zone of the desert - they range more along the southern areas of the Gerudo and border Hyrule. They are the most hospitable part of the desert, but plenty of monsters and predators can be found here.

Spirit Temple: Sheltered within the Desert Colossus is one of the six Temples erected to venerate the Goddesses. This one stands in reverence to Nayru, Goddess of Courage, and her Spirit Aspect. Within it are relics and artifacts that

seem to be from a civilization that may have existed long ago in the desert (likely before it became the arid wasteland that it is at present), but is unseen today. Some hylian scholars theorize that they were the ones to build the Temple, but either declined or emigrated from the area when the climate began to change. The Temple itself, after the style of many such edifices in Hyrule and the surrounding kingdoms, is well filled with elaborate traps and mechanisms to keep out scavengers, maintain the purity of the structure, and assure that only the worthy could possibly make their way to the Temple's nexus of power.

Zora's Domain

The Land

Zora's Domain is a tiny, secluded cul-de-sac in the Kingdom of Hyrule, the only home to the aquatic people in the entire region--even the local seas hold few of them under their waves. It's also one of the very few inland colonies of zoras, and neighboring kingdoms even more landlocked than Hyrule are more likely to have zola in their freshwater lakes, ponds, swamps, and rivers.

A magically-concealed doorway behind a waterfall leads to the cool grotto of smooth, light-colored stone with its clean lake, small waterfall, and twisting "staircase" spire, besides the dwellings of the zora who live here. The throne room local king of the zora stands high at the top of the spire, where the water from the Zora's Fountain flows past him to cascade down the waterfall, into the lake, and eventually flow into the Zora's River, which masks the entrance of the cavern. The spray and relative seclusion from the sun makes most of the domain a little chilly, and the ground often slick.

The People

Zoras exclusively call the Zora's Domain home; this colony is particularly xenophobic, due in no small part to the trouble Ganondorf brought so long ago. Outsiders have brought little but trouble to the

Zora's Domain, and even Link's heroics aren't enough to offset that in the minds of the zoras. So the spells that seal the Domain away from the rest of Hyrule remain in place, passable only by those few who know its secrets. They do venture out of their home occasionally, sometimes to trade, but most prefer to take the secret passage between Lake Hylia and the Domain when they wish to emerge. For the most part, they're self-sufficient between the Domain and the lake, with ample supplies of fish and their own water gardens for food, raw materials for making instruments, and not much need for anything else. The community is somewhat downtrodden with the departure of their diety, with little ambition to grow out, feeling they've lost his favor. Despite the alliance the royal family of Hyrule has with the zora here, the day may come when the Domain simply dies out, or its remaining population leaves for bluer waters, seeking their lost diety and the place of pride they once possessed.

The History

Early in the First Era, a zora king and his retinue appeared suddenly in the Domain along with their huge, whale-like god, Lord Jabu-Jabu. How such a creature came to be so far inland is a mystery, but all have always lived in seclusion in their grotto from their beginnings here. It's unknown how King Sengras V, great-grandfather of Zelda I, came to be aware of the zora's home location, but he garnered King Zora's favor and allegiance in exchange for the promise of continued seclusion for the Zora's Domain. Ganondorf's touch was felt here in the First Era when he afflicted Jabu-Jabu with a dangerous parasite, defeated by Link in his search for the Zora's Sapphire. Worse things were to come for the Domain, however, when Ganondorf took the Triforce of Power and moved on the grotto. Jabu-Jabu fled, somehow, and did not return, leaving the Domain (including its

monarch) to be frozen by the gerudo king. Even though thawed with Ganondorf's defeat, the Domain went into even-deeper seclusion after Jabu-Jabu left to escape Ganon. Much like the gorons on Death Mountain, the zora are sparse in numbers and low in spirit now.

The Myths

- Lord Jabu-Jabu was bigger than many whales, yet somehow, he managed to not only appear in the middle of landlocked Hyrule, but also disappear when threatened seriously by the King of Evil. He was not, it seems, destroyed by Ganondorf. Where he came from and where he went are unknown, though some theorize it was the Sea of Storms in Labrynna, though the zora of Hyrule are not aware of this. The question remains, though, *how* several hundred tons of whale-like god, normally content to float in the fountain and be fed by his caretakers, was able to move thus.
- The secret underwater passage that connected the Zora's Domain and Lake Hylia was once much easier to find, but the zoras, in their defense and reclusiveness, demolished the entrance in the lake and apparently built a new one, better-hid than the previous. Very few, if any, non-zoras know its new location, but it seems to still be in use.

Places of Interest

Domain Entrance (Zora's River):

The river poured from what came to be known as the Zora Fountain for many centuries before the zora originally arrived, and its rapids carved out this small, slightly-twisty valley before the riverbed widens out and slows down. Their arrival tamed the river, through, made it dependable, mellow, and cleaner, but the steep walls the water once

cut remain. Not many being live here, due to prohibitions from the throne of Hyrule. Fish are also a bit scant, but animals and monsters can be found.

King Zora's Court: Surrounded by the water and stone of his seat, the king of Hyrule's zoras holds sway here, in an intricate game of courtly manners reflected in the homes of other zoras and would be the awe of any Hyrulean courtier who saw it. Though the prestige of the zoras who live in the Domain is weakened, King Zora (the title devolves onto each zora who succeeds to the throne) retains his dignity and respect, making the most out of the watery life of the Domain, entertaining and contemplating ideas on how to find and return Lord Jabu-Jabu and restore the glory of the zoras of Hyrule, among other things.

Zora Fountain: This lake of not-immodest size and depth was the headwaters of the Zora's River, and the place of residence for Jabu-Jabu, whose bulk floated here, fins paddling idly, bedecked with a "headress" of gold and jewels fitting to his station as a diety. Though Jabu-Jabu is gone, his blessing seems to linger, and since the Domain was thawed out, the water has never stopped flowing out of the Fountain to feed the Zora's River. Here can also be found a strange cavern that, when the Domain was frozen, Link explored. It's unknown if Ganondorf caused a blight of some sort within this cave that caused the Fountain to freeze over, or if it has always been and may still be icy. A Great Fairy is said to live in the Fountain as well, much similar to the one on the peak of Death Mountain.

Crescent Island

The Land

Crescent Island is a relatively small island a short distance off the coast of Labrynna, in the Sea of Storms. The name comes from the fact that the main island is shaped like a crescent, although the beach and coral that surrounds most of the

island gives it a more circular shape. The island is tropical, inundated with sand, coral, and palm trees. The air is thick and close, and many storms occur on the island. These storms have the effects that some of the low-lying areas of Crescent Island are routinely flooded, and in effect sealed off from the more land-orientated adventurers.

The People

Crescent Island is the homeland of the tokay, a primitive amphibian race of humanoids. Due to the primitive nature of the tokay, very little development has occurred on the island, with the majority of the population living in makeshift huts, or dwelling in one of the many caves that can be found around the island. Very few other races have found the island worth colonizing, leaving it to the tokay. In turn, the tokay have yet to establish a colony on even the closest shores of mainland Labrynna.

The History

The tokay of Crescent Island have existed for centuries, yet still remain primitive and backwards compared to the world around them. They seem somehow resistant to change, and have very much remained the same as they did in the past. A few brave tokay have decided to brave the realms beyond, exploring sea and land to sate their seemingly endless curiosity.

Despite the separation of Crescent Island, it was also deeply affected by the age of darkness that arose during Queen Ambi's rule of the Kingdom of Labrynna. While unaffected by the social implication of her reign, during that time when the sun reportedly hung high in the sky without moving, Crescent Island suffered many terrible storms and freak weather phenomenon. The sacred guardian of the tokay, a giant monolith with the visage of a tokay, was separated by the raging waters, and the superstitious tokay began to despair.

However, according to tokay legend, the guardian did not abandon the tokay during their time of need, and

sent forth a 'tokay with no tail'. This tokay hero braved the perils of the Sea of Storms and Crescent Island to aid the tokay. After performing many daring deeds, displaying great strength and cunning, the 'tokay with no tail' opened the mouth of the guardian and disappeared. Soon afterwards, the troubles with the storms ceased, and the tokay have remained peacefully on Crescent Island in the ages since.

The Myths

- The legend of the 'tokay with no tail' has long since been a topic of fervent discussion amongst the most learned of the tokay. The tokay elders hold that the sacrifice of the 'tokay with no tail' with awe and respect that is almost religious. Indeed, many reverent tokay hold that the 'tokay with no tail' will return to the island, once again to lead the tokay to salvation. Indeed, any tokay born without a tail is held in high regard, said to be the incarnation of the legendary tokay hero. The truth behind this cannot be determined, but many of them do indeed exhibit an uncanny sense of luck and an extraordinarily powerful curiosity. Of the relatively few tokay to leave Crescent Island, almost all of them have been tailless, partially pulled towards whatever adventure they have, and partially driven off the island by the overburdening reverence of their fellows. None of the tailless tokay have ever returned to Crescent Island.

Places of Interest

The Guardian: The Guardian is a huge monolith situated in the centre of the natural cove created by the high lands of Crescent Island. It is surrounded by moss and palm trees, and adorned with the offerings of reverent tokay seeking wishes and blessings. It has the form of a giant

tokay, with two large eyes created from polished red stones. In the centre of the monolith is a giant archway leading into darkness, fashioned to look like the mouth of the tokay. The Guardian is surprisingly hard to reach, especially during times of high tide when it is surrounded by seawater crashing on the rocks around the base.

The interior of the guardian is a mystery. Those tokay brave enough to enter and report their findings don't tend to stay too long, but they report that it seems to lead to a tunnel deeper beneath the island, leading somewhere within the huge network of underwater caves and grottos that completely cover the island. Some report that it leads to a chamber covered with sand and moss, with doors in the walls that have been locked by ancient devices for longer than even the most ancient legends of the tokay race. Yet more have reported echoing chanting music and a small circular chamber with some sort of strange pattern on it that shimmers even when covered with sand and bush.

Tokay Habitats: While tokay live all over Crescent Island, the majority seem to exist in a rudimentary village on the shores to the southeast. The huts are built out of leaves and branches taken from the nearby palm trees, and any driftwood that can be scavenged from the beaches. The tokay do not have much of a leadership, with most trying to survive looking after themselves first, and other tokay second. However, there are a number of surprising community features to the extremely primitive habitat of the tokay.

While the tokay seem to have little concept of money and value, there is a rather basic trading post, which uses barter almost exclusively. Indeed, almost all of the tokay engage in barter, swapping this or that shiny trinket for something they want, be it food, tools or another shiny object scavenged from the Sea of Storms. In addition, there is a communal kitchen, where the tokay

gather, and can eat prepared food of a rather startling quality given the circumstances. There seems to be no charge for such hospitality, besides bringing along some food of your own to share with the other visitors. It is here that many of the elder tokay share their tales about the legends of the 'tokay with no tail'.

Underwater Warrens: Many caves riddle Crescent Island, some of which emerge deep underwater or on nearby islands. They are dangerous to the unwary, with the water levels within them changing with the tides, rock falls, and currents almost at whim. Many tokay live in these caves, existing on hunting the local wildlife or scavenging food and tools from the nearby beaches or caverns. However, the tunnels extend even further down than the bravest tokay dares to venture. Almost anything could be found down there, washed in from wrecks beneath the sea, or hoarded by the zora that can sometimes be found trapped in the caverns, sealed off by a sudden tunnel collapse or a changing tide. Creatures that are even more exotic can be found in the warrens, with their treasure, waiting for release, or sustenance depending upon their mentality.

Great Sea

The Land

Land? What Land? Oh you mean the specks of dirt out there. They're called islands. The great sea is a huge body of water, how large none can say, but it covers all of the ancient kingdom of Hyrule. More than a hundred islands of varying sizes dot the surface of the sea. A sleepy place, change comes slowly to the great sea. The people dream of the ages that came before, but accept them as being gone, and so they toil onwards without complaint. Stormy at times, the Great Sea is unusual in many ways. For one, there are no edible fish swimming in it's waters, only predatory beasts. This is but one of the many

mysteries inherent to this sea in the sky.

The People

The Peoples of the Great Sea include the remanants of the once proud Hylian race, the Rito, and remnants of all of the other races in one form or another. The Hylians generally live wherever they can get a foothold, being stubborn and unyielding, like rocky cliffs constantly being blasted by the sea. The Gorons have become a race of traveling merchants, traveling from here to there on rafts, trading as they go. The Zora have all-but dissapeared in this age, most believe that they have shunned the outside world and retreated into their undersea kingdoms for good. The Kokiri are perhaps the most changed in this place. They have become a race called the Korok, a very different race, in order to better serve the Great Deku tree in this changed world. The Rito are a relatively new race. Once Hylian, they came to live on an island claimed by the Wind Spirit Valoo, and slowly became the winged race they are today.

The History

The history of the great sea is a most confusing thing. No one knows how long the great sea has existed, and isolation caused by the sea has made keeping track of major events very hard. The Great Sea has existed for several hundred years however. It's origins lie in a dream of things that never happened. The Great Sea was never meant to exist, but it does, a world in the sky.

The Great Sea sits atop what was once and still is the legendary kingdom of Hyrule. Because of the dissaparate time lines of the two places traveling from one to the other is dangerous and confusing. Several hundred years ago, when the hero Link II would have come to save Hyrule from Ganondorf, something went wrong. The second incarnation of the Hero of Time never

appeared in the timeline of the Great Sea, and so Ganondorf was loosed to have his way on the world. The people of Hyrule prayed to the goddesses for deliverance and were told to cull the weak, the evil, and the undeserving from their numbers and take them to live atop the mountains. Following the goddesses dictates they did so and were amazed and horrified when the Goddesses sent a terrible storm down upon Hyrule. It rained for a very long time, some say years, but when it was all over, Hyrule was buried beneath the waves, it's once splendid cities wiped off the face of the planet. And Ganondorf was sealed away once more... for a time at least.

Ganondorf did return eventually however, taking up his quest to find the Triforce once more, but was defeated in the nick of time by two familiar but changed people. Link, the Hero of Winds, second incarnation of the Hero of Time, and Tetra, the second incarnation of the Princess Zelda. The two managed to defeat the King of Evil before he could grow too powerful but in the process made it so that the Great Sea could never become what it once had been again. The old kingdom of Hyrule was scoured away in their timeline. However, travel between the two places is still possible.

The Myths

It is said that the Hero of Time left a cache of very powerful items on one of the islands, but these reports are unsupported.

A strange tower, rising above the ocean, was spotted by sailors recently. Rumour has it that inside lie greay challenges and even greater rewards for those brave enough to seek them.

A popular sailor's tale, the legend of Cycloes, tells of a sword with the power to generate cyclonic winds. Recently reports have come in that suggest that the sword might indeed exist.

There is rumoured to be an area of the sea where the water is like glass, therein one can see what remains of a great windmill.

Places of Interest

Outset Island: Home of the now legendary Hero of Winds, this island is fairly large and is quite pleasant. The high, rocky cliffs of the island are covered with dense forest, but the beach is quite hospitable. Many things are said of this island, most of them wrong, but the Hero of Winds, his sister, and his grandmother live here. Adventurers from all over the Great Sea come to the island to meet and challenge the Hero of Winds (those who challenge him go home heart broken) and as such the island has become a hot bed of trade and activity.

The Forsaken Fortress: This rocky, barren island was once the location of the Forsaken Fortress, a large fortress used by a group of pirates, and then Ganondorf as a hideout. The island is home to many Moblins, Dokoblins, and the like, even after their lord's defeat at the hands of Link. Travellers tend to avoid this place like the plague.

Windfall Island: Once the most important center of trade on the seas, Windfall island has recently taken a back seat to Outset Island. The island is still very pleasant, it's huge stone gates being a very recognizable and beautiful feature. All sorts of trade goes on here, merchants from all across the great sea flock here to sell their wares. Windfall Island is noted for having the largest population of any island, though Outset Island is rapidly catching up to it.

Forest Haven: The mysterious Forest Haven, home of the Spirit of Earth, the Great Deku tree. This virtually inaccessible island is pleasant once you get into the interior. Cool mists blanket the forest within, exotic birds flutter overhead, and the Koroks go about their business. The Great Deku tree has been known to give out quests to

adventurers, but he mostly just gives advice.

Dragon Roost Island: Dragon Roost Island is the home of Valoo, the Spirit of Air. It is also noted for it's shrine to the two wind gods Zephos and Cycloes. The Rito live on this island, and their mail service has it's base of operations here. The Great Valoo is said to be a good conversationalist if you understand Ancient Hylian and sometimes spends hours chatting it up with Academics and the like. If the conversation amuses him he has been known to hand out special gifts.

The Earth Temple: This mysterious temple was one of two never visited by the original Hero of Time. The Sage of Earth, Medli, lives here, harping away to empower the Master Sword with it's ability to destroy evil in all of it's forms. The temple is large and some would say dangerous, but after having been cleansed of evil by Link, it is quite pleasant. Medli welcomes visitors and loves to hear news of the outside world.

The Wind Temple: The second temple that the Hero of Time never visited is the Wind Temple. The Sage of Wind, Makar, plays his violin deep within this temple, and along with Medli, imparts great power unto the Master Sword. The temple is even larger than the Earth Temple, and very dangerous even cleansed of evil. Makar likes visitors, but likes his own company equally well, and has an obsession with being the best violin player the Great Sea has ever seen.

Holodrum

The Land

Holodrum is located on the same continent as Hyrule, and is a vast land of rolling hills, verdant forests, balmy deserts and musky swamps. To the north, lies the pleasant peaks of Mount Cucco, where migrating gorons have established a peaceful colony, trading with the nearby Sunken City. To the south, the

natives live out their peaceful lives in Horon Village, trying to maintain their balance with nature and the surrounding denizens. Underneath this pleasant exterior lie the seeds of adventure. Ruins from the past can be found, hidden in the deepest woods, or tucked away in the fustiest reaches of the mountains. A troubled past lies scattered, waiting for any adventurer with a thirst for knowledge to uncover its mysteries.

The People

The people of Holodrum are pretty laid back and peaceful, although much of the native flora and fauna isn't quite as agreeable. The native hylains of the land sent to live near the southern coast of the continent, in the relatively large settlement of Horon Village, although there are other settlements to be found amongst the scattered lands. For example, Sunken City is a small colony that can be found at the base of Mount Cucco.

Of the other races, only two are known to have established settlements in Labrynna. Gorons occupy the innards of Mount Cucco itself, maintaining a health relationship with the settlers in the Sunken City. The gorons settled here sometime after their great evacuation, led by their provincial leader, Biggoron.

In the heart of the country, moblins can be found, encamping in the ruins of the Castle of the Moblin King. Despite the Moblin King's defeat some time ago at the hands of a brave adventurer, they still remain in the area, raiding homesteads and campsites for supplies. All efforts to drive them out of the area have failed.

This is not to say the other races are not to be found in the lands of Holodrum. Zora can sometimes be seen in the waterways of the land, and deku can be found deep in the forests. Subrosians sometimes sneak about, exploring the world above, but hiding from others that pass. Even the odd tokay adventurer can

be spied, although this is very rare indeed.

The History

The history of Holodrum is long and mysterious, yet only the most recent events of the last few centuries have been recorded in any detail. Beyond this time, only the ruins of the ages mark the happenings of the past. To the south, in a graveyard remaining from a settlement that has been lost to the passage of time, lies the Explorer's Crypt, a tomb to an ancient hero of the land. The name has long been worn away, the walls within have crumbled, no longer telling of the deeds of this legendary figure. To the north, lie some ancient ruins, their purpose unknown, yet the evident glory still partially remains. These ruins are guarded by doors sealed with locks that can only be opened with gemstone keys, most of which have been scattered to the winds of time.

Of recorded history, Holodrum has always been peaceful, where the inhabitants have been content to live out their simplistic lives, with only the limited chaos that is part of the cycle of nature. However, there is a record of a time of true chaos in the recent years, where the seasons went wild, and hardships wracked the land. The heat of the sun melted the caps of Mount Cucco, causing intense flooding to the low-lying lands of the region, and flooding the sunken city, from which the name of the settlement is now taken as a reminder of the tragic loss of life that ensued. Further south, unexpected winter caused the harvest to die, and left many of the villages without food for years to come. Harsh winds and violent storms blasted the land, whipping tranquil waters into violent whirlpools. Trees fell, crushing houses and blocking trade routes. Trees, rocks, and animals died, some areas of which never fully recovered. Onox, self-proclaimed General of Darkness, who formulated a dastardly plan to end all life in the land, caused this chaos. He captured

Din, Oracle of Seasons, and buried the Temple of Seasons, a temple in the north of the land to far beneath the world, thinking that no-one would be able to reach it. What he did not know was that far beneath the land was the Subrosian Underworld, a land of fire, metal, and lava, and the homeland of the reclusive subrosians. Onox's magic breached the boundary of this underworld, and trapped the Temple there, away from Holodrum, but still in reach. The legendary Hero of Time is reported to have reached the Temple of Seasons, and with the aid of the season spirits, and with the Maku Tree in Horon Village, defeated Onox and rescue Din.

However, despite Onox's defeat, and the subsequent restoration of the powers of the seasons, Holodrum still has yet to fully recover. Still, time goes on, and life struggles to survive, and the land is slowly reverting to it's former peacefulness and tranquillity. The ruins of Onox's tower can still be seen as can the ruins where the Temple of Seasons once stood. Now, the Temple of Seasons, along with the Season Spirits, remain in Subrosia, where many adherents of nature make a pilgrimage to seek their council.

The Myths

- Subrosians have long been seen in Holodrum, exploring the world above, yet hiding from other inhabitants. Rumour has it that there are portals leading to the Subrosian Underworld, yet these have yet to be found. However, they must exist, otherwise the recorded histories of Holodrum would be wrong, for without them, the Hero of Time could never have reached the Temple of Seasons. Still, they have yet to be discovered, for they only seem to appear at random, usually when a snooping subrosian explore the strange world above. Do subrosians have some sort of

control over these portals, or is there some sort of device? If there are portals to the Subrosian Underworld, are there portals to other lands only mentioned in obscure references – Hyrule, Termina, Labrynna, or Kaholint Island?

- Deep in the Samosa Desert, lies a riddle for enquiring minds. Plainly seen sticking out of the sands in the prow of a ship, several miles from the coast of the Sea of Storms to the south. A hatch can be seen, and inside lie the junk and debris of the ages, and the stern is buried beneath the sands. All manual excavations have discovered is that the ship looks like a huge pirate's galleon, buried deeper into the ground than anyone can dig. No matter how deep, there always seems to be more ship lying buried, and waiting. Even worse, it seems impervious to magic, for all such methods of extraction, detection, and transportation seem to fail without reason. There is no record of the Samosa Desert being filled with water, even during the time of chaos caused by Onox. The ship itself seems to have been there for as long as many of the ruins, if not longer.
- There is a tale going around of the golden spirits. These golden spirits take the form of many of the monsters in the land, and challenge adventurers to beat them in a trial of arms. Those that lose, awaken sometime later to find themselves stripped of their possessions and their dignity. Those that win, are gifted with some token or treasure of the past. It is said that anyone who defeats all of the golden spirits will be given the key to the vast horde they must surely have acquired over the ages. This is harder

than it seems, for no-one knows for sure how many spirits there are. Even worse, these spirits return after being defeated, to fight yet more brave adventurers seeking the treasure of the golden spirits.

Places of Interest

Gnarled Root: Just north of Horon Village is the Gnarled Root, a large tree that is almost as big as the Maku Tree is. Its bark is withered and twisted, forming a visage of an evil old crone, and its limbs are lifeless and bare. Amid the roots of the tree that extend above ground, an opening can be seen leading deep into the earth. It is a favoured hideout for bandits and outlaws, but even they do not probe deep into the bowels of the caverns carved out by the passage of the tree's mighty petrified roots.

Hero's Cave: In a cove to the west of Horon Village lies a small cavern known as Hero's Cave. Despite its simple appearance, the cave is actually a highly dangerous deathtrap built in the forgotten past, possibly as a trial or gauntlet. The trap starts small, but requires all the cunning and power of a successful adventurer to make it through. What lies at the end is unknown, for no-one entering the trial ever makes it out again. Whether they die, or simply get transported to another land cannot be certain, but many foolhardy young boys have been lost after exploring this deadly cave.

Horon Village: To the south of Holodrum lies Horon Village, a tranquil settlement that serves as the centre of the kingdom for the land. It is home to the Maku Tree, the ancient advisor and guardian of Holodrum. The Maku Tree is linked to the Maku Tree in Lynna City, in the land of Labrynna, and it is said that they can transport people and items between them as they see fit.

Spool Swamp: To the west of Holodrum is an area of extensive marshland known as Spool Swamp. Usually it is warm and damp with

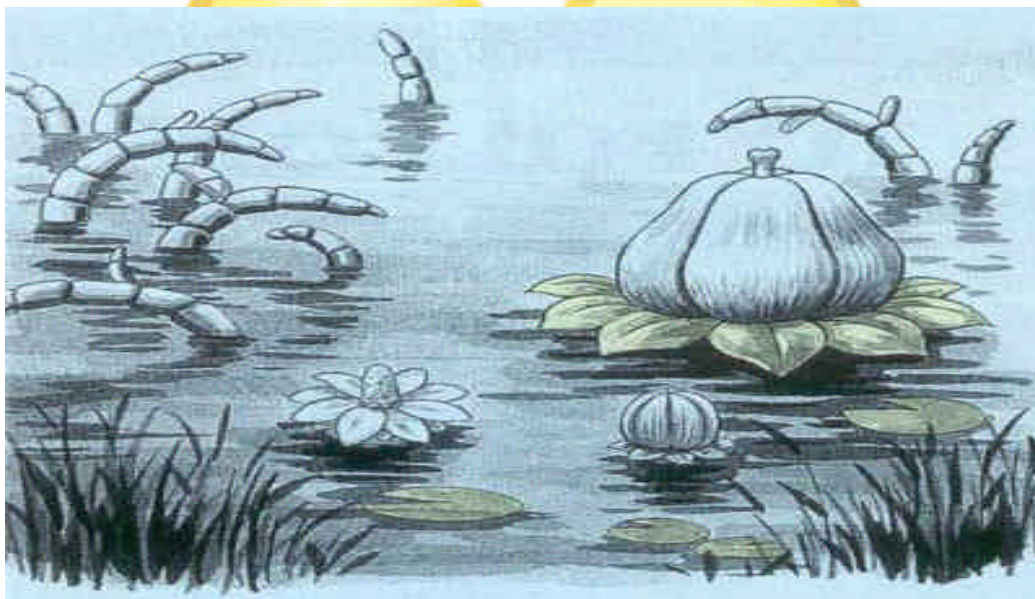
stinking bogs and treacherous mires that can easily pull a man under the surface of the stagnant waters. When Onox brought chaos to the land by disrupting the seasons, Spool Swamp was overrun with water, becoming one large lake of poisonous filth. This situation was made worse by the floodgates set near the mouth of the swamp, designed to release the pent up waters of the swamp out through a natural channel to the Sea of Storms. The gatekeeper was mysteriously absent at this time, and there were rumours of both foul play, and some form of collusion between Onox and the Gatekeeper. Spool Swamp has slowly returned to normal over the last few years since the defeat of Onox, but still there is a threat of floods during the rainy season.

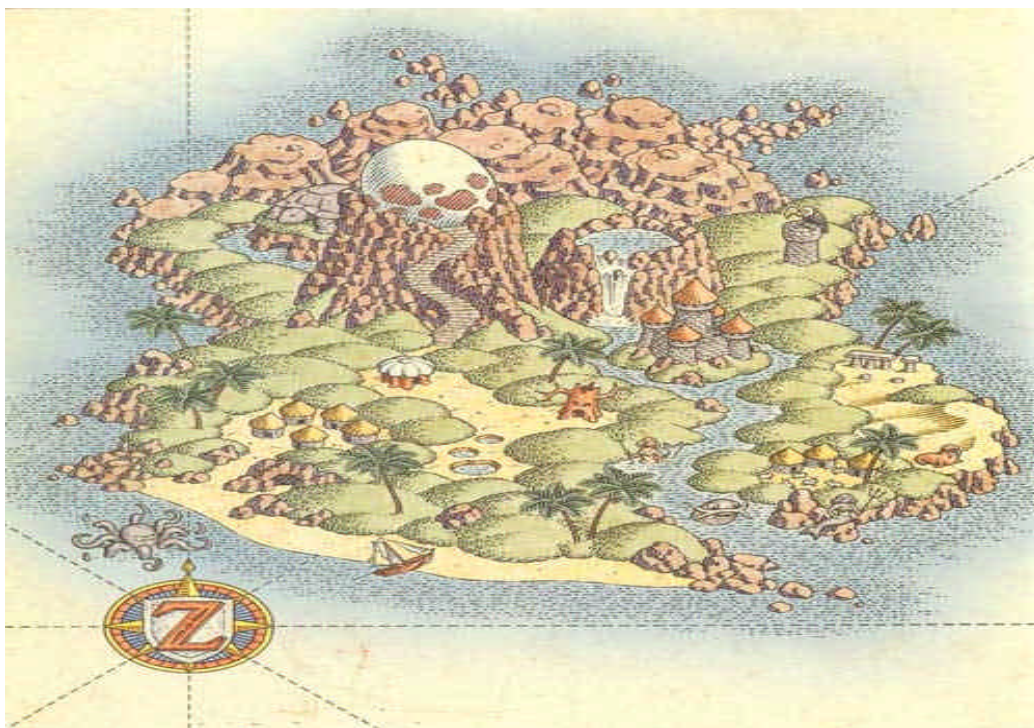
For an adventurer willing to brave the depths, much of mystery can be found under the putrid pools of Spool Swamp. Careless wanderers have lost their possessions, their lives, or even both in the deadly waters of Spool Swamp. Above the surface is no less deadly, for there are many creatures willing to take the life of an explorer in order to survive. The most deadly of creatures in the swamp is the Poison Moth, a giant sentient moth who views the entire of Spool Swamp as her own kingdom. She can be found out in

the swamp, hunting for food or treasure, and will often take prisoners back to her lair to lure others into the Swamp.

Winter Woods: To the north east of Holodrum is a large thick forest of pines, which spends most of the year in the harsh grip of winter. Only in the height of summer, while the other lands blister in the heat of the sun, does the permafrost covering the forest begin to melt, allowing plants to bloom for the briefest of time and for the surfaces of the pools within ripple in the wind. During the chaos wrought by Onox, the sun, causing the snow to melt and turn the area into a vast bog of stagnant waters, ravaged the forest. When the winter returned to the woods after he was defeated, it caused most of the bog to freeze. This has caused much of the forest floor to be covered with a layer of treacherous ice, covered with snow and debris from the forest canopy. Many a careless wanderer has fallen through the weaker patches, into semi-frozen stagnant filth, only to be frozen over before they can untangle themselves from the choke weeds within.

The unnatural winter of the forest is rumoured to have been part of a protection cast upon the area by the spirit of winter in the past. There are undoubtedly fairies flitting between the trees in the Winter Woods, but





they are very rarely seen up close. These mischievous sprites are friend and foe to no one, leading wanderers into further dangers, or delivering them to safety depending upon their mood.

Within the twisting trees at the heart of the Winter Woods lies the Snake's Remains, a labyrinthine cavern system said to have been carved by the passage of a giant snake before the recorded histories of Holodrum. The truth of this claim has yet to be discovered, but many of the local inhabitants of the woods use the caverns as a lair. Other creatures are said to rest further inwards, some so far back they have never seen the outside world. The possibility of this site being a natural passage to the Subrosian Underworld cannot be easily dismissed, yet no one has ventured far enough inside to test this theory.

Kholint Island

The Land

Kholint Island is, or was, a large island in the seas far to the east of Hyrule. It is mostly temperate, but the south of the island becomes tropical, and even arid in the far

southeast. Tall mountains in the north, known as the Tal Tal Heights, dominate the island. In the centre of the Tal Tal Heights lies Mt. Tamaranch, the tallest peak of the island that dominates all the others.

Cliffs on all sides, except the south where the waves slowly lap upon the beach known as the Toronbo Shores, surround the island. This is the only known landing place on the island, and as a result, the Island's main settlement, Mabe Village is just north of this beach, where the inhabitants can easily catch fish from the sea. The only other break in the cliffs also lies on the south side of Koholint Island, where the waters from Martha's Bay, a small inland lake rush out into the sea from the Tal Tal Heights.

The People

The people of Koholint Island are a superstitious lot, who believe that there is nothing beyond their island but trackless seas. Given the extreme distance from the nearest mainland, exactly how anybody came to settle upon the island is a complete mystery. Some hyliaans, zoraa, and even a few tokay and subrosians populate the island, though the rare member of another

race may occasionally be found somewhere on the island. The people of Koholint Island are very isolationist in their governmental structure, and are spread out into two main settlements – Mabe Village and Animal Village – and amongst isolated homesteads all over the island. The only other civilized races on Koholint Island are Moblins, who seem to have also somehow settled upon the Island. They are mostly located around the Tal Tal Heights, where they raid Mabe Village for supplies that they cannot scavenge for themselves.

The History

Even the current inhabitants know little about Koholint Island. The Legendary Hero, Link, discovered it some time in the fourth age on his way back to Hyrule after a quest of self-discovery. Link was the first person to have visited the Island according to the inhabitants, and he journeyed across it to find a means off the island back to Hyrule. Although he succeeded, there has been little luck in locating Koholint Island since then.

As far as the people of Koholint Island are concerned, they have always been, and always will be on the island. However, dotted around the island are hints of a long forgotten past. Standing proud in the centre of Koholint Island is Koholint Castle. It appears to have been the seat of power on Koholint Island sometime in the past, but is now just a shade of it's former self. The current owner of the castle was the dispossessed Prince Richard, a hylian who was forced to seek shelter within his Villa during the time of Link's adventures.

This is not the only relic of a bygone forgotten age on the island however. On the east of the Island is the Face Shrine, a temple guarded by Armos' that contains murals of the past. There are also many strange monuments scattered around the island that strangely resemble owls inscribed with cryptic inscriptions. What relevance either of these has is

unknown, but the Legendary Hero was said to have been guided by an owl of uncanny similarity when he pursued his quest to wake the legendary Wind Fish.

The Myths

- The number one myth surrounding Koholint Island is that of the Wind Fish. Who is this strange being, and why is he or she so important to the fate of Koholint Island? There have been many tales surrounding the Wind Fish on the island, including a song called "The Ballad of the Wind Fish". While the content of these tales vary, they all allude to the possibility that the Wind Fish sleeps in the giant egg within Mt. Tamaranch. The Legendary Hero was himself said to have been pursuing this mystery while he stayed on the island.
- Island Politics are almost non-existent since the disappearance of the Monarchy at Koholint Castle. What happened to the Monarchy that led to its downfall? At least one member of the royal family is alive on the island, the dispossessed Prince Richard. What would it take to return the Monarchy to power, and what would happen on such a circumstance?

Places of Interest

Angler's Tunnel: This partially waterlogged complex was built into the cliff face behind the waterfall in the Tal Tal Mountains. It was built with a complex ancient device that stopped the waters of the waterfall from flowing for a short period, allowing access to the complex. Fish motifs are carved into the archway, and into the walls of the dungeon itself. There are a number of large underwater caverns beneath the complex, some thought to have once held gargantuan fish-like creatures from the past. Although the purpose of the complex is unknown, the

possibility that Angler's Tunnel was once a temple to these creatures cannot be discounted. If such a theory is true, it provides scholars with even deeper insight into the society of the ancient residents of Koholint Island.

Animal Village: This settlement was far to the east of Mabe Village, and the two settlements routinely traded for supplies and necessities. The village relies mostly on fishing and hunting for resources, from both Martha's Bay and the Ukuku Prairie. The quaint little village seems to be similar to Mabe Village on the outside, but it harbours a deep and mysterious secret. There have been reports that several of the animals in the village can talk, taking on an almost humanoid appearance. Sources of this are unreliable at best, and are usually discounted by the villagers within. The cause of these rumours has yet to be discovered.

Eagle's Tower: This ancient tower is built on one of the lesser peaks in the east of the Tal Tal Mountains. It is a solidly built tower that reaches high into the heavens for some reason yet to be determined. Bird faces can be seen sculpted into the sides of the tower, a motif that continues inside. The most fascinating feature of the tower is that it houses a mechanism to turn it around, possibly to change the view from the top of the tower. This also has the secondary advantage of turning the entrance to the tower towards the north, causing it to face towards the sea, and making it inaccessible by all but the most hardy of climbers. There is also a secondary mechanism, similar to that seen in the Face Shrine, that can raise or lower the central core of the upper floors, causing the upper floors to be almost unreachable, and providing extra security for whatever treasures are stored within.

Face Shrine: Far to the east of Koholint Island lies an area filled with crumbling ruins. The purpose of these ruins has yet to be determined, but it is largely assumed that they were once part of a great

city built upon the island by the ancient inhabitants. Now, very few structures remain intact, but many armos statues can be found among the ruins, ready to protect the long-lost civilization as they did during the height of their power.

The central regions of the ruins have long since flooded, forming a small lake upon many of the rivers from the Tal Tal Mountains to Martha's Bay and the sea. Nevertheless, many of the tunnels below the plaza and ruins remain intact, with only slight seepage. Of the remaining structures, only a few have been discovered and identified. One is in the south of the Face Shrine ruins, and appears to have been some sort of defensive structure, that may have once housed guards. A surprising feature about this structure is that there is an undamaged relief on one of the interior walls. It has not been fully deciphered, but it does seem to have pictograms depicting some of the other ruins on the island, and of some figures, one of which seems to be an owl matching the many owl statues around the island, and another depicting what could possibly be the Wind Fish.

The other main structure remaining intact is the Face Shrine itself, which seems to have served as some sort of role as a temple or worshiping place. Faces and large elephant statues adorn the interior. Many confusing passageways extend from the entrance, some of which even lead back to other parts of the island. The entrance to the face shrine is cunningly protected by a mechanism that can raise or lower the entrance and the antechamber beyond from the ground, sealing it in times of need. Indeed, the antechamber appears to be sloped in such a way that even when fully raised, the actual interior of the Face Shrine is several stories beneath the ground.

Gopongo Swamp: These festering marshlands contain many secrets, hidden within the vine-choked waters. Adventurers have

disappeared under the murky pools looking for treasures and relics of a bygone age. Here and there, some ancient ruins from the past poke up from the swamp, slowly losing the battle to remain in this world. As to what these ruins could be, no one is sure. There is but a single known structure in the swamp, seemingly protected from the depredations of the bogs. It is known only as Bottle Grotto, after the numerous earthenware bottles that can be found within. As to why anyone would leave so many containers within such a place is as yet unknown, but the ancient people of Koholint Island gave great significance to these pots, and built a great cavern complex around them, to help them resist the ravages of time.

House by the Bay: This dilapidated house stands on a cliff directly between the Toronbo Shores and Martha's Bay, the only two landing points on the island. While it seems there is not anything spectacular about the house at first glance, there have been a multitude of rumours about the house amongst the inhabitants of the island. While the details vary with each telling, only two points remain the same: Firstly, that the house is haunted, and secondly, that there is a network of caverns beneath the ruins of the house leading out to sea, and further into the island.

Kanalet Castle: Kanalet castle was once the seat of power on Koholint Island. However, now it lies discarded, it is inhabitants driven out by some unknown force and scattered to the winds. Its majestic hallways lie dusty and unkempt, while the throne room is still and lifeless. The entire castle is now inhabited only by vermin, and even they do not outstay their welcome.

Mabe Village: Mabe Village is the primary settlement on Koholint Island, and is small fishing village in the southeast. It is just north of the Toronbo Shores, and the villagers can easily reach the water within a few hours and harvest the bounty of

the seas. Mabe Village is only small, but it does not prevent it from providing a range of amenities to the inhabitants. Mabe Village boasts a single shop to service the locals, as well as a library containing a wide variety of lore about the island.

There are a number of secrets and reminders of a bygone civilization in and around Mabe Village, just like everywhere else on Koholint Island. One of the most prominent is a small building known as the Dream Shrine. It is said to grant visitors staying overnight visions in their dreams. These dream visions are supposedly so potent that they feel like the dreamer has physically travelled through time and space to far away locations and bygone ages. More than a few visitors have said to remember bringing back items from these locations and waking with these in their hands.

The inhabitants of Mabe Village are a hardy bunch, which look after themselves and each other. They quickly give any aid they can spare to anyone in need, since everyone is an asset against the moblin stalkerz in the areas surrounding the settlement. While the settlement of Mabe Village has no authority figure, each of the inhabitants has the right to vote on issues affecting the village in a semi-regular council.

Just like any other settlement, Mabe Village does have its share of notable inhabitants. The eldest inhabitant of the village is Old Man 'Grandpa' Ulrira, who used to be the village librarian before retiring to his cottage to live the last few years of his life in leisure. It is said that Ulrira knows every book in the library, every word on every page, and is the greatest source of information about Koholint Island. It is indeed a shame that Old Man Ulrira never had any children, for the library that he cared for has laid untended, yet still surprisingly in the condition it was in the day Ulrira left.

Martha's Bay: This inland lake is fed from the waters flowing down from the mountains, and has a small outlet into the sea. It is one of the

only two known landing places on Koholint Island, and is teeming with green zora who call this place home. There are rumours of a zora encampment beneath the cool blue waters of the bay, and indeed this theory would be supported by the vast amount of zora in the area. However, no one has yet managed to find concrete evidence of such an outpost.

Besides the zora, Martha's Bay has little to note on the surface, except for a strange structure built in the exact centre of the bay itself. The locals call it Catfish Maw, simply because the outer structure seems to be shaped like a giant catfish. Very few people managed to get inside the Maw, and of those that have describe the décor inside as simply ancient and run down. Water seems to have seeped in from the bay, and flooded a few of the lower regions, but no extensive damage seems to have been done. Probably the most distinguishing feature of Catfish Maw has to be the extendable bridges that have been built inside, which have amazingly withstood the depredations of time. However, the whole purpose of Catfish Maw is yet another of the many mysteries surrounding the ancients of Koholint Island.

Mysterious Forest: The Mysterious Forest holds many secrets within its twisted paths and hidden glades. There are rumours of fairies aiding injured villagers attacked by moblin scavengers, and of ancient artifacts buried beneath the boughs of this ancient wood. The Mysterious Forest is said to have once held the ancient Tail Key, and artifact said to be able to open the fabled Tail Cave. Whatever the purpose of the Tail Key, it has long been lost within the Mysterious Forest.

Tabalh Wasteland: This dusty region consists of nothing but rocks, dust, vultures, and the bleached bones of those unfortunates who have accidentally wandered into the region. Rumoured to be the site of a magical battle of some kind, whatever traces of the original region

have long since gone, leaving academics and adventurers alike bemused as to the origin of the wastes. Many a foolish hero has attempted to explore the region, looking for clues as to its past, but of those that have returned, none will venture into the region once again.

Tail Cave: This ancient temple was built by the ancient race that inhabited Koholint Island. The purpose of the temple is a mystery, but it must have once held something of major importance to that civilization. Rumours of magical artifacts, such as the Roc's Feather, are numerous, and some even say that it was once the resting place for the Full Moon Cello. Whether these facts were true is hard to tell, for the Tail Cave has long been left to the numerous keese, gels, and moldorms that lair within.

Tal Tal Mountains: This extensive range of mountains borders the north of Koholint Island, giving an impressive view of the seas beyond the island from the very top. From those lofty heights, the mountains cut down sharply into the sea, and the threat of constant landslides makes the Tal Tal Mountains a deadly place for the unwary explorer. The mountains themselves are riddled with caves and structures, yet more ruins from the ancients of Koholint Island.

In the centre of the Tal Tal Mountains lies Mt. Tamaranch, the tallest peak on the islands, upon which rests the Wind Fish's Egg, a giant egg of unknown age and origin, and the resting place for the Wind Fish. It is said that a wish made outside of the Wind Fish's Egg always comes true, though not always in the form most desired by the wisher. In fact, the local song known as 'The Ballad of the Wind Fish' recounts just one such tale, where a brave adventurer made his way to Mt. Tamaranch and made a wish to find a way off the island. According to the tale, the adventurer got his wish, as an unexpected landslide dumped him from the Tal Tal Mountains into the sea.

Toronbo Shores: The Toronbo Shores is the only beach on the entire island, and one of only two possible landing places. It is deceptively calm, a tranquil locale where the surf gently plays upon the sands. However, dotted here and there among the balmy trees, is the wreckage of the few attempts by the inhabitants of Koholint Island to explore beyond the waves. Just beyond the sight of land, the seas turn deathly violent and slam anything attempting to leave back into the rocky cliffs that surround the island. Nobody knows why this happens, and most do not particularly care, contented as they are to fish the seas by the shore and live out their lives as best they can.

Turtle Rock: This strange cavern complex is situated to the west of the Tal Tal Mountains, and consists of a single cave entrance, set into a mound shaped like the shell of giant turtle. This visage is further enhanced by the appearance of two strange rock clusters to either side of the entrance, appearing just like legs protruding from the shell. Indeed, the motif was, according to the local legends, completed by the fact that a further rock structure, shaped like a turtle's head. Some tales even suggest that Turtle Rock was once the remains of a giant turtle, which awoke every so often and attacked passing creatures for food.

Whatever the truth, the Turtle theme surrounding the site only extends around the exterior of the cavern complex. Inside, the walls have been smoothed by the passage of lava, which can still be seen in pools throughout. It is uncertain whether the lava is a newer feature to the complex, managing to damage some of the interior complex, or whether the ancients purposely built around the lava pools. Indeed, deeper within the caves, some of the original structure built by the ancients can be seen, untouched by the lava. Unfortunately, the lava flows have sealed off parts of the tunnels, preventing Turtle Rock from being thoroughly explored, but still some

foolhardy would-be heroes choose to attempt to probe the mysteries of Turtle Rock.

Ukuku Prairie: These windswept grasslands cover a majority of Koholint Island, leading northwards into the Koholint Prairie. The long grasses and lush vegetation provide ample cover for the myriad of small critters lurking amongst the flora. The plains also hide many secrets, and forgotten ruins amidst the flowing blades of greenery. One such site is the Seashell Mansion, a strange structure built entirely out of seashells that cannot be found anywhere else on the island. The structure has long been abandoned, but somehow it has remained well maintained, seemingly oblivious to the ravages of time. Many who have stayed there overnight have reported that a spirit lies within, tending to the mansion and protecting it from would-be vandals. In addition, many have reported that the spirit can somehow manifest itself in the surrounding trees, giving them life and voice alike.

Another such relic of a bygone age is the ruin known as Key Cavern. Built into the side of a cliff by a shallow pool, this great complex was built to guard something strong and powerful, and as a result was fortified with many iron doors and fitted with complex locks, the keys to which were hidden in various other parts of the complex. It is said that there is a way through, past the traps and the obstacles, leading from one key to the next, and through one door after another, to the centre of the complex. However, knowledge of the rumoured path is lost, along with the key to open the first of the mighty iron doors built within. Whatever is guarded is now just another mystery, left for the foolhardy to dream about, as with much on the fabled Koholint Island.

Yarna Desert: This area is right at the extreme south east of Koholint Island. The dusty desert canyons hide creatures and secrets under the sand, and numerous caves in their walls. The bones of the dead can be

found littering the dunes, and the only vegetation is the tumbleweed and the desert cacti, both renowned for their ability to survive in the driest of places. Luckily, the canyons of the Yarna desert offer much needed shade except at high noon, where nothing can prevent the sun's baleful glare upon these lands. How such a desert can exist so close to the sea is just another testament to Koholint Island's capacity to astound and confuse even the most experienced traveller.

Labrynnna

The Land

Located on the same continent as Hyrule is the land known as Labrynnna. It is a land of forests and grasslands, with a range of mountains to the north. To the south lies the coast edging out to the Sea of Storms, and the primitive shores of Crescent Island, the homeland of the tokay. The terrain is not as extreme as Hyrule or Termina, but it has seen some severe changes over its extensive history. The land of Labrynnna is predominantly temperate, even in the high peaks of the Rolling Ridge and Lonely Peak. In the extreme south, as one approaches the Sea of Storms, the climate becomes more balmy and tropical.

The People

The majority of the populace inhabiting Labrynnna are the remains of the populace from the original Kingdom of Labrynnna ruled by Queen Ambi and her descendants in ages past. However, now the old kingdom has all but disappeared, and both the line and castles of Queen Ambi lie in ruins that can be seen around the lands.

The Labrynnans are not the only inhabitants of the land however. Gorons have two colonies in Labrynnna, one in Rolling Ridge and another in Lonely Peak, that were lost from each other, and a great deal of the other goron colonies. They have only just been reunited, and stand together against a hostile

force – moblins. They recently moved into the region of Rolling Ridge under the lead of a figure that they call the Moblin King.

Due to the closeness of the zoran underwater kingdom in the Sea of Storms, many zora appear in the lands of Labrynnna. However, while the tokay are close by on Crescent Island, not many have ventured to Labrynnna or other nearby realms, despite their amphibious natures.

The History

Labrynnna has a history so long, that even the land has changed extensively during that period. During the reign of Queen Ambi and her line, the most predominant change was that many of the old waterways of the Lonely Peak still flowed, resulting in the eastern part of the coastline being further inland than it was today.

The history of Labrynnna is confusing to the casual observer. Queen Ambi ruled the Kingdom of Labrynnna in the past with an iron fist that was firm but fair, and she was generally well regarded in the eyes of her subjects. However, Labrynnna was also home to Nayru, Oracle of Ages. Nayru served a brief period as the advisor to the Queen. Nayru's role in the events that followed are clouded by time, but Queen Ambi appeared to become ruthless and tyrannical, forcing the populace into slavery to build, under an age where the sun stood still high in the sky, the Black Tower. This huge edifice can still be seen today, standing in the centre of the lands, a bleak reminder of those harsh times. However, at some point Queen Ambi reconsidered. Some say it was because Queen Ambi's love was lost at sea, never to return, and she lost all heart in ruling her Kingdom, letting it fall into decline and ruin. Others say her rule was broken by the intervention of the Hero of Time himself. All of these factors contributed to the revolution that ended the reign of Queen Ambi and her line for all time.

The Myths

- The Black Tower stands in the heart of Labrynnna, a harsh reminder of a troubled time in the past of Labrynnna. A time so troubled, that some reports from aged scholars state that the Black Tower was never built, but instead just seemed to appear to grow in its current location. These reports also describe other disturbing phenomena. The current speculation amongst those academics remaining alive today is that Queen Ambi built it to be able to survey the seas for her lost-love just before the fall of her reign. Others suggest that the Black Tower was intended for a more eldritch purpose that was never completed.
- The truth behind Nayru, Oracle of Ages, and her intervention in the history of Labrynnna has never been fully determined. The Oracle of Ages was said to have powers over time itself, able to travel back and forth to right wrongs or cause havoc as she deems fit. Others say she is the reincarnation of Nayru, Goddess of Wisdom, come to lead the people of Labrynnna to a new age. There are even reports that the Oracle of Ages and the Hero of Time are the same mysterious figure, using different labels to confuse scholars of her motives and methods. Indeed, this seems to have worked, because there is almost no recorded information on the whereabouts of Nayru after her intervention with Queen Ambi.
- There is a rumour amongst the learned of Labrynnna, that somewhere in the Library of Time, an ancient library standing to the south of Labrynnna, is a book that dictates the outcomes of the

past, present and future. Many say the book is the biography of Nayru, charting her travels through time. Others say it is a guidebook to time itself, and dictates what will happen. Unfortunately, this book has the ability to blend in with others around it, and a great many scholars have spent an eternity in the Library of Time searching for what seems to be a fool's errand.

Places of Interest

Eyeglass Isle: Eyeglass Isle is a small island just off the south shore of Labrynnna in the Sea of Storms. This island is within sight of the mainland and is in a small cove that protects it from the usual storms that rage across the Sea.

On the island is the Library of Time, a vast library that has stood in Labrynnna for as long as anyone can remember, even before the long Age of Sorrows. Within there are numerous academics, scholars, wizzrobes, and sages, all studying the works to be found there. Many of the works are unique manuscripts, written from Ages gone by, about all sorts of subjects. Everything from stories about the powers of the Tri-Force, to the latest theories on the four schools of science can be found there, if the researcher looks long enough.

Fairy Woods: To the west of Labrynnna is an ancient forest, which has been there since before Queen Ambi's reign. The twisting pathways between the trees are rumoured to be homes to fairies, and secrets of ancient past. Indeed, many wanderers have reported that the pathways twist back upon themselves without the traveller being aware of it. The thickness of the woods, and the lack of any true landmarks, does much to enhance this perception.

Lynna City: This settlement is in the heart of Labrynnna, and is a sprawling metropolis of ancient wonders, and cosmopolitan shops and services.

Almost anything can be purchased here, if you can find it amongst the complex network of back door shops and specialist vendors. Lynna City is a very old city, dating back to the time of Queen Ambi's reign, where it was once her seat of power. The ruins of her magnificent palace can still be found to the north of the city, while the unfinished Black Tower can be found to the south of the settlement, forever marking the period of hardship endured by the inhabitants under Queen Ambi's final days.

In the centre of the city, in a magnificent park, is the enormous Maku Tree, an ancient guardian spirit defender of Labrynnna that is said to awaken in times of need to provide guidance to the populace. It is undeniably linked with its twin in Horon Village in far off Holodrum. The last time it was reported to have awakened was during the end of Queen Ambi's reign, where it was said to have guided the Hero of Time to the Essences of Time hidden around the land in order to defeat the growing evils of the realm.

Nuun Highlands: Located to the north of Labrynnna, these rough hills lead up into the Talus Peaks, and into Symmetry City. However, these badlands contain some of the harshest terrain to be found in Labrynnna, and are full of rugged unscalable cliffs, deadfalls and rushing whitewater rapids from the mountains further beyond. Only the hardiest of creatures can be found in this inhospitable region, and the flora and fauna are definitely as unfriendly as the lands. Still anyone able to brave the Highlands can find wealth and secrets buried in the caves.

Rolling Ridge: Far to the north of Labrynnna, Rolling Ridge is a series of mountains, leading gently into the volcanic Talus Peaks. It is inhabited by gorons, who have established two colonies. The colonies used to be joined, but during the Age of Sorrows, the mountains of the Rolling Ridge suffered like the rest of the land. Avalanches, earthquakes, and volcanic debris from the Talus

Peaks altered the landscape of the Rolling Ridge to such a degree, that part of the ridge had become isolated, severing contact between the two colonies. This isolated area became known as the Lonely Peak. Contact between the colonies, and thus the two areas, have only just been re-established, after several centuries of isolation. The devastating changes to the landscape of the Rolling Ridge also had a secondary effect. Many of the minor waterways that flowed through the ridge were diverted or blocked, leaving streams beds and waterfalls dry, and causing the coastline to move out further south.

The Rolling Ridge is covered with bomb flowers, dangerous vegetation that has a tendency to explode should they be hit or stepped upon. Luckily, bomb flowers are bright red, so they are clearly visible, but many an adventurer has lost his footing, only to find himself landing in the middle of a bomb flower patch, and most fail to survive the ensuing explosions, with the possibility of more avalanches and more explosions further battering the mountains. The dangerous bomb flowers were not native to Labrynnna, however, but brought to them by a young man from Hyrule. It was used to free the goron elder of the colony, who declared that the bomb flowers be planted all over Rolling Ridge in his honor.

Gorons are not the only tribe to live on the Rolling Ridge. A tribe of moblins has recently settled there, raiding the gorons for supplies. They were lead by a figure known only as the Moblin King, who built a large fortress in the ridge to protect his tribe. All that remains of this fortress now are ruins and rubble, after the Moblin King started collecting and using bomb flowers in battle. The cause of the devastation is unknown, but it is surmised that the bomb flower stores somehow exploded, destroying a large part of the fortress. Despite the Moblin King's disappearance since then, moblins are still considerable threats in the

area, and constantly raid the gorons, and other passer-byers to survive.

The remains of the Moblin King's Fortress, as well as the two goron colonies, are not the only things of interest to be found in the Rolling Ridge. The altering of the waterways brought to light a vast underground complex built behind several of the dried up waterfalls. Known as the Mermaid's Cave, this complex is partially submerged, and extensively damaged by the traumas of the Rolling Ridge. Still, much of it remains intact, and mostly unexplored, with treasures possibly to be found in the many pools and underwater grottos created.

Symmetry City: Although labeled a city, this settlement is barely bigger than a village, set deep in the heart of the Talus Peaks, where they sustain themselves by mining precious resources from the mountains to trade with other nearby settlements, including Lynna City. Symmetry City has had a varied past, and suffered much like the rest of Labrynnna under Queen Ambi's dark reign. During the Age of Darkness, the volcanoes in the heart of the Talus Peaks erupted, practically destroying most of Symmetry City. However, the hardy inhabitants of Symmetry City endured, and rebuilt their homes after the disaster. Symmetry City gets its name from the outdated belief that everything must be in perfect balance, and identical. The eldest inhabitants argue that the eruption occurred because this ideology was ignored. Most are content to simply let the elders have their way, building to some grand scheme of symmetry.

Now, the volcanoes that almost wiped out Symmetry City lie dormant, seemingly contented amidst the flowing streams that ripple around and through them. Every now and then, a rumble or a column of smoke and ash belches forth, reminding the inhabitants of Symmetry City to be wary. The volcanoes themselves are riddled with many caverns and tunnels,

carved out from the last lava flows, and many of the younger, and braver, inhabitants of Symmetry City try to test their mettle by exploring these caves. Many have reported that there are strange markings carved within, like little skulls. Moreover, that many of the tunnels look carved by hand, rather than by the natural progress of nature.

Talus Peaks: Despite the traumas of Labrynnna's past, the Talus Peaks have changed very little over the centuries. Even when the volcanoes erupted, threatening to wipe Symmetry City out, and overrun the northern reaches of Labrynnna with lava, the Talus Peaks stood as a natural barrier between the flows and Lynna City. However, even the most stable environment is not impervious to the ravages of time, and many of the tall peaks have collapsed, blocking off valleys and diverting rivers. Caverns burying the secrets of the ages have been flooded while mighty rivers have been drained.

Yoll Graveyard: This gloomy place lies to the east of Labrynnna, upon the land that was once part of the Sea of Storms, before the ancient waterways of the Lonely Peak dried up. It contains the remains of the many subjects of Queen Ambi who dies under her harsh reign, as well as some of the more extravagant tombs of the richer inhabitants of the land. A number of tombs from the more influential members can be found here, including the semi-famous Cheval, an artisan of some renown who made several inventions that can still be found in use around Labrynnna.

Sea of Storms

The Land

The Sea of Storms is a tropical ocean to the south of the super continent consisting of the lands of Hyrule, Labrynnna, and Holodrum. The sea gets its name from the fact that it suffers continual tropical storms, and is frequently churned up by torrential rains, vast waves, powerful winds, and thunderous storms. There are

numerous islands in the Sea of Storms, the largest being Crescent Island, although smaller tropical islands and coral reefs can be found, making it too dangerous to sail across for all but the most experienced sailor.

Under the surface, the landscape of the Sea of Storms is almost as dangerous. The rocks and reefs have formed themselves into a twisting nightmare, and some have even formed little pockets and cave systems of their own, creating a deadly sub-surface that can thwart even the most hardy of aquatic explorers. The majority of these deadly features were created during the Age of Sorrow, which caused many of them to collide and twist as the very land itself was tortured by the powers of darkness. Even centuries afterwards, many of the islands are in such a bad shape that they have lost their grounding, either sinking beneath the waves, or drifting from their original positions.

The People

Because of the storms, there are very few inhabitants on the islands in the Sea of Storms. Sometimes, survivors from a storm might make it to an island to find shelter, or some brave explorers establish an outpost of an uncharted island. Usually, these minor settlements last, at most, a few generations before disappearing, scrubbed out of existence by the fury of the Sea of Storms.

Under the surface, where the storms are not as much trouble, it is a different story. Deep beneath the waves, the ancient homeland of the zora can be found, existing in a number of settlements built into the very coral beds themselves. At the centre of it all, lays the central hub of zoran power - the throne of the Zora King, and their fabled guardian spirit, Lord Jabu-Jabu.

The History

The history of the zoran homeland is quite extensive, yet relatively peaceful. However, it too suffered many tragedies during the Age of

Darkness. During this time, while storm activity became much worse on the surface, the very waters themselves became poisonous to the life within. Many zora died trying to clean the putrid mess that seemed it cling to everything, even in the most powerful currents. Even the Zora King and Lord Jabu-Jabu became ill, and both almost died from the strange malady that did more damage than any storm could have ever done.

These tragic events were only averted when a young mermaid appeared at the royal court of the Zora King. According to the story, this mermaid healed the Zora King, and then worked with him to find the source of the mysterious poison and a way to cure it. After finding the cure, the young mermaid saved Lord Jabu-Jabu, before being dubbed the Zoran Hero in a grand ceremony. After this point, however, the mermaid known as the Zoran Hero is never seen again.

The Myths

- There are many places of wonder to be found in the Sea of Storms. One of the more common is that the entire Sea is the embodiment of a spirit. Some say this spirit is a watchful guardian of those dwelling within, protecting them from harm. Others say it is a vengeful nature spirit that seeks only to cause chaos and destruction to as many people as it can. All such rumours tell tales of a cavern deep in the heart of the ocean, which houses the spirit. There have been many attempts at finding this spirit – either to request it's aid and protection, to seek to control it and harvest the bounty of the ocean, or even to snuff it out completely for whatever nefarious scheme.

Places of Interest

Fairy Queen's Pool: On one of the many islands in the Sea of Storms, is a small pool. This pool, deep in the

centre of a forested glade, is serenely calm, even during the fiercest of storms. This pool is always empty, and makes a peaceful place to rest, and recover from a disaster at sea. There always seems to be ample shelter and supplies. However, many who outstay their welcome there find themselves visited by the Fairy Queen. The Fairy Queen warns those despoiling her domain before whisking them off to another island that is quite as hospitable from which most of the trespassers never return. However, those treating her domain with respect can sometimes find themselves transported home. However, the magic of the glade is not just one way, and sometimes the Fairy Queen will summon someone she has saved, and request his or her aid. Nobody has ever been able to resist her polite requests, and many often go on to have exciting adventures, whether they intend to or not.

Lord Jabu-Jabu's Shrine: Lord Jabu-Jabu is the ancient guardian spirit of the zoran race, and is a colossal fish. He lives in a huge shrine, where he is fed and looked after by his zora attendants. Although Lord Jabu-Jabu very rarely uses his powers, the zora still venerate him, and treat him like a deity, uttering his name in protective gestures and powerful enchantments. Zoran legends tell that Lord Jabu-Jabu is a guard for many of the powerful artifacts of the world, a job entrusted to him by the Goddesses of the Tri-Force themselves. To fulfill this, Lord Jabu-Jabu swallowed them, hiding them in numerous bulbous pouches and pockets of living tissue designed for such a purpose.

Maelstrom: The Maelstrom is an area of the Sea of Storms that is on constant storm, where the seas boil and the wind lashes the surface with such fury it can rip sails from the mast of even the most secure ship. In the centre of the Maelstrom, the waters churn in on themselves, forming a gigantic whirlpool from which there is no escape. Nobody

knows what lies at the heart of the whirlpool, and few will find out, as their ships break apart far from the centre, and create a swirling graveyard of debris and flotsam, marking the point of no return for other mariners.

Zora Village: Zora village is the heart of the zoran homelands, and is home many zora. Their homes are built into the very coral beds themselves, and expert zoran artisans sculpt and form the coral into increasingly beautiful works of art, blending homes and nature into a unified whole that only the experienced traveller can detect. The houses, businesses, and buildings of the underwater settlement line themselves up into neat paths and rings, getting ever taller and more majestic as they converge on the centre. In the middle of the city, in a structure formed from natural coral so tall it is said to almost penetrate the surface of the sea, is the royal throne of the Zora King, the ruler of all zora kind.

Subrosian Underworld

The Land

The Subrosian Underworld is a domain of fire and lava deep beneath within the earth, stretching for miles and miles through winding subterranean caverns. Within the largest of the caves are settlements built by the native dwellers of this place, the mysterious subrosians. No-one knows how far the realm actually stretches, but the majority of it appears to be beneath Holodrum, with some tunnels going as far as Labrynna and Hyrule. There are very few natural entrances to the Subrosian Underworld, with most traffic going through portals between from the realms. When Onox buried the Temple of Seasons, he created a natural rift that only extremely skilled climbers can navigate, but they would need to actually reach the rift to climb it. The rift gets extremely narrow, and comes out around the ruins of the Temple of Season in Holodrum. Looking back

from there only reveals a few cracks in the ground and vast heat from below.

The People

Subrosians are a naturally shy race, and have been separated from the other races for thousands of years in their underworld home. When the Temple of Seasons was buried by Onox, and appeared in the Subrosian Underworld, they were curious at the strange architecture and aesthetics of the building, and many subrosians toured the site, trying to gain a deeper insight into the world above. Their artisans began trying to copy the form of the building, and there was a brief vogue in imitating the ideas of the world above amongst the race. Soon, subrosians began to find the portals leading into Holodrum and the other lands of the overworld, and venture out into the light. Having never seen the sun or sky before, they were incredibly subdued, and native subrosians still are after stepping into the big wide world for the first time.

As of yet, there are very few other races living in the Subrosian Underworld. Of those on the surface, only the gorons are suited to life in the Subrosian Underworld, which is vaguely similar to the interior of Death Mountain. There has been speculation that the two realms are indeed connected, but if so then the distance between them are so far apart that neither race has contacted the other as of yet.

The History

The Subrosian Underworld doesn't really have much of a history to speak of. In the eyes of the subrosians, it has always existed, peaceful and secluded. Even during the Age of Sorrows and the Cataclysms of the surface world, the Subrosian Underworld remained virtually unchanged. Nobody knew of the Underworld, and the subrosians never knew the surface lands.

This relationship never changed until Onox buried the Temple of Seasons in Holodrum in his plan to turn the land into a dead realm. Unbeknownst

to him, instead of burying the temple, he caused it to sink beneath the earth, where it became part of the Subrosian Underworld. While it was hard to reach, it wasn't completely sealed as he planned, and the Hero of Time managed to reach the Season Spirits and use their powers to defeat Onox. Around this time, the first portals began opening up, linking Holodrum and the Subrosian Underworld. The braver subrosians began to venture forth and explore this new land under the sun, but kept to the shadows, fleeing instead of communicating with other races.

After the defeat of Onox, the portals remained, and more opened into other parts of the world. While the majority of subrosians chose to remain in the underworld, some used these portals to start trade with other races, who were quickly impressed with the subrosian's artisanship, which is said to even surpass that of the gorons.

The Myths

The tunnels and caverns of the Subrosian Underworld are seemingly endless, although some are quite difficult to travel through, blocked by oceans of lava and deep chasms. Practically anything can be hidden within them, and even the subrosians have yet to explore them all. Most amazingly, despite the lack of sunlight, and the abundance of lava in the realm, vegetation has still managed to grow in the subrosian Underworld, although not to the extent of lands above. The cause of this is unknown, but it may be linked to the Temple of Seasons, which has stayed in the Subrosian Underworld since Onox buried it.

Despite the abundance of lava rivers and volcanoes, most of the structures and items of the subrosians are built out of stone and metal. They say that these materials are made from Hard Ore which can withstand even the most extreme of natural temperatures, including submersion in lava. According to the secrets of subrosian artisans, this

Hard Ore can only be smelted by the use of refined and processed lava, which reduces its resistance, and then shaped by their powerful Steel Savants. Despite the seeming abundance of the material, it is quite rare to find naturally, and every bit discovered is hoarded by the leaders of the Subrosian settlements for construction.

Places of Interest

Subrosia Village: The heart of the Subrosian Underworld is Subrosia Village, the main settlement for the subrosians in the area. It consists of several large huts made from stone and metal containing Hard Ore. Each hut is large enough to house several families, but conditions are cramped since most have to be made from Hard Ore if they are to withstand the lava and intense heat of the region. Besides these huts, the settlement consists of a market where the subrosians can obtain their daily rations, and a foundry run by Steel Savants for the processing of processed lava and Hard Ore Smelting.

Subrosian Seaside: To the south of the area inhabited by Subrosians is the Subrosian Seaside. This rather amusing title is given to an area resembling a traditional beach resort, where the lava has transmuted the rock into a sandy beach. The sand is made from tiny little pieces of glass-like rock and ash thrown up from the nearby volcanoes. The Lava itself has thinned out to the consistency of murky water and laps gently upon these sands. However, despite the tranquillity of the area, the scalding hot fluid is still deadly to all those without heat or fire immunity.

Temple of Seasons: The Temple of Seasons was buried by Onox as part of his plan to light the Flame of Darkness for Twinrova's ritual. He did intend to have it sealed, but he never knew that the Subrosian Underworld was beneath the lands of the Triforce, and that was where the temple would end up. It consists of four towers, each containing the

shrine to a Season Spirit, around a central temple area.

When it was above ground, pilgrims and studious wizzrobes studying the elemental aspects would flock to the temple to learn more about the powers of nature and the seasons. This declined over time, and when Onox started his plans, the temple hadn't been visited for many years. Only the most learned of the natives of Holodrum still knew of the temple and the powers over nature and the seasons. Now, below ground, the temple is protected by the subrosians who visit it looking for ore chunks and to learn more about the world and cultures of the world above.

Termina

Termina is often looked on as a mystery in the world. There are marked resemblances between it and Hyrule, leading some to speculate that this tropical, often-bizarre country is a demiplane, a pocket dimension. Whatever the truth, it is certain that Termina is a shock. Vivid, even gaudy colors are commonplace there, whether one speaks of the festival bunting of Clock Town, the tropical fish and coral reefs in the Great Bay, or the bright, gigantic flowers mingled among the dense greenery in the steamy Southern Swamp. Here, just as anywhere in the world of Zelda, danger and adventure abound. Some, if they have a taste for the surreal, would go so far as to say that danger and adventure are heightened to a level rarely found elsewhere.

A healthy variety of races lives in the land of Termina. Hylians, deku, zorans, gorons, and gerudo all have communities somewhere in this country.

Southern Swamp

The Land

Shallow, stagnant water; squelching ground; gigantic, predatory insects;

humungous tropical flora; and choking humidity. The swamp is tough for most beings to navigate, with coiling plant roots in the water that can snag boat keels and the feet of a wader. Plants and insects grow like mad in this hot, very wet climate, and make up many of the monsters a traveler may encounter here. Deep in the swamp, one may find the Deku Palace, the gaudily-painted stronghold from which the ruling deku scrubs maintain the region. Deeper still is the Woodfall Temple, an overgrown holy place of Termina, a location with a mystic connection to the health of the land and one of Termina's four guardian spirits. In spite of the difficulty and danger involved with traveling through the swamp, it keeps a fairly brisk tourism industry, especially in Clock Town's festival season, from thrill-seekers and people wishing to see the exotic flora and fauna of the place.

The People

The prevalent race of the Southern Swamp is the deku scrubs. They can get around the swamp without great difficulty, thrive in the wet of the environment, feel very at home among the other plant life, and are resistant to the stings and poison of the indigenous insects. The dekus of the Southern Swamp are aggressive merchants, ranging far across the lands as they trade goods and barter, but there are a great many of them that stay in the swamp, some taking a hand in the tourism industry, and some gardening for their own use while others cultivate the more interesting gigantic plants for sale to outsiders. These dekus maintain their rule with the shrillness typical of their race.

Small troops of monkeys, seeming to be intelligent, also populate the swamp, but they are shy of other, larger beings. Consequently, contact with them is usually rare. If they have communities, they seemingly aren't telling.

While there are some dekus who involve themselves with the swamp's tourism, the dominant tribe in that area is second-place in overall population: hylia. They also make up most of the tourists themselves, as other races don't usually care much to visit the swamp--gorons avoid the water, zoras find it unpleasant to swim in, and gerudo see little opportunity to exploit. Tokay might take an interest in the swamp, but few leave their home and have the opportunity to explore it.

The History

The Deku Palace was being rebuilt for the third time (the wood of its construction has a limited lifespan of a few dozen years in the humidity of the swamp, in spite of preservation techniques the dekus use) when hylia settlers of Clock Town began exploring the swamp. Meeting the dekus in the swamp led to shrill shrieks, flying deku seeds, and fleeing on the part of the explorers. They learned firsthand how ridiculously territorial dekus can be. However, the necessity for trading contacts brought the two races past their hostilities, and now the dekus only keep their jealous guard on clearly-defined areas of the swamp while the hylia show their boat tours and help with the novelty trade in jungle flowers, food, and other souvenirs.

During the Crisis of the Moon, within days of Clock Town's annual Festival of Time, the dekus put great suspicion and hostility on the monkeys in the jungle. It's difficult to say if this was done because of the general disposition of dekus while they're looking for a scapegoat, or stemmed from the poorly-concealed panic they were feeling over the big falling, grinning moon. At any rate, they blamed the disappearance of their royal princess on a monkey who was known to be her playmate, when she had actually been captured by Odolwa, the guardian spirit of the swamp.

corrupted by the power of Majora's Mask. The situation was alleviated and new agreement brooked between them due to the exploits of Link, when he rescued her out of her prison in the process of clearing the Woodfall Temple and saving Termina from destruction.

Alliance with the temperamental dekus proved to be hard to hold onto for long, however, and relations between them and the monkeys went lukewarm again. The dekus maintain their rule over the swamp, the monkeys get by through foraging in the forests, and the tourism trade goes on. Life continues much like it always has in the swamp, in the barely-flowing water, among the huge blossoms and insects and reptiles, and overhung with the hot, humid air.

The Myths

- A perplexing mystery in the Southern Swamp is the monkeys. Their intelligence is not hard to see, and there are hints of organization in dealings with them, but it's a mystery where they live, what they do when they're not found roaming the swamp, and how they became the way they are. But they're shy, cautious, and difficult to follow through the thick underbrush, so learning the truth would be difficult.
- One wonders what the deku guard so jealously in their territory. They are less than friendly about throwing out or punishing trespassers. Those who pride themselves on not being found when they don't wish to be might consider it a worthy challenge to move around the deku realm just as they please. Whether or not they're actually hiding something is difficult to say, as it wouldn't be out of character for the dekus to keep watch like they do

simply out of principle. But with no proof, who's to say...

- The freakish size of the insects and plants in the Southern Swamp is a feature often remarked on by visitors and denizens alike. There are also many explanations for this; some are used like fairy tales and fables from parent to child, and logic seems to attribute it to the humid, fertile characteristics of the swamp. But the exact reason isn't really known.

Places of Interest

Swamp Outskirts: The buffer between Termina Field and the swamp. Visitors here get just a hint of what the swamp must be like, seeing the oversized plants that grow here. However, the creeping damp of the swamp gets no farther than this, so the plants don't have the water to support them as they do deeper in the swamp. It's safe here for the tourists, so close to the civilization of Clock Town, and removed from the discomfort and danger deeper in the region. There are of course plenty of thrill-seekers who want to see the deepest, darkest parts of this jungle, or harvest the bigger plants as souvenirs (many are too large to be removed from the swamp), and the tour guides are willing to take them, with special rates for groups. However, the more sedate ones go not much farther than the outskirts. This is the best place for trade, where rafts and caravans can meet to exchange goods. Monkeys are rarely seen, but most of the hylia in the swamp make their homes here. There are plenty of dekus as well, who act sullen for the most part, as if grudgingly accepting the outsiders tramping around in their swamp, even if it's only on the border.

Deku Palace: The Deku Palace is the seat of government for the dekus of the Southern Swamp and the other races who live under their

laws. It's not terribly deep in the swamp, but the tourists can only get so close to it and be so annoying before the deku guards are chasing them back to their boats, beating them with their own picto boxes (especially if the guards happen to be in anything approaching a bad mood). Off to one side of the palace is a shrine, in reverence to the goddesses and the guardian giant of Termina attached to the swamp. The whole of the palace is bedecked with vivid colors and clashing patterns, which seem to please the dekus. It's an amalgam of living wood and plants, marsh water, moss, dirt, stone, sod, and cut timber. The live plants change colors with seasonally, giving some pleasing variety to the generally-garish decoration. Even in winter, however, paint and dyes on the dead wood don't let the décor recline into restful blandness.

Woodfall: This is the holy locus of the Southern Swamp. The magical runoff is possibly the cause of the rampant plant and animal growth. The temple lies beneath the lake/marsh that covers the whole area, and can be raised by means known to the dekus. They maintain the temple, being the dominant race in the region, and take the responsibility seriously. Rumor speaks of monkeys visiting this place as well, but the truth of this supposition is unknown. Woodfall's well-being are reflected in the whole of the swamp--when all is well, the jungle thrives; when imbalance exists, the waters that pour out from the lake into the rest of the swamp turn venomous. All of the swamp is connected to one of Termina's four guardian giants, but that link is strongest in Woodfall.

Deep Swamp: Darker, damper, and deadlier than the rest of the jungle, this region lies on the other side of Woodfall from the direction of Clock Town. Except for brave/foolhardy tour guides, hyliaans of the swamp are not found here. Dekus exile their criminals into the deep swamp, and these unfortunates that survive for any stretch of time are those that

hug the border they're not allowed to cross and stay as close to the "civilized" swamp as possible. The carnivores are even larger and more dangerous here, if the reports of those who have survived them are any indication. But it seems that the small monkeys get by fairly well here, undisturbed by the outsiders, but their relations with the deadly creatures (Prey? Masters? Slaves? Indifferent?) is undetermined.

Snowhead

The Land

The mountainous region known as Snowhead, standing north of Clock Town, is by far the coolest in Termina. Patches of snow linger into mid-spring low on the slopes and glaciers on the peaks remain year-round--ironic, considering the proximity of the hot Great Bay and the Southern Swamp. The area has some very mild volcanic activity, resulting in numerous hot springs and scattered lava vents that ooze but very rarely explode. Coniferous trees are found all over the slopes, especially on the sheltered windward side of the range, where the sea breeze from the Great Bay carries in moisture-heavy air. The higher peaks are blasted by the wind constantly, making it difficult for plants any larger than heather, lichen, and low bushes to live. However, it does serve to give the mountains a gentle, smooth-worn veneer that stands in sharp contrast to the bitterness of the winter season. Those mountains in the leeward side of the range are considerably drier, cut off from the precipitation for the most part, but still supporting some stunted flora. Winters here are harsh and white, with dangerous blizzards that can blow the unprepared right off the mountain or bury him in a snowdrift. Springtime, when the snow melts and water flows down the mountains, procures an almost frantic, brilliant burst of life as grass, flowers, and shrubs spring into life. Flash-floods

are common, however, and at the foot of the mountains is worn a deep channel that diverts most of the water west, back into the Great Bay, from which it came in the first place as precipitation. Surefooted creatures such as mountain goats, deer, and wild sheep range all over the mountains, doing quite well for themselves. Gorons are the most prevalent species to be found on Snowhead, doing trade in bomb flowers, materials they have mined, metalwork and craftsmanship, and the like.

The People

The merry gorons get by the best in the Snowhead mountains, feeling at home among the stone of the slopes, able to tolerate the extremes in temperature, and well-equipped to navigate the trails and paths with their rolling. They eat their rocks, tinker and forge, dance and play games, mine for stone and iron, and conduct trade with Clock Town to the south. Their community is known as Mountain Village, several dugouts interconnected with tunnels, sturdily-built and resistant to the gales of the region.

Hyllians can also be found in the mountains, primarily in the thorp known as Mountain Village. Here they help with the trade between the gorons and the outside world. Some have the precarious duty of herding what goats and sheep have been domesticated while others are hunters--the fur trade is good in Mountain Village. Also, some of the well-to-do of Clock Town keep villas here as mountain retreats from the heat and crowd of their homes.

Rumor speaks of strange, cowed creatures being seen around the more active volcanic areas in Snowhead. They could be subrosian explorers, but very few people in Termina would recognize them as such, especially with the vague and scant descriptions that come back.

The History

Long ago, the mountains rose when the tectonic plates beneath the Termina mainland and the ocean to its west collided. Since then, however, the volcanoes have calmed immensely and the mountains are shaped more by wind and ice than earthquake. Gorons colonized their village on the windswept cliffs near the Lone Peak after walking and rolling in from somewhere distantly east of Termina--where exactly, they do not say, and might not remember. The temple of Snowhead was already there, seemingly. Once their mines were doing well, they ventured for trading partners, and naturally brooked agreement with Clock Town and the deku scrubs of the Southern Swamp. Hyllians of Clock Town built the first alpine villa that was to become the Mountain Village, although it started out as a simple blacksmith's shop.

Many years passed in the mountains around Snowhead, their passage marked by the brutal winters. But the Crisis of the Moon jolted the region out of a sedentary routine. Tragedy befell the Goron Village when Darmani, great warrior and role model of the community, tried to journey to Snowhead to investigate the cause of the sudden, bitter cold snap that had struck the region when spring was supposed to have arrived. Darmani did not survive the trek, and the grieving gorons interred him on a cliff overlooking Mountain Village. His restless spirit besought help from Link when he came looking to right the wrongs done by Skullkid wielding Majora's Mask. The aid of his ghost proved to be enough, and the imbalance was lifted from the Temple, and finally spring came to relieve the people.

The Myths

- It is said that Darmani, one of the greatest goron warriors ever born, does not rest easy in his grave. There was word of him being seen, alive and well, very shortly after he had

supposedly died. The rumors have not totally ceased, however, and sightings of his shade seem to continue.

- Springtime in the mountains is usually heralded by a chorus of frogs that sing in the vicinity of Mountain Village. They seem to be “conducted” by someone who goes by the name of Don Gero, but just who this person is and his connection with the frogs is unclear.
- The mildness of the local volcanic activity provides a good opportunity for those who study volcanoes. It’s easy to get to the vents, and they can even be explored a short distance into the earth with minimal danger from the lava. Spelunking in this manner might even bring one face-to-hood with the mysterious, robed creatures said to haunt some of the vents...

Places of Interest

Mountain Village: This relatively small community grew up around the solitary smithy that was the first building to stand in the area. After it came the first alpine retreat, that of Clock Town’s Mayor Dotour, followed by others, then the lower-class homesteaders that do the herding and hunting in Mountain Village. It’s a quiet place, and the denizens who get bored often go to the Goron Village to partake in the song and dance that are such huge parts of goron life. Many of Mountain Village’s citizens pass the winters in Clock Town, to escape the biting cold, and return to dig out their homes in the spring.

Snowhead: Snowhead is another of the four holy locations of Termina, situated high in the mountains. It’s an odd, intimidating peak, reached by a narrow, precarious causeway of natural stone, crested with a rock formation that resembles a spiked morningstar head. Year-round, even

when the sun is at its hottest, snow and ice linger here. Winter’s fiercest blizzards seem to pour out of Snowhead when the season is right, and even when it’s not, if desecrations has occurred within the temple.

Goron Village: This goron community is one of the few not built within natural grottoes, but constructed for the great part in pits dug into the ground. The parts of the dwellings that aren’t subterranean are enclosed in igloo-like domes. They are well-protected from the cold, and stocked with edible rocks so the gorons can wait out the long winter months of the mountains. All these goron-made caverns are connected by tunnels deep enough to stay away from the cold. The village sits atop a cliff and faces the strange, standing, weathered pinnacles that just up from the mountain mists below. A shrine sits in one such rock. In the direction of the Mountain Village can be found the racetrack that the gorons compete on in celebration of spring. The event brings in every goron on the mountain, and nearly all the hylians of the Mountain Village.

High Glaciers: Colossal sheets of unmelting ice can be found in almost every remote location in the mountains of Snowhead. These are ecosystems unto themselves most of the time, and they actually slide across the land, in inexorable crawls that may move them a mere twelve inches every year, and carve the surface of the mountains with gashes that starkly contrast with the slower weathering caused by wind and water. The glaciers may be the nests of beings that have burrowed deeply into the ice and built glistening crystal citadels, but explorers don’t often venture into these harsh territories, and the herds avoid them.

Great Bay

The Land

To Clock Town's west is the coast of a huge, tropical sea. The Great Bay is a relatively sheltered cove friendly to shipping, filled with marine life, and attractive to tourists and vacationers from Clock Town. The sand is white, the water is usually clear and warm, the sky is blue, and the fish are colorful. Healthy, bright coral, kelp, and seaweeds cover much area under the surface. A waterfall, its headwaters in the Southern Swamp, cascades down the high cliffs in the southern part of the region and flows through a channel in the sand, into the sea. Further north is the iron stronghold built by the gerudos of Termina, who traverse the seas, attacking merchant ships and tourists and searching for troves of treasure. The climate is warm here, accounting for the brightness of tropical fish, plants, and seashells.

The People

Not surprisingly, zoras are the dominant race of the Great Bay. It's the water, after all, and no one knows the water like a zora. They get by on the plentiful fish and undersea gardens and craft delicate, intricate goods, many out of the shells, coral, and other stuff of the sea floor. These are exported, along with many of the exotic plants that they grow underwater, and sell well in Clock Town. They also make good guides and pilots for the merchant ships as they traverse the dangerous reefs so that neither ship nor reef is harmed.

The gerudo of the Great Bay, however, represent a much less benign force in the area. With their typical ruthlessness and opportunism, they have ensconced themselves firmly in their steel stronghold and sally forth when need and greed dictate, practicing piracy enthusiastically. There is no love lost between them and the zoras, but neither can do much to drive the other off, so the feud merely simmers.

If found outside their home in anything approaching decent numbers, tokay would find the Great Bay quite hospitable, with water to swim in, pretty fish and shells to ogle, and piles of washed-up seaweed to poke through. The zoras would likely have no patience for tokay exploring Zora Hall and taking apart their meticulously-constructed musical instruments.

Hyliaans also call the Bay home, living as hermits, fishermen, or dock workers. They quietly support the zoras in their conflict with the gerudo, but are at risk from their raids, so they outwardly give the impression of neutrality.

The History

The corroded edifice the gerudo pirates use for their stronghold was where it stands when the first zora swimmer entered the Great Bay. The hyliaans in Clock Town have stories about its origins, but the truth is unknown, and there is little evidence about who built it within it, even less so now with the gerudo in residence. Favoring the pleasant climate, Zora Hall was soon built and habituated by zora migrants. They brought with them great skill at making musical instruments, exceptional even among zoras, and soon applied it to areas like sculpture.

Three gale-torn galleons limped into the Great Bay some decades later, carrying the gerudo who would claim the stronghold as their own when they decided that this was a good place to stay, and their ships would simply sink if they went through much longer. Hostility between the two races was imminent, becoming violent in little time. But each side was too firmly-entrenched in their chosen homes to be shaken out, and since the time of these battles, fighting between the zoras and the gerudo has become rare. One notable occasion of skirmishes between them was near the time of the Crisis of the Moon, when the gerudo stole the eggs of the zora

diva Lulu. Mikau, her paramour, made a daring solo attempt to reclaim the eggs, but was defeated and left for dead by the pirates. He was pulled from the water by Link on his mission, and told him his story. Mikau charged him with rescuing the eggs and setting right the imbalance in the Great Bay. Then he perished, and like Darmani the goron, his spirit was able to help Link achieve success.

Since then, the vendetta between the gerudos and the zorass has become even more bitter. Mikau was a beloved champion and musician among the zorass of the Bay, who vowed vengeance. For the first time since the gerudo's arrival, the zorass attempted raids on the stronghold, but were repulsed, and the gerudo retaliation was unable to reach Zora Hall. So the clashes between the two of them are still mostly-limited to when they run into each other at sea, but have become even more vicious. The tourists are awed by these fights, but rare as they are, they still enjoy the sand and surf more than the sea battles.

The Myths

- Stories of sea monsters are very common in the Great Bay, so common that they've been grouped into distinct types. Whether or not these tales are true is difficult to say, because hard evidence of their existence is difficult to come by. But that wouldn't necessarily stop the more determined of the curious ones who seek these creatures out...
- If the gerudo pirates aren't raiding merchant ships or lazing around in their stronghold, chances are that they're out hunting buried treasure. A good deal of the maps that they follow turn nothing up, but they have many successes as well that yield great wealth. It could be that they simply

misinterpreted the failed maps, and it could also be that someone getting their hands on a good one before the gerudo can follow it to dig it up would get all the rupees to themselves.

- Leeverss are a dangerous seasonal nuisance in the sands of the Great Bay. Like those that live in the Gerudo Desert, they, too, are known to emerge on certain nights and journey somewhere, where they conduct an almost ritual dance, and then disappear.
- The waters of the Great Bay are known to contain seahorses, who are surprisingly intelligent, able to speak, and known the sea floor like the back of their pectoral fins. The gerudo would love to get their hands on one of them and exploit this knowledge in their search for booty. The more scrupulous, however, might consider asking nicely, or performing a task for the seahorses, and be rewarded with a richer find than any pirate could get by coercion.

Places of Interest

Termina Beach: This wide, sandy beach is constantly bathed in sunshine and lapped by the warm surf of the Bay. The beach is most attractive to the tourists and vacationers from Clock Town, and also the closest part of the area to it, so sunbathers and swimmers are very commonplace. The gerudo pirates are known to attack these vacationers, so Clock Town guards often come along to guard them. Sometimes, if relations with the zorass are good, they'll help in the protecting. However, when the gerudo are feeling particularly cocky or see an exceptionally good chance, they attack anyway, holding those they capture for ransom. The piers used by the merchant ships are also

on this stretch of sand, but were built so as not to interfere with the beachgoers' sun time.

Pinnacle Rock: To any on the surface, this location of interest appears to be nothing more than a number of tall stone pillars thrusting up out of the sea. But to the zoras, and others capable of diving deep enough, there is more to Pinnacle Rock. The pillars circle a wide, deep pit under the water, which is known to be habituated by huge, fearsome sea snakes. They keep to themselves for the most part, but are known to eat anything that comes their way. It's dangerous here, but within the detritus of the snakes' feasting, a scavenger might find a few things of interest.

Zora Hall: The zora community of Termina. This bright, cool place is a good-sided underwater cave complex, decorated with bright, colorful shells and undersea plants. Place of pride goes to the stage in Zora Hall, often used by the resident musical band, the Indigo-Gos--two opened halves of an impossibly big scallop shell. This is the place where the zoras retreat to when the gerudo rout them during their skirmishes, and it has never been found by the pirates, who don't have the capability to follow them deeply into the water.

Gerudo Stronghold: The gerudo pirates make their base of operations and home in this structure of iron, left by unknown builders long before even the zoras lived in the Bay. They have made large improvements to its defensibility, and stocked it with treasure and the materials of war captured in raids. They keep a tight guard against all comers, have no interest in diplomacy, and almost always kill trespassers. Those who could get past the guards would find themselves in a maze of water, explosive mines, and fast-flowing water jets. However, the rupees and items that the gerudo have collected over the years might make it worth the risk... The zoras have tried for many years to find a good point of

access to wipe the pirates out, but are always foiled.

Great Bay: In deep water, far, far out from the shore, is the Great Bay, the third sacred place of Termina. It is an underwater cave that is filled with iron pipes, pumps, clockwork devices driven by the water, and drips that make navigating the temple dangerous and complicated, even when all is well in the Bay and not a monster is to be found. The connection here with the temple and the land is primarily with the climate, which can affect much as the ripples pan out in the Bay's ecosystem, making the waters murky, or causing huge death in the marine life, or sending squalls and gales inland to batter the coast.

Ikana Canyon

The Land

Ikana Canyon is a hot, craggy, barren, dusty desert, filled with the remains of a civilization long-gone and the spirits of a restless dead. All around is the lingering evidence of a past gone to dust. The ruins of grand Ikana Castle, still painted and decorated gaudily like seemingly everything else in Termina, stand atop a cliff at the end of the Canyon's main valley. With no sane, wholesome residents, Ikana Canyon has no trade, unless feuds between bands of gerudos and criminal hylians count. This area has quite a bit in common with the Red Canyons in the Gerudo Desert.

The History

Once, Ikana was a cradle of hylian civilization in Termina. The soil was fertile, the climate was amiable, and the people were healthy, creative, industrious, and strong. Harvests were plentiful, and the maze-like temple of the Stone Tower was raised in thanks to the goddesses. But the land became thrashed by a series of droughts, and what could be irrigated was soon played out by the intensive agriculture needed to

support Ikana's large population. The social order had become heavily stratified, and the decadent "cream" of the Ikana civilization found that the famine could spell their end.

But rather than cooperate with each other, or share their wealth, or find a mutually beneficial way to feed the people, they turned selfish and acted only to stay in the comfortable homes they had made and keep themselves fed. Values that had held great sway among the Ikana in their times of plenty lost all meaning when their survival was threatened. The climate continued to dry out, becoming even less capable of supporting farming, and there were mad grabs for what arable land remained. Eventually, the poor made the smart move and attempted to emigrate out of Ikana to try their luck elsewhere. This was resisted by the rich, who claimed that they owned the serfs who worked their lands, and inter-class violence erupted as some were forcefully restrained.

Many of the lesser nobles were overthrown and killed, leaving "their" peasants to loot their homes and move on with their plans to flee, but the more powerful, who could keep stronger personal armies, slaughtered the disobedient poor for abandoning their masters. The anarchy and strife were thus fed even further. Some peasants got away completely, but many others were retained in Ikana or killed. The innocent families that were slain, done great wrongs in life, became the first of Ikana's restless dead, haunting and tormenting their oppressors in life, unable to let go of the old hurts and move on to the next world and instead chasing vengeance long after their flame had been snuffed.

Honor, cooperation, and love of the fellow man had long-since vanished in Ikana, leaving only the selfish, vengeful spiral. The droughts and sandstorms stripped the last of the arable land, but long before then, most of the people who might have farmed it were either fled or dead,

and their buildings were already succumbing to time's predations. It was at this time that the Garo, a country from deeper in the desert over the hills that had grown to rival Ikana as it began to decline, invaded. For being the last straw, this event was overkill. Ikana's armies, weakened by hunger, civil strife, and poorer equipment than they would have used during Ikana's heyday, were defeated, and the land sacked. The Garo, seeing the sorry state of Ikana, did not maintain control over it, and there weren't enough people to justify staying. So they took their booty and left. In time, the negative feelings of the spirits slain throughout Ikana's strife burned themselves out. Thus the dead went to the most peaceful rest they had ever had. Ikana was abandoned, and finally, the dead no longer cared.

The canyon became a curiosity to some, interested in what had passed before, what had caused this grand civilization to fall so far in such a comparatively short time, or merely the mystery of the undead. The spirits took no notice of them, until, during the Crisis of the Moon, Skullkid stirred them up by corrupting the Stone Tower temple, which had actually been left in a state of relative balance when the people of Ikana no longer cared. The dead were awakened in Ikana, more dangerous than they ever had been. Link walked among them and laid them to rest again when he was clued in by the former king of Ikana, who, in defeat, finally came to his senses, and pointed him in the right direction of Stone Tower. Link's exploits there put Ikana's dead to rest, once again, and returned the canyon to its fallen, but balanced state.

The Myths

- Ghost stories are more than fanciful tales told around the campfire when it comes to Ikana Canyon. The poes stay mostly at rest, with the

civilization they once lived in long-gone, even when the living come around. But there are plenty of ghosts who become active and float up from their graves on restless days and haunt the vicinity. With Ikana mostly abandoned, it's easiest to let the ghosts simply tire out and return to their rest after a time, but helping them or bringing them to their senses would be considered a good turn, and might earn a reward.

- Sakon, an infamous thief known to plague Termina with his very odd demeanor and accomplished ability to steal, made a cave in the lower Ikana Canyon his hideout. It was filled with his loot, but protected with some of the most complicated and challenging puzzles and traps stolen money can buy. Additionally, with Sakon's death, his greedy, materialistic nature makes it very possible that his spirit still lingers in or around the cave. But the question is, would someone who took the time to lay Sakon to rest be doing so from pure, honest motives, or be lusting after the piles of rupees much the same way the prancing thief did?
- In the late days of Ikana's downfall, the Garo ninja could be found slinking all over the canyon, spying in advance of the Garoo army. However, judging from the number of their ghosts that can be found in Ikana, they weren't as skilled as they thought they were. Though dead, perhaps these spies would be able to tell something about the country they were spying for in the first place...

Places of Interest

Lower Canyon: The river that carved out Ikana Canyon ended here, becoming a delta that fanned onto Termina Plain. The denizens of Clock Town, anxious about the area, fenced it off long ago to help keep out the curious for their own good. Poes are few here, on the border, even when Ikana's dead are exceptionally restless. But there are many dangerous, living creatures that can be found in this area of dry, red sand and rock formations. Real bombchus seem to have a lot of love for this location, and can be found scampering all over.

Ikana Graveyard: This cemetery is unusual in Ikana, in that, even in times of peace, the dead do not sleep easily. They also ignore the living, for the most part. The plot of ground known as Ikana Graveyard was once a hard bend in the river that flowed through the area, and became the place devoted to the burial of Ikana's royal family, and those soldiers that distinguish themselves in the line of duty--in the case of Skull Keeta, negative distinguishment can earn them a place there, too. Those spirits who have not let go of their regrets, moving down from Ikana proper, haunt the graveyard. A living caretaker remains here and tends the grounds, taking refuge in his home at night.

Ikana Castle: This squat, garishly-decorated keep sits atop a hill in Ikana Canyon, overlooking bare, sun-scorched lands. The Garo looted it of every valuable item, except for those that were guarded by riddles and traps too difficult or time-consuming to be solved. The spirits of the last king, Igos du Ikana, and his two chamions, reside here, where they were slain by the invading Garo, in spite of its heavy defenses. It is now a dusty ruin, its roof used as a roost by keese and guay.

Stone Tower: The darkest of Termina's four holy places. The structure was raised by the people of Ikana long ago, and instilled with a very strange, mind-warping

property... Using *light arrows* on certain seals throughout the hazardous, maze-like temple causes the whole temple to be subjected to a kind of *reverse gravity* effect, making the firer to have to walk precariously along the ceiling in this mostly open-aired temple if he wishes to continue exploring. It makes for a bizarre experience. The stone and animated stone guardians of this temple make investigating even more difficult.

Central Termina

The Land

The core of Termina is Clock Town, a bustling, colorful, decorated-to-the-point-of-being-graffittied trade center, known far and wide for its clock tower and annual Festival of Time. It isn't the only feature, however, for appended on the warm plain of Termina Field is Milk Road, a rural area of rich agriculture that supports what part of Termina's population that eats plants with enough excess to export. The field not your typical unarable prairie, with the sharp rolls to its landscape and the "transition zones" between the field and the regions to its north, south, east, and west. The observatory of Clock Town also stands here, far enough removed from the lights of the city that their glare doesn't interfere with the telescope. Merchants from beyond Termina come here to do their trading, and the specialty goods from the Southern Swamp, Goron Village, and Great Bay come here to be exchanged and bartered.

Hyliaans are far and above the most common race found in the area, but at almost all times, representatives of the goron, deku scrub, and zora races are in Clock Town, as diplomats, merchants, artisans, or shoppers. Few of them have permanent homes, but all are welcomed.

The History

Long before the civilization of Ikana developed, the Plain was the playground of Termina's four guardian spirits, and their small playmate, Skullkid. Their light-hearted games would get the attention of even a goron, had there been any on Snowhead to behold the spectacle of four incredibly long-limbed, small-bodied giants shaking the earth as they capered around, and among them, the tiny, tiny speck of a figure in a large straw hat, playing along with them delightedly. But, to the dismay and sorrow of Skullkid, the giants left, giving no explanation but going to the holy places at the points of the compass, to watch over Termina. Skullkid was left alone, sulking in the woods, watching the civilizations developing around him and playing tricks in his mischief and boredom.

Clock Town was first founded as a settlement of Ikana peasants that had fled the strife in the Canyon. It started humble, as most cities do. It was even mostly-abandoned for a long time as the emigrating hyliaans settled on Milk Road to take advantage of the arable land there. But as the farming began to do better and better, the surplus required a venue for trading. That became Clock Town. The tradition of the Festival of Time was established one year after the fields of Milk Road made a fantastic yield that the people were living off of for years afterward. It was repeated annually after that, slowly moving towards its present form, and Clock Town and Termina continued to prosper while it was observed. Before long, great importance was placed on the Festival, and the trappings of the event grew and grew--Clock Town became permanently decorated, to some degree, for the Festival, and there developed the belief that wedding vows exchanged on the day of the Festival would bring great health, wealth, and happiness to the couple. The huge, famous clock tower was constructed, measuring the time each year until the next

Festival would be held, and becoming the namesake of the small city. Watching the happiness and festivity of Clock Town every year filled Skullkid with further sadness. He continued to sulk apart, bemoaning how it wasn't fair that all those hylians were having such a great time, and that his friends the giants had deserted him without a word. One year he was curled up, shivering and sobbing, in a huge hollow log near the entrance to the Southern Swamp, as a chill rain came down in sheets. The Festival was months away yet, but already Clock Town had begun the final run of preparations for the event that their whole livelihood hinged on now. A pair of fairies--Tatl and Tael, brother and sister--were searching for shelter from the weather, and heard Skullkid in his grief. Taking pity, and seeing a chance to get out of the elements, they warmed and comforted him. Together, the three of them passed the night in the log. When the morning came, they went about Termina in search of games to play. Their pastimes continued, and a strong friendship developed. Then, one day, they espied a red-haired hylian man laden with a huge bundle on his back, apparently bound for Clock Town with a sack of goods to help with the festivities--masks, as it happened. The Happy Mask Salesman. Feeling spiteful, and emboldened by the presence of Tatl and Tael, Skullkid swooped down on the unaware Salesman and struck him unconscious. Rummaging through the sack for anything interesting, two ancient forces came together in a meeting that may have been fated, or could have been avoided and prevented much panic and disaster in Termina; there is no telling. But what came to pass, was that Skullkid found and claimed the fabled, powerful, evil Majora's Mask. It empowered Skullkid, giving him the means, cunning, and ruthlessness to pull the most vicious pranks yet. Slowly, inexorably, with each use of its power, the Mask fed back into Skullkid a measure of its

unspeakable vileness. He turned more and more spiteful, playing tricks that got steadily more malicious as the Mask's power grew and he fell further and further under its control. It put into motion a plot that would ultimately pull the moon down into the earth, and destroy the entire world in an explosion of fire. Fate, or chance, put these two forces together that could have destroyed the world in Termina. But by the same coin, the source of Termina's salvation was brought as well--Link, the Hero of Time, the hylian boy who had just left Hyrule and the name he had earned there to go forth on a personal journey. Skullkid ambushed him in the woods, in a similar fashion to how he'd gotten the jump on the Salesman, and stole the Ocarina of Time that he was carrying while Link was knocked out. Skullkid and the fairies fled, and Link followed, falling down the "rabbit hole" (to further the Lewis Carol analogy) that led to Termina from the forest he was traveling through. On the other side, Skullkid cursed Link with the form of a deku scrub, which he thought would make the Hero of Time helpless. But he underestimated the hylian boy's resourcefulness and determination, as he not only reclaimed the Ocarina, but found a way to beat the odds of time that were stacked against him through it. He traveled to the four holy places of Termina, defeated the powerful, evil creatures that had been placed there and broke the curses laid on them, and called the four giants to action. The presence of these beings of power shocked Skullkid, and their trumpeting voices shook the Mask's grip on his mind. It abandoned his body and fled into the moon that the giants had stopped in mid-fall, throwing down a challenge to Link on its way up. He accepted, and in the hollow core of the moon, the battle between the two of them raged, shaking the grinning, pockmarked sphere as the giants suspended it above the clock tower. Finally, it stilled, and Link emerged victorious.

The Happy Mask Salesman retrieved his precious mask, declaring that its evil had been laid to rest now, and all should be well. Skullkid came to his senses and reconciled with the giants, the Festival went on to the delight and relief of the citizens of Clock Town, and Link withdrew from the limelight once again.

Clock Town's yearly routine has continued, and things continue to look up for it. The Festivals are still held, and draw in people from an even wider area as the merchants favor Clock Town more and more heavily. Skullkid's whereabouts are unknown, but the occasional harmless, amusing prank that can't be tied to anyone seems to say that he isn't gone.

The Myths

- The underside of Clock Town is said to be rife with secret passages leading to all sorts of places. It seems that the Bombers, the benign gang of boys that like to make a practice of doing good turns for the people of the community, have a good grasp of their layout, but there are many that even they know nothing about. It's a good question what they could contain.
- Milk Road contains a track for horse racing, which attracts the tourists, who are encouraged to bet and buy concessions as they watch the races. There are rumors of shady doings by the Gorman Brothers, proprietors of the track, but pinning anything on them seems to be impossible.
- On rare, terrifying occasions, it is said that Romani Ranch's prized cows are stolen by huge, glowing, mysterious figures that float down out of the sky and snatch them up. Driving them away is a task that the ranchers dread, and are rarely completely successful at.

Places of Interest

Clock Town: Bustling, burgeoning, decorated Clock Town. The heart of Termina, the center of its trade, and the place that draws tourists by the droves during the Festival season. Here can be found the lodging, goods, services, and supplies that every adventurer finds handy before setting forth, and many he might not even realize he needs. They can unwind here as well, of course, for Clock Town is filled with ways to keep its visitors amused--there are few things worse for the tourism business than boredom--and opportunities to spend rupees. Clock Town is probably the strongest representative of the gaudy decorations and colors found all over Termina, with its permanent Festival bunting covering almost every available surface.

Conservatory: This edifice is devoted to the scientific study of the heavens, but is filled with many other curiosities that attracted the attention of the academic who works out of here. He keeps to himself and his studies of the sky, but has a liking for the youthful Bombers. He knows much of the heavens... Perhaps he can read the past, the present, and the future in their celestial dances, and interpret it for those that ask him...

Milk Road: In spite of a name referring to dairy produce, Milk Road is Termina's breadbasket. Farms and homesteads are found in abundance here, in addition to those tracts of land that are used to raise livestock--such as the Romani Ranch, famous for its milk, which is actually served in a specialty tavern in Clock Town. It is the wealthiest of the farms and ranches, envied by its rival, the Gorman Brothers' Racetrack, but well-liked by most of the others, who have good bartering relations with them--the Romanis receive grain and fodder for their stock, and give milk and share contacts in exchange.

Chapter 10 Icons of Mystery

Ganondorf Dragmire

Male Gerudo Drifter 5/Wizzrobe

15: CR 20; Medium Humanoid (Gerudo); HD 5d6+10 plus 15d4+30; hp 93; Init +4; Spd 30 ft.; Defence 26 (+4 Dex, +9 class, +3 racial); Base Atk +10; Grp +13; Atk +17 melee (2d6+7/19-20, +4 *greatsword*) or +14 ranged (by spell); SA sneak attack +2d6; SQ sparse consumption, drifter's luck 1/day, price fixing, uncanny dodge (Dex bonus to Defence); Focus dark; SV Fort +8, Ref +19, Will +14; Str 17, Dex 18, Con 15, Int 18, Wis 14, Cha 23.

Skills and Feats: Appraise +12 (8), Bluff +14 (8), Climb +5 (0), Concentration +12 (10), Decipher Script +14 (10), Gather Information +13 (7), Hide +10 (0), Intimidate +17 (9), Jump +13 (10), Knowledge (Hyrule history) +24 (20), Knowledge (Hyrule nobility) +14 (10), Knowledge (Triforce) +27 (23), Move Silently +14 (10), Pick Pocket +14 (8), Ride +14 (10), Search +14 (10), Spellcraft +24 (20), Spellsight +24 (20), Wilderness Lore +12 (10); Combat Casting, Craft Magic Arms & Armour, Cycle of Power, Desert Hunter, Dodge, Fire Focus, Fire's Power Attack, Mounted Combat, Power Attack, Shadow Affinity, Shadow Focus, Shadow's Dodge.

Special Qualities: *Sparse Consumption (Ex):* Gerudo can survive on 1/4 the amount of the food and water any other non-desert-dwelling race needs on a daily basis.

MP: Fire 38, Forest 14, Shadow 85, Spirit 55, Water 14.

Possessions: +4 *greatsword*, Gerudo tunic, solid black Gerudo stallion, *Triforce of Power*.

Ganondorf is the single greatest threat to Hyrule since the Fierce Wars ended. Once, Ganondorf was

the King of the Gerudo people, a hawk-faced, flame-haired, charismatic thief, but he is now known as Ganon, Prince of Evil, a demonic creature only vaguely humanoid.

Ganon's evil is legendary; he slaughtered his own army to ensure that only he could take the Triforce, but the Six Sages imprisoned him in the Golden Land before he could attack Hyrule. Over the generations, Ganon has attempted to take over Hyrule, but the guardians of the Triforces of Wisdom and Courage will forever oppose him.

Agahnim

Male (race unknown) Wizzrobe

15: CR 15; Medium Humanoid; HD 15d4; hp 35; Init +1; Spd 30 ft.; Defence 16 (+1 Dex, +5 class); Base Atk +7; Grp +7; Atk +8 ranged (by spell); Focus dark; SV Fort +5, Ref +8, Will +13; Str 11, Dex 12, Con 11, Int 18, Wis 15, Cha 18.

Skills and Feats: Bluff +7 (3), Concentration +14, Gather Information +20 (16), Knowledge (Hyrule geography) +14 (10), Knowledge (Hyrule history) +22 (18), Knowledge (Hyrule nobility) +22 (18), Knowledge (Triforce) +14 (10), Scry +20 (16), Spellcraft +22 (18), Spellsight +20 (18); Combat Casting, Craft Magic Arms & Armour, Craft Wondrous Item, Cycle of Power, Iron Will, Scribe Scroll, Shadow Affinity, Shadow Focus, Silent Spell, Spell Penetration, Weapon Focus (ray).

MP: Fire 31, Forest 19, Shadow 46, Spirit 25, Water 18.

Possessions: Voluminous red robes.

Nothing is known about the man calling himself Agahnim, other than the fact that he was a pawn of Ganon's and nearly brought Hyrule to destruction. He broke the Sages' Seal that kept the Light and Dark Worlds separate, but the intervention

of Link prevented Ganon from stepping through the breach.

Link

Male Hylian Wilderfolk 2/Warrior 10: CR 12; Medium Humanoid (Hylian); HD 2d10+4 plus 10d10+20; hp 91; Init +4 (+2 Dex, +2 instinct; always wins initiative); Spd 30 ft.; Defence 20 (+2 racial, +2 Dex, +6 class); Base Atk +12; Grp +14; Atk +19 melee (1d8+9 plus 2d6 holy/19-20, *Master Sword*) or +14 ranged (1d6/x3, longbow); Full Atk +19/+14 melee (1d8+9 plus 2d6 holy/19-20, *Master Sword*); SA battle focus; SQ low-light vision, wild sense, instinct; Focus light; SV Fort +19, Ref +18, Will +13; Str 14, Dex 15, Con 14, Int 13, Wis 14, Cha 15.

Skills and Feats: Climb +17 (15), Jump +17 (15), Listen +7 (5), Ride +12 (10), Spot +7 (5), Survival +7 (5), Swim +17 (15); Attunement (faerie), Beast's Mounted Combat, Far Shot, Forest Aspect, Luck of the Hylian, Mounted Archery, Mounted Combat, Point-Blank Shot, Spirit

Aspect, Weapon Specialization (longsword).

MP: Forest 3, Spirit 2.

Possessions: Bomb bag, hookshot, Hylian Shield, Hylian tunic, longbow w/ quiver of 50 arrows, Epona, *Master Sword* (+5 holy evil outsider bane longsword), *Triforce of Courage*.

The Triforce of Courage chose well, as Link comes to Hyrule whenever Ganon threatens. Link appears as a man of indeterminate age, wearing a green tunic and cap, and carrying a sword in his left hand and a strong shield in his right.

Link is not a man who wants admiration; even though he has saved Hyrule many times in his many incarnations, Link is content with what he has.

Incarnations

The stats given for Link here are representative of Link at the end of *Ocarina of Time*. To use Links from other games in the series, consult the following level layouts as a guideline. The following are given in a rough chronological order, but keep in mind that there have been several different Links throughout the branching and varied timelines of the Zelda Universe. The variations given below

Majora's Mask: Performer 2/Wilderfolk 3/Warrior 10.

The Legend of Zelda: Wilderfolk Wind Waker: Drifter 5/Warrior 7/Pirate of the Great Sea 3.

Princess Zelda

Female Hylian Noble 9: CR 9; Medium Humanoid (Hylian); HD 9d8; hp 47; Init +1; Spd 30 ft.; Defence 17 (+2 racial, +1 Dex, +4 class); Base Atk +6; Grp +6; Atk +6 melee (by weapon); Full Atk +6/+1 melee (by weapon); SQ low-light vision, natural diplomat +3, inspire +2, synergy +3; Focus light; SV Fort +4, Ref +6, Will +14; Str 11, Dex 12, Con 11, Int 16, Wis 25, Cha 18.

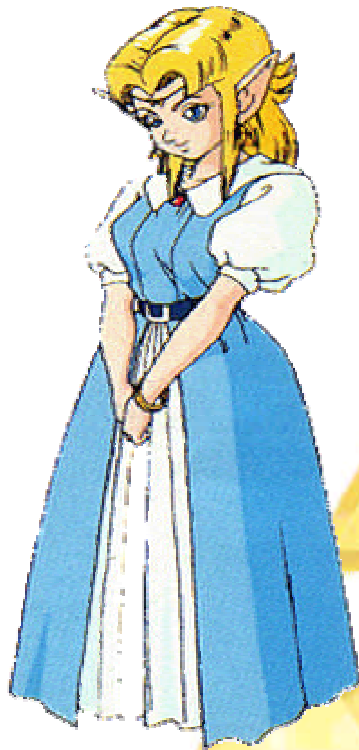
Skills and Feats: Bluff +14 (10), Diplomacy +23 (12), Disguise +10 (6), Gather Information +14 (10), Innuendo +11 (4), Knowledge



The legendary Link as a young man.

(history) +15 (12), Knowledge (law) +15 (12), Knowledge (nobility & royalty) +15 (12), Knowledge (Triforce) +9 (6), Read Lips +15 (12), Sense Motive +19 (12); Divine Empathy, Gift of the Royal Line, Leadership (13), Pure Blood.

Possessions: *Ocarina of Time*, *Triforce of Wisdom*.



Princess Zelda

The first Zelda was placed in an enchanted slumber when she would not tell a foreign wizard the secrets of the Triforce. Since then, every princess of the Hylia has been named Zelda.

At the time of the Imprisoning War, the Triforce of Wisdom chose the current Princess Zelda to carry it through the ages, and that she has done through her descendants.

Incarnations

The stats given for Zelda here are representative of Zelda at the beginning of *Ocarina of Time*. To use Zeldas from other games in the series, consult the following level layouts as a guideline. The following are given in a rough chronological order, but keep in mind that there

have been several different Zeldas throughout the branching and varied timelines of the Zelda Universe. The variations given below

Ocarina of Time (end): Noble 9/Drifter 5.

The Legend of Zelda: Noble 11/Wizzrobe 3.

The Adventure of Link: Noble 13/Wizzrobe 4.

A Link to the Past: Noble 5/Wizzrobe 8.

Wind Waker: Drifter 4/Warrior 4/Pirate of the Great Sea 5.

Koume & Kotake

Female Gerudo Wizzrobe 17: CR 17; Medium humanoid (Gerudo): HD 17d4+68; hp 112; Init +1; Spd 30 ft.; Defence 19 (+1 Dex, +5 class, +3 racial); Base Atk +8; Grp +6; Atk +9 ranged (by spell); SQ sparse consumption; Focus dark; SV Fort +9, Ref +9, Will +11; Str 7, Dex 13, Con 18, Int 13, Wis 13, Cha 18.

Skills and Feats: Concentration +14 (10), Knowledge (history) +11 (10), Knowledge (Triforce) +11 (10), Ride (broom) +6 (5), Scry +21 (20), Spellcraft +21 (20), Spellsight +21 (20); Brew Potion, Combat Casting, Cycle of Courage, Cycle of Power, Cycle of Wisdom, Desert Hunter, Fast of the Sands, Fire Focus (Koume only), Mounted Combat, Shadow Focus, Spirit Focus, Water Focus (Kotake only).

Special Qualities: *Sparse Consumption (Ex):* Gerudo can survive on 1/4 the amount of the food and water any other non-desert-dwelling race needs on a daily basis.

MP (Koume): Fire 58, Forest 16, Light 11, Shadow 46, Spirit 46, Water 16.

MP (Kotake): Fire 16, Forest 16, Light 11, Shadow 46, Spirit 46, Water 58.

Possessions: Flying broomstick.

The Sorceress Sisters Twinrova, as Koume and Kotake are also known, are very old (around 100 years) twin Gerudo sisters and the caretakers of Ganondorf Dragmire.



When merged, the sisters become Twinrova.

Impa

Female Hylia Drifter 5/Warrior 4/Sheikah 6: CR 15; Medium Humanoid (Hylia); HD 5d6+5 plus 4d10+4 plus 6d6+6; hp 68; Init +2 (Dex); Spd 30 ft.; Defence 22 (+2 Dex, +8 class, +2 racial); Base Atk +13; Grp +13; Atk +13 melee (by weapon); Full Atk +13/+8/+3 melee (by weapon); SA sneak attack +4d6, battle focus, opportune strike; SQ low-light vision, drifter's luck 1/day, uncanny dodge (Dex bonus to Defence, can't be flanked, +1 vs. traps), protect the royal line, royal bond (Princess Zelda), Sheikah stealth, evasion; Focus shadow; SV Fort +11, Ref +14, Will +10; Str 11, Dex 15, Con 12, Int 15, Wis 17, Cha 16.

Skills and Feats: Balance +14 (10), Bluff +11 (8), Climb +8, Disguise +13 (10), Hide +12 (10), Jump +12 (10), Knowledge (nobility & royalty) +17 (15), Listen +18 (11), Move Silently +12 (10), Ride +9 (7), Sense Motive +13 (10), Spot +17 (10), Tumble +14 (10), Use Magic Device +11 (8); Alertness, Dodge, Lightning Reflexes, Mobility, Shadow Aspect, Spring Attack.

MP: Shadow 6.

Possessions: Shadow Medallion.

Not much is known about the Sheikah called Impa. She was the protector of Princess Zelda before the Imprisoning War, a tall, grey-skinned woman wearing the symbols of the Sheikah. She was eventually discovered to be the Sage of Shadow, befitting her mysterious nature.

It is possible, though not definitively proven, that Impa is also the caretaker of Zelda's descendant; Link rescued an old woman named Impa from monsters when he arrived in a ruined Hyrule.



A young and adventurous Impa.

Princess Ruto

Female Zora Noble 5: CR 5; Medium Humanoid (Aquatic, Zora); HD 5d8+5; hp 30; Init +2 (Dex); Spd 30 ft., swim 50 ft.; Defence 16 (+2 Dex, +3 class, +1 racial); Base Atk +3; Grp +3; Atk +3 melee (by weapon); SA acidic spittle; SQ enhanced low-light vision, limited amphibiousness, natural diplomat +3, inspire +1, synergy +2; Focus light; SV Fort +1, Ref +5, Will +6;

Str 10, Dex 14, Con 10, Int 16, Wis 14, Cha 14.

Skills and Feats: Bluff +10 (8), Diplomacy +13 (8), Gather Information +10 (8), Intimidate +10 (8), Knowledge (history) +11 (8), Knowledge (law) +11 (8), Knowledge (nobility & royalty) +11 (8), Knowledge (Triforce) +11 (8), Sense Motive +10 (8); Water Aspect, Water Focus.

MP: Water 2.

Possessions: Water Medallion.

When she was younger, Princess Ruto was a spoiled brat, preferring to shirk her royal duties and play in Zora's Fountain. Even when Jabu-Jabu swallowed her and a young Hylian boy went in to rescue her, Ruto insisted that he *carry* her throughout the great fish's interior. She treated him quite rudely throughout the trek.

Seven years later, Ruto had matured emotionally, making her suitable to take on her role as Sage of Water.

Quill

Male Rito Drifter 4/Rito Postman

3: CR 7; Medium Humanoid (Rito); HD 4d6+8 plus 3d6+6; hp 47; Init +3 (Dex); Spd 30 ft., fly 50 ft. (poor); Defence 20 (+3 Dex, +5 class, +2 racial); Base Atk +5; Grp +6; Atk +6 melee (by weapon); SA sneak attack +1d6; SQ flight, improved low-light vision, drifter's luck, price fixing 1/day, uncanny dodge (Dex bonus to Defence), marathon flier +2, strong wings +4; Focus light; SV Fort +5, Ref +10, Will +7; Str 13, Dex 17, Con 15, Int 16, Wis 15, Cha 13.

Skills and Feats: Balance +10 (7), Decipher Script +10 (7), Diplomacy +8 (7), Gather Information +8 (7), Jump +8 (7), Listen +11 (7), Search +9 (7), Sense Motive +11 (7), Spot +11 (7), Survival +9 (7), Use Magic Device +8 (7); Endurance, Iron Will.

MP: Latent 4.

Possessions: Delivery bag.

Quill is the epitome of a Rito postman; most new postmen aspire

to his level of excellence, and consider it an honour to associate with him. Like all Rito, Quill has a penchant for keeping his word and being a little hotheaded at times.



Quill of DragonRoost Island

Blind the Thief

Male Hylian Drifter 12: CR 12; Medium Humanoid (Hylian); HD 12d6; hp 40; Init +3 (Dex); Spd 30 ft.; Defence 23 (+3 Dex, +8 class, +2 racial); Base Atk +9; Grp +9; Atk +9 melee (1d4/19-20, dagger); Full Atk +9/+4 melee (1d4/19-20, dagger); SA sneak attack +3d6; SQ low-light vision, drifter's luck 3/day, price fixing, uncanny dodge (Dex bonus to Defence, can't be flanked, +1 vs. traps), light sensitivity; Focus dark; SV Fort +4, Ref +11, Will +8; Str 11, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +16 (15), Bluff +16 (15), Disable Device +16 (15), Disguise +16 (15), Intimidate +16 (15), Listen +17 (15), Move Silently +18 (15), Open

Lock +18 (15); Alertness, Dodge, Iron Will, Mobility, Weapon Focus (dagger).

MP: Latent 8.

Possessions: Ill-gotten booty.

A long time ago, Kakariko lived in terror; the evil thief Blind and his gang virtually controlled the entire village. When he heard the legends of the Golden Power, Blind wanted it, so he could wish for his eyes to be normal, instead of the highly sensitive eyesight he currently had. He found a portal into the Golden Land in the woods north of Kakariko, but when he stepped through, the Golden Power reshaped his body to reflect his heart, and Blind transformed into a huge, hideous monster with flame-red skin and bulging white eyes.

Blind immediately established himself as the unofficial ruler of the Village of Outcasts, and had the sprawling dungeon beneath renovated for his own use.



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Blind attacking an unwary traveller.

King Darunia

Male Goron Noble 2/Warrior 13:

CR 15; Medium Humanoid (Goron); HD 2d8+8 plus 13d10+52 plus 3; hp 133; Init +0; Spd 15 ft.; Defence 17 (+6 class, +1 racial); Base Atk +14; Grp +17; Full Atk +21/+16/+11 melee (1d8+7/x3, +4 warhammer); SA battle focus; SQ darkvision 60 ft., DR 3/-, curl-and-roll, stonecunning, natural diplomat +2, inspire +1; Focus light; SV Fort +12, Ref +8, Will +10; Str 17, Dex 10, Con 19, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +7 (5), Climb +14 (11), Diplomacy +18 (10), Intimidate +14 (10), Jump +13 (10), Knowledge (history) +7 (5), Knowledge (law) +7 (5), Knowledge (nobility & royalty) +12 (10), Perform (dance) +7 (5.5), Sense Motive +8 (5); Cleave, Endurance, Fire Aspect, Fire's Power Attack, Hide of Legends, Hide of Mountains, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).

MP: Fire 8.

Possessions: +4 warhammer, Fire Medallion.

Darunia is the king of the Gorons and the sworn brother of the king of Hyrule. His arms are far more massive than the average Goron's, making him look like he's balancing his bulky upper body on a pair of toothpicks. He also has large hair and distinctive markings on his face. Darunia leads his people by example; he is a brave and honest warrior, and always puts the good of his people before his own. When the legendary lava dragon Volvagia returned, Darunia was the first to go into the Fire Temple in Death Mountain to deal with him. Although he did not defeat Volvagia personally, he did discover that he was the Sage of Fire.

Rauru

Male Hylian Wizzrobe 20: CR 20;

Medium Humanoid (Hylian); HD 20d4; hp 60; Init +0; Spd 30 ft.;

Defence 12 (racial); Base Atk +10; Grp +10; Atk +10 ranged (by spell); SQ low-light vision; Focus light; SV Fort +7, Ref +7, Will +13; Str 10, Dex 10, Con 10, Int 18, Wis 20, Cha 20.

Skills and Feats: Concentration +23, Diplomacy +16 (11.5), Knowledge (arcana) +27 (23), Knowledge (architecture & engineering) +27 (23), Knowledge (geography) +27 (23), Knowledge (history) +27 (23), Knowledge (nobility & royalty) +27 (23), Knowledge (Triforce) +27 (23), Spellcraft +27 (23); Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Cycle of Courage, Cycle of Power, Cycle of Wisdom, Fire Aspect, Forest Aspect, Heighten Spell, Light Affinity, Light Aspect, Light Focus, Maximize Spell, Meditation, Shadow Aspect, Spirit Aspect, Water Aspect.

MP: Fire 30, Forest 58, Light 60, Shadow 50, Spirit 58, Water 58.

Possessions: Light Medallion.

Many generations ago, the wise sage Rauru saw the bloodshed of the wars that the Hyrulean races waged upon each other for possession of the Triforce. With the other sages of his era, Rauru commissioned the construction of the Temple of Time to seal off the entrance to the Golden Land. Using their magic, the sages created a layered seal, requiring the Spiritual Stones and the Ocarina of Time to open the gates to the Master Sword, which held the seal and could not be removed from its pedestal by anyone except the Hero of Time.

When the evil Ganondorf wormed his way into the Golden Land and stole the Triforce, Rauru believed he had no choice but to use the Hero of Time to defeat him. Unfortunately,

the Hero of Time was a child, so he put him into an enchanted slumber for seven years, and he awakened as a strong warrior to defeat Ganondorf and save Hyrule.

Saria

Female Kokiri Performer 4; CR 4; Small Humanoid (Kokiri); HD 4d6; hp 15; Init +2; Spd 20 ft.; Defence 17 (+1 size, +2 Dex, +2 racial, +2 class); Base Atk +3; Grp +3; Atk +3 melee (1d3 nonlethal, unarmed strike); SQ ageless, low-light vision, +4 saves vs. charm and sleep, conscious demeanour 1/day; Focus light; SV Fort +1, Ref +4, Will +7; Str 10, Dex 15, Con 11, Int 15, Wis 16, Cha 20.

Skills and Feats: Concentration +7, Decipher Script +9 (7), Hide +8 (2), Listen +8 (3), Move Silently +8 (3), Perform (ocarina) +12 (7), Sense Motive +10 (7), Spot +8 (3), Survival +8 (3); Attunement (faerie), Forest Aspect, Forest Empathy.

MP: Forest 5.

Possessions: Fairy Ocarina, Forest Medallion.

Saria was a favoured child of the Kokiri people. Everyone loved her, and she could play an ocarina better than anyone had ever heard. She gave her Fairy Ocarina to her friend Link when he left the Kokiri Forest, gave him her favourite melody, and didn't see him again for seven years. Monsters kidnapped Saria and imprisoned her within the Forest Temple, but Link, now an adult, went in and defeated them to free her and awaken her as the Forest Sage.

Nabooru

Female Gerudo Drifter
10/Blademaster 3; CR 13; Medium Humanoid (Gerudo); HD 10d6+20 plus 3d10+6; hp 91; Init +4 (Dex); Spd 30 ft.; Defence 27 (+4 Dex, +3 racial, +10 class); Base Atk +10; Grp +12; Atk +12 melee (1d6+2/18-20, scimitar); Full Atk +12/+7/+2 (1d6+2/18-20, scimitar) and +12 melee (1d6+2/18-20, scimitar); SA Sneak attack +3d6, hidden strike +1, tumbling attack; SQ Sparse consumption, drifter's luck 2/day, price fixing, improved uncanny dodge; Focus shadow; SV Fort +8, Ref +13, Will +7; Str 14, Dex 19, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +19 (16), Climb +15 (13), Disguise +16 (13), Hide +17 (13), Intimidate +9 (6), Jump +17 (13), Move Silently +17 (13), Tumble +17 (13); Dodge, Improved Two-Weapon Fighting, Spirit Aspect, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (spear).

MP: Spirit 5.

Possessions: Paired scimitars, Spirit Medallion.

For a time, Nabooru was a lone Gerudo thief, and she used the Spirit Temple in the Desert of Mystery as her base of operations. While inside the Temple, Nabooru encountered a small boy, and asked him to help her get the Silver Gauntlets, so she could steal the treasures of Ganondorf's band. While the boy did this task, two of Ganondorf's henchmen, Koume and Kotake, attacked Nabooru and captured her.

The sorceress sisters used mind control magic on Nabooru, and she became Ganondorf's second-in-command, turning as ruthless and despicable as he was. When the Hero of Time entered the Spirit Temple, they placed her inside a suit of Ironknuckle armour, hoping that he would kill her, but he managed to break the spells and free Nabooru from her mental shackles. The sisters recaptured her, but the Hero defeated them and awakened Nabooru as the Spirit Sage.



Nabooru of the Gerudo Desert, Sage of Spirit.

Chapter 11 Through the Ages

The History of Hyrule and it's Environs

To understand the history of Hyrule and all of the environs that it entails, one must first understand three prominent figures from it's history. Link, the Hero of Time. Ganondorf Dragmire, the Dark Power. And Princess Zelda Hyrule. Throughout the ages no other triad have been so important in the affairs of Hyrule as these. But let us start at the beginning.

The Time Before

The Time Before is a very rough label applied to the period of time before the birth of the world. One could argue that there was no time before the birth of the world, but that is an entirely different can of worms.

In the beginning there was chaos, light and dark were one. And then from beyond this chaos came the three goddesses, Din, Nayru, and Farore. And to this chaos they gave form. Din, with her strong, flaming arms, gave shape to the chaos, creating the good red earth, and instilled it with fire to keep it ever warm. Nayru gave light and water to this world and created laws to govern all the world. Farore created creatures that would uphold these laws. And when they had established this world, as inexplicably as they appeared, the three goddesses vanished, but not before establishing their most everlasting, and I daresay, troublesome legacy.

It was at this time that the three goddesses, their task complete gave of themselves each a piece of their divine essences which became the three golden triangles now called the Triforce. Din gave of herself the Triangle of Power, whose essence was of Chaos, Destruction, Illusion, and Entropy. Nayru gave of herself the Triangle of Wisdom, whose

essence was of Light, Order, Truth, and Protection. Farore gave of herself the Triangle of Courage, whose essence was of Life, Spirit, Dreams, and Healing. And then they departed to whence they came, leaving behind the Triforce in the Golden Realm, whose door was situated in the land of Hyrule. None know why they left the Triforce behind as they did, but it is surmised that they wished to leave behind something their creations could turn to in times of need. Some would argue that it has caused more trouble than it's worth.

As to the beginnings of the races of the world, little is known. It is said, however, that the Hylians are the chosen race of the Goddesses (this is a belief spread by the Hylians).

The First Era

The beginning of recorded history is called the First Era (rather bland, yes?). The beginning of this era is wreathed in the mists of time.

During this era the area known as Hyrule Field, a massive plain, was fought over by the early Hylian clans, until a clear victor came out on top, none other than the Hyrule Clan, progenitors of the Hyrule royal family. The Gerudo appeared in the desert wastes, the Zora in the waters of Hyrule, and the Gorons emerged from the earth. Of the other less scrutable races, little is known in the early years of the first era. The first Sages appeared, rumored to be the first (though hardly the most powerful or most talented) wielders of magic.

Several centuries passed, perhaps millenia, before a modicum of civilization was established. The world began to resemble what it does in modern times. The land was ruled by the Hylians who had long before made treaties with the other races, who just wanted to be left alone for the most part. None can say what started the legendary War of Power, for it's origins are lost to us

now, but at some point during this age a terrible war gripped the land and all its peoples.

In this ancient conflict many terrible deeds were committed, and many great ones. It was also during this war that the Sages of Earth and of Wind were bade to enchant a blade which could end the terrible war. A blade with the power to destroy evil. In this time the Master Sword was created by the Sages. As fate would have it, the war was ended before the blade was ever used. But the war had many repercussions, some most significant.

During the terrible war, an unknown Hylian woman fled into Deku Forest and was taken in by the Kokiri, a child-like race. There in the forest, the woman gave birth to a baby boy, a boy who would grow into the single-most important figure in Hyrulian history. The woman died during child-birth, and her body was given back to the earth. The child was raised amongst the Kokiri, as one of them, not learning the truth of his nature for nine long years. That child's name was Link (referred to as Link I, or the Hero of Time by historians).

Sometime during Link's ninth year he was summoned by the spirit of the earth, the Great Deku Tree, and along with the help of the fairy Navi, he went deep within the trunk of the ancient tree to do battle with a nightmare that had infested the tree. Link returned victorious and was given to know that he must obtain the three spiritual stones of the goddesses so as to save the land. His exploits in obtaining the jewels are now legend. During his quest to find the jewels he met, for the first time, both the Princess Zelda and Ganondorf Dragmire. A fated meeting.

Once he found the jewels he set off to Hyrule Castle Town to open the Door of Time and claim the power within so as to defeat the darkness encroaching upon the land. Link arrived to find that a coup de grace had taken place, and the town was in chaos. Ganondorf had attacked the

castle. As Link wandered towards the castle, Zelda raced by on her horse, closely followed by Ganondorf, tossing to Link the Ocarina of Time. With this final key Link could save Hyrule, or so he thought.

Arriving in the Temple of Time, Link opened the Door of Time and passed within to find a chamber with steps leading up to a pedestal in which was thrust a beautiful sword with a blue hilt. The Master Sword, no less. As Link stepped forward to seize the sword he realized too late that he was not alone. Ganondorf had followed him! What happened next is debated, but it seems that Ganondorf attempted to seize the Triforce then, for that was what the power beyond the Door of Time had been. When he did so, the lust in his heart, the overweening ambition, caused a reaction to take place in the Triforce, causing it to split into three pieces. Ganon retained the Triforce of Power, but the Triforce of Wisdom and of Courage were naught to be found.

Link disappeared mysteriously and Ganondorf, with the help of the Triforce of Power, conquered the land. The battles fought over the next seven years are hardly worthy of note, such was their length and effectiveness against Ganondorf. Sometime into the seventh year of Ganondorf's reign, a young man wearing green and bearing a wondrous sword appeared on the scene. Link, returned from stasis of a sort, and ready to fulfill his destiny as Hero of Time. But first he had to do some house cleaning.

Link had been held in stasis by Rauros, Sage of Light, so that he could grow and mature enough to prove a challenge to Ganondorf's power. When he awoke he was given to know that he must travel to the various temples of the Sages and collect from them their medallions. Only then could he confront Ganondorf and have a chance of winning. His quest for the medallions took him to every corner of Hyrule, to places high and to places deep. In the Lost Woods he

awakened the Sage of Forest, Saria, and won the Forest Medallion. In Mount Death he fought the dragon Volvagia and took the Fire Medallion. In the depths of Lake Hylia he found the Water Medallion. In the fetid crypts below the cemetery of Kakariko Village, he wrestled with the shadows and won the Shadow medallion. And finally, in the windswept desserts that were the domain of the Gerudo, he fought the witch Twinrova and received the Spirit Medallion. In all of these tasks, items of great power gravitated to him, to help him on his journey. It is said that before the Hero of Time fought Ganon, he could lift four horses and carry them all on his back. That he could walk on the air itself, and breathe under water. Many other things are said of him, but this historian is a bit skeptical. Link was finally ready to confront Ganondorf, and set off to the Temple of Time to make preparations. There he found the mysterious Sheik, who had helped him many times on his journey. Sheik revealed himself to be none other than the Princess Zelda, and gifted Link with the ability to empower his arrows with Light. As the two old friends were making preparations to attack Ganondorf's fortress Zelda was suddenly trapped inside a bubble of crystal. Ganondorf had taken the initiative! Calling out an ultimatum to Link, he spirited Zelda away. Link was now alone in his quest. Link, undaunted, set off to defeat the monstrosity known as Ganondorf.

None know what trials the Hero of Time faced in Ganondorf's dread domain, but we do know that Link fought a titanic battle against Ganondorf. Deflecting Ganondorf's vile magicks with his blade, he struck the man countless times with both blade and arrow before the tyrant fell. But it was not enough. After escaping from the crumbling tower, he and Zelda found themselves trapped within a ring of fire, as a dark shape pulled itself from the ruins of the tower. Ganondorf had used the power of the Triforce of

Power to elude death and transform himself into a creature of nightmares. The Master Sword was struck from his hands, and he was forced to rely upon his other weapons, the Megaton Hammer and Biggoron Sword, to fight the Tyrant. After dealing the ferocious beast many blows, Ganon staggered, his concentration wavering, allowing Link to seize the Master Sword once more. Armed with the Master Sword and the Light arrows he fought the beast to a stand still, and finally, when Ganon was at his weakest, he called upon the power of all the sages and struck a mighty blow, killing Ganondorf's physical body and sealing his spirit away in the Golden Realm.

Thus ended the period of history known as the First Era. Ganondorf was sealed away inside the Golden Realm, and peace reigned for many centuries thereafter. The Hero of Time left Hyrule on some other grand adventure, to places far afield. It is said that before doing so he split the Triforce of Courage into 8 pieces and secreted it about the land of Hyrule, so that it could be found in times of need.

The Second Era

For many generations evil slept, none know how long exactly. But at some point after the end of the First Era there was a great upheaval as the forces of Ganon began to once again trickle into the world. It was subtle at first, but it soon grew to be a serious problem. The Hyrule army thought itself clever when it had apparently carried the field, but it wasn't laughing when Ganondorf arrived on the scene. Awake once more after many long years, Ganon had picked up several new skills, and was twice as nasty as before. In a coup that would make any mad man proud, he took control of Hyrule and locked the current ruler, coincidentally the Princess Zelda, away. All hope seemed lost until a boy wearing green arrived on the

scene, seemingly out of the mists of legend.

This boy, generally known as Link II by historians, is a curious figure. He came from the lands beyond Hyrule but was most definitely born of Hylian blood. None know exactly where he came from or why he came, but his purpose was apparent. He was there to defeat Ganondorf.

The records of this time are incomplete, so we don't know how he came to know of the Triforce and its power, nor of how he came to know that it had been split into eight pieces. Over the course of several adventures Link reconstructed the legendary Triforce, and wielding the Master Sword of legend he fought with and defeated Ganondorf, sealing him away once more, and in the process freeing the Princess Zelda.

Just as mysteriously as he had come, he disappeared once more. All seemed well, Ganondorf was sealed away, the land was at peace, that is until an entity known as the Thunderbird arrived on the scene. After kidnapping the Princess Zelda and spiriting her away, he locked her within an elaborate dungeon which required six crystals to open. These crystals were placed in the safe keeping of various former minions of Ganondorf at six different palaces. The Thunderbird seemed to be baiting someone, or something. That someone, we now know, was Link II.

The fish took the bait and Link arrived on the scene once more and set out to free the Princess Zelda from the clutches of the Thunderbird. Assessing the situation in that daringly reckless way that has ever been a trademark of the Links, he saw that he must go to each of the six palaces and get the crystal from each in order to unlock the Princess's prison.

The Thunderbird is a mysterious figure. It had no ties to Ganondorf, that we know of, but its powers were immense. We know that the Link that sealed Ganondorf away in this era was the same Link who fought the Thunderbird however.

Link went to each of the six palaces and fought their guardians, obtaining the six crystals in the process. Finally he confronted the Thunderbird, and after a titanic battle he vanquished his foe, only to be confronted by another. Link was faced with the evil in his heart, manifest as a being known as Shadow Link. In order to purge himself, and all of his selves to come, of evil he had to kill Shadow Link.

The two fought, Master Sword versus Shadow Sword in a battle that is said to have lasted for hours. It is said that the ringing of their blades could be heard for miles around and that the ground quaked with their titanic struggle. Good had to prevail or else Hyrule was surely lost. Finally, Link summoned up his strength, and all of the beliefs he held dear and struck at Shadow Link. His blade tasted flesh, and Shadow Link was vanquished, along with all of the evil in his heart. Link, weary but undaunted, went on to free the Princess Zelda from her sleep, and then, as inexplicably as he first arrived, he faded once more into the mists of time. As to Link II's origins, we know little even now. Some think he was a descendant of the Hero of Time, others think that he was the Hero of Time himself, and still others think that he was just another of the incarnations of Link. This historian will let you decide.

And thus ended the Second Era, in which Link arrived to save the day once again, you'll notice a pattern forming.

The Third Era

This age was one of great darkness and great triumph. Starting some time after Link II defeated the Thunderbird, and lasting several centuries, this age is one of the most eventful.

In what was once the Golden Realm, Ganondorf stirred, his power once more reaching forth from his dark domain to touch Hyrule. His influence made itself known in a

wizard named Aghanim, who would change the course of history.

Not much is known about the origins of Aghanim, some say he was just a puppet for Ganondorf, a created thing. Records show that a student named Aghanim was briefly enrolled in the college of Sulan, formerly of Kakariko village. But his origins are unimportant in the face of his deeds. Showing himself to be a man of considerable magical power, he managed to cure an illness plaguing the current king of Hyrule, Cylious Hyrule IV, and was elevated to the position of a trusted advisor. Once in this position of power, he manipulated the King to his own ends before finally murdering him and taking control of the kingdom himself. He imprisoned the Princess Zelda (Zelda III to historians) and made plans to bore a hole in the seal imprisoning Ganondorf. Using her telepathic gifts, she sent out a cry for a hero to come and rescue her.

Deep in the woods a young boy named Link heard that call and awoke to find that his uncle had also heard it. Link's Uncle, after girding himself for battle, set off to find the source of the plea for help. Link, after being told not to follow, did so anyway in typical reckless Link fashion. Evading the guards, he slipped through the back entrance into the dungeons to find that his Uncle had already been found out, beaten near to death, and imprisoned. Such was the guard's contempt for him that they let him keep his sword and shield. Asking Link to please free the Princess, he gave him his sword and shield and passed into the next life.

Link, being just a lad, would have been wise to use stealth in his rescue attempt. Link has never been known for his wisdom. Storming the castle, the lad displayed incredible skill with a sword even at this early stage of his adventures. He slew anyone who stood in his way, though he himself was wounded many times. Luckily the Royal Guard kept plenty of healing charms about. Making his way down to the dungeon, he found

Princess Zelda locked in a cell. After defeating the final guard, he opened her door. The two fugitives slipped down a secret passage, into the catacombs beneath the castle, and made their way to an abandoned temple near Kakariko village. Once there he was told by a wise man that his only chance of defeating Aghanim and restoring order to the land was by finding the Master Sword.

The Master Sword had been placed deep within the Lost Woods millenia ago, presumably by Link II. An enchantment was placed on the blade so that none could draw it unless they possessed the three talismans of the goddesses. Link set off to recover the Talismans and the Master Sword. His adventures in pursuit of the Talismans are better known than the adventures Link I underwent to find the Spiritual Stones, but they are very similar. In time, Link III succeeded just as he had. He entered the Lost Woods and left with the Master Sword in hand.

When he went to confront Aghanim, he found that the Princess Zelda had been kidnapped once more, and cast into the Dark Realm, once the Golden Realm. He fought the wizard and defeated him only to find that Aghanim was but a puppet of a much more powerful being, Ganondorf. Steeling himself, he set off to find a way into the Dark Realm.

In his search for a portal into the Dark Realm he learned that only the Seven Sages of legend could seal Ganondorf away again, but that they had been drawn into the Dark Realm. He resolved that he must save the sages to put an end to Ganondorf. After finding a portal into the Dark Realm he entered....and was transformed.

The magic of the Dark Realm twisted his body, so that it resembled what was in his heart. Link became a rabbit.

Realizing that he couldn't possibly win against Ganondorf in his current state he resolved to find a way to change back to his normal form. He found it in an item called the Moon Mirror. Returned to his normal state,

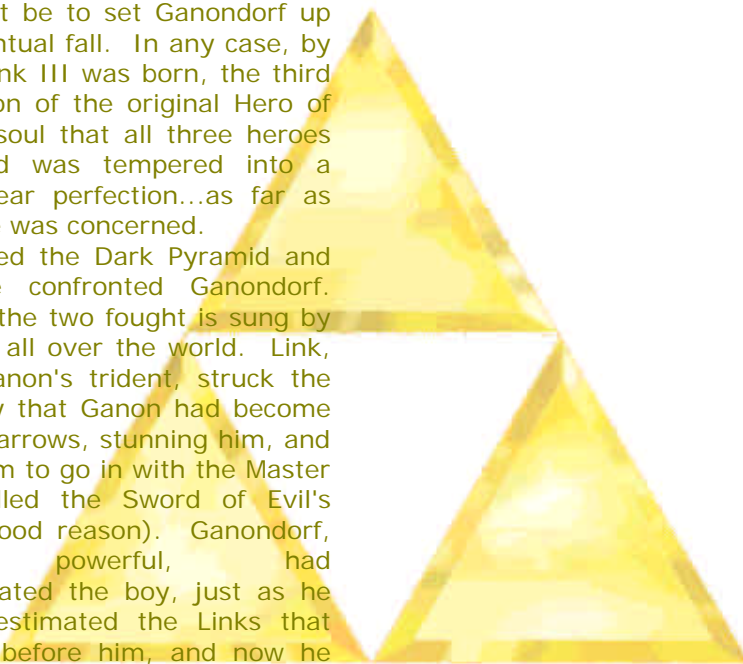
he set off to find the sages. The dangers he faced were legion, and the stakes were high, but Link was no slouch when it came to adventure. He fought the good fight and liberated the sages. Then, after retrieving the Silver Arrows, he set off to the Dark Pyramid to fight the monster known as Ganondorf.

Ganondorf had changed much in the centuries that had passed since his last imprisonment, but he still held a burning desire to confront the Hero of Time once more. Each Link had underwent many challenges, tempering their bodies, minds, and spirits. Some think that this tempering was a scheme by the powers that be to set Ganondorf up for his eventual fall. In any case, by the time Link III was born, the third reincarnation of the original Hero of Time, the soul that all three heroes had shared was tempered into a thing of near perfection...as far as the Triforce was concerned.

Link stormed the Dark Pyramid and therein he confronted Ganondorf. The battle the two fought is sung by Performers all over the world. Link, dodging Ganon's trident, struck the monstrosity that Ganon had become with silver arrows, stunning him, and allowing him to go in with the Master Sword (called the Sword of Evil's Bane for good reason). Ganondorf, though powerful, had underestimated the boy, just as he had underestimated the Links that had come before him, and now he was in serious trouble. Mustering his strength, he struck out with magic, hoping to destroy the boy in one fell swoop, but to no avail. Link came in hard and fast with the Master Sword, and struck with all of his might. Ganondorf was dead. After millenia uncounted, the Tyrant was truly gone.

It is not known how or why or when the Triforce was made whole again, nor how it came to be sealed in the Dark Realm with Ganondorf, but Link now had the power of the gods at his command. When he took hold of the Triforce, it did not split as it had done when Ganon had done the

same so many millenia before. Link had been forged over the course of his lives, into a near perfect wielder of the Triforce. With the power of the Triforce link undid everything that Ganon's evil had done. He restored life to those killed unjustly, he destroyed the minions of the Evil One, he did many things. But in the end, he set the Triforce aside, in it's place in the Golden Realm, understanding that if he were to take it for himself that he would become a new Ganondorf. And so he left the Golden Realm, sealing the door behind him.



Chapter 12 Dangers and Daring

Many unique and fantastic creatures call Hyrule home. This bestiary is a small attempt to codify the many creatures that one may encounter while adventuring in the hills and dungeons of Hyrule. Note that in addition to the normal statistics, some monsters have an Attunement listing. This indicates the monster can be attuned as per the Attunement feat.

Armos

Medium Construct

Hit Dice: 4d10+20 (39 hp)

Initiative: +0

Speed: 30 ft.

Defense: 20 (+10 natural), touch 10, flat-footed 20

Base Attack/Grapple: +3/+8

Attack: Slam +8 melee (2d4+7)

Full Attack: Slam +8 melee (2d4+7)

Space/Reach: 5 ft./5 ft.

Special Qualities: Construct, magic immunity

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 20, Dex 10, Con —, Int —, Wis 10, Cha 1

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 2

Treasure: None

Focus: —

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Armos are the most common magical guardians; ever since the decline of the mighty ironknuckle, the security-conscious has only the armos as a readily available security measure. Many Hyrulean dungeons hold dormant armos statues.

An armos is 6 feet tall and weighs around 1,000 pounds. Its body is of roughly chiseled stone, with an exaggerated face and a sword and shield. Armos are animated stone

statues created as guardians for important treasures or locations.

Combat

Armos remain absolutely still until something gets near, at which time they shake to life and attack by slamming into their targets.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): An armos is immune to all spells, spell-like abilities, and supernatural effects, except as follows: a *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the armos's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construction

An armos's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The

stone must be of



exceptional quality, and costs 5,000 rp. Assembling the body requires a DC 17 Craft (masonry) or DC 17 Craft (sculpting) check.

CL 12th; Craft Construct, *geas/quest, polymorph any object*, caster must be at least 12th level; Price 50,000 rp; Cost 25,000 rp + 1,000 XP.

Beamos

Medium Construct

Hit Dice: 1d10+20 (30 hp)

Initiative: +0

Speed: 0 ft.

Defense: 20 (+10 natural), touch 10

Base Attack/Grapple: +0/—

Attack: Laser +0 ranged touch (1d8)

Full Attack: Laser +0 ranged touch (1d8)

Space/Reach: 5 ft./—

Special Qualities: Construct, magic immunity

Saves: Fort +0, Ref +0, Will –5

Abilities: Str —, Dex —, Con —, Int —, Wis 1, Cha 1

Environment: Any underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Focus: —

Advancement: —

When some dungeon crafters commission armos statues, they also commission beamos statues. A beamos is a stone statue some seven feet tall, with a spherical head that slowly rotates. Attached to the head is a large eye that fires a red laser beam at anything that comes within range.

Combat

A beamos fires at anything that comes within 15 feet. If a large explosion goes off in close proximity, the beamos will fall apart; they are not constructed solidly.

Magic Immunity (Ex): A beamos is immune to all spells, spell-like abilities, and supernatural effects.

Bubble

Medium Undead

Hit Dice: 1d12 (8 hp)

Initiative: +4 (Dex)

Speed: 30 ft.

Defense: 14 (Dex), touch 14, flat-footed 10

Base Attack/Grapple: +0/—

Attack: Slam +1 melee (1d6)

Full Attack: Slam +1 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Jinx

Special Qualities: Undead

Saves: Fort +0, Ref +4, Will +2

Abilities: Str 10, Dex 18, Con —, Int —, Wis 10, Cha 1

Environment: Any underground

Organization: 1-4

Challenge Rating: 2

Treasure: None

Focus: Always dark

Advancement: —

Bubbles are the spirits of those who died violent deaths. They haunt the places where they died, blindly lashing out at anyone that gets near. Their ability to jinx those they strike has made them feared creatures, and adventurers are wary to stay away from them.

Bubbles understand, but do not speak the languages they knew in life.

Combat

Unsubtle opponents, bubbles lash out at anything that gets too close. Tortured by their inner turmoil, bubbles seek to show anyone and everyone their pain by sharing it with them.

Jinx (Su): Anyone hit by a bubble's slam attack must make a Fortitude save (DC 12) or be unable to use any weapons for 1d6 rounds.



Deku Baba

Medium Plant

Hit Dice: 1d8 (6 hp)

Initiative: +0

Speed: 0 ft.

Defense: 9 (-1 Dex), touch 9, flat-footed 9

Attack: Bite +1 melee (1d6+1)

Full Attack: Bite +1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Qualities: Plant, tremorsense

Saves: Fort +2, Ref -1, Will +0

Abilities: Str 13, Dex 8, Con 10, Int 1, Wis 10, Cha 1

Environment: Warm forest and marsh

Organization: Solitary

Challenge Rating: ½

Treasure: None

Focus: —

Advancement: 2-4 HD (Medium); 5-6 HD (Large)

Deku babas are carnivorous plants that can snap anything within range with powerful jaw-like leaves. They can grow up to six feet in height, thanks to their strong, yet flexible stalks. The well-known deku sticks are sometimes made from the stalks of deku babas.

Deku babas can be found in marshy areas, and are sometimes planted to protect sensitive areas; they are sometimes considered to be the living counterpart of armos statues, though no security-conscious wizzrobe would use mere deku babas for that purpose.

Combat

Deku babas can sense approaching creatures, and if it is hungry, it will try to attack and consume it. Deku babas that have already eaten can be identified by the swarms of carrion flies that eat whatever the deku baba couldn't.

Tremorsense (Ex): Deku babas can automatically sense the location of

anything within 10 feet that is in contact with the ground.

Deku

Small Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 20 ft.

Defense: 13 (+1 size, +2 natural), touch 11, flat-footed 12

Attack: Seed shot +1 ranged (1d3 subdual)

Full Attack: Seed shot +1 ranged (1d3 subdual)

Space/Reach: 2.5 ft./—

Special Qualities: Deku traits

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 11, Dex 11, Con 13, Int 10, Wis 8, Cha 10

Skills: Hide +4, Spot +1

Environment: Warm forest

Organization: Solitary or trio

Challenge Rating: 1

Treasure: Standard

Focus: Always shadow

Advancement: 2-4 HD (Tiny)

Level Adjustment: +0

Deku scrubs are tiny sentient plants that live in most forests. A deku scrub is about a foot and a half tall and weighs about 20 pounds. It has two foot-like appendages, a pair of primitive eyes, and a "mouth" that it uses to absorb water and nutrients. Broad leaves cover it and provide natural camouflage.

Deku scrubs speak Sylvan.

Combat

Deku scrubs are more likely to hide than fight, but they are notorious for pelting intruders with deku nuts that they propel from their "mouths."

Deku Society



Dekus organize themselves into small clans, ruled by a monarchy. They prefer to keep themselves isolated from the rest of the world.

Faerie

Diminutive Fey

Hit Dice: 1d6 (3 hp)

Initiative: +4 (Dex)

Speed: 5 ft., fly 30 ft. (perfect)

Defense: 18 (+4 size, +4 Dex), touch 14, flat-footed 14

Base

Attack/Grapple:

+0/+0

Attack: None

Full Attack: None

Space/Reach: 1 ft./0

Special Attacks: None

Special Qualities: Fey qualities, faerie dust, attunement

Saves: Fort +0, Ref +6, Will +6

Abilities: Str 10, Dex 18, Con 10, Int 16, Wis 18, Cha 20

Skills: Bluff +9, Concentration +4, Decipher Script +7, Diplomacy +9, Heal +8, Hide +20, Knowledge (any three) +7

Feats: Dodge

Environment: Any

Organization: Solitary or pond (10)

Challenge Rating: ¼

Treasure: None

Focus: Always light

Advancement: —

Level Adjustment: +4

Faeries in Hyrule are tiny creatures that resemble tiny humanoids, glowing brightly and flying with gossamer wings. They are renowned for their healing properties, and thus those eager to make a few rupees search for the skittish creatures across the land, capturing what faeries they can in bottles.

Some faeries actually approach people and agree to serve them; this most often happens with Kokiri wilderfolk, as they are attuned to the land and have a rapport with the faeries.

Combat

Faeries do not fight; they are too small for most creatures to accurately strike, and intelligent creatures know that faeries pose no threat. After sprinkling their healing dust, faeries immediately fly away to avoid capture (or recapture).

Faerie Dust (Su): A sprinkling of faerie dust acts as a *cure serious wounds* spell cast by a 5th level wizzrobe.

The dust cannot be harvested, and loses its potency shortly after the sprinkling. A faerie can produce one sprinkling worth of dust per day.

Attunement: +1 competence bonus to attack rolls, +2 enhancement bonus to Ref saves.

Faeries as Characters

- +2 Dexterity, +2 Wisdom, +4 Charisma, -4 Strength.
- A faerie's base speed is 5 feet, with a fly speed of 30 feet (perfect).
- Low-light vision.
- Proficient with all simple weapons.
- Automatic Languages: Common and Hylian. Bonus Languages: Any.
- Favored Class: Wizzrobe.
- Favored aspect: Light.
- Opposed Aspect: Shadow.
- Level Adjustment: +3

Gel

Diminutive Ooze

Hit Dice: 1d10 (7 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

Defense: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Attack: Slam +3 melee (1d2-1)

Full Attack: Slam +3 melee (1d2-1)



Space/Reach: 2.5 ft./—
Special Qualities: Blindsight, ooze,
Saves: Fort +0, Ref +2, Will -5
Abilities: Str 8, Dex 14, Con 10, Int
 —, Wis 1, Cha 1

Environment: Warm underground
Organization: Pair
Challenge Rating: ¼
Treasure: None
Focus: —

Advancement:
 —



Hyrulean oozes are incredibly simple life forms, simple enough that when one is cut into pieces, the pieces can act independently. When a zol is cut in half, the two small pieces are commonly referred to as "gels." Gels are tiny blobs of protoplasm in a roughly spherical shape, with two discolored patches that hint at eyes, but are probably not real organs.

Combat

Gels have extremely simple instincts: if it moves, eat it; if it's bright, get away. They go right for anything that they sense is alive and try to envelop it. Size is irrelevant to them; a gel is just as likely to attack a like-like as it is to attack a rat.

Geldman

Medium Elemental (Earth)

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 20 ft.

Defense: 19 (+9 natural), touch 10, flat-footed 19

Attack: Slam +8 melee (1d8+7)

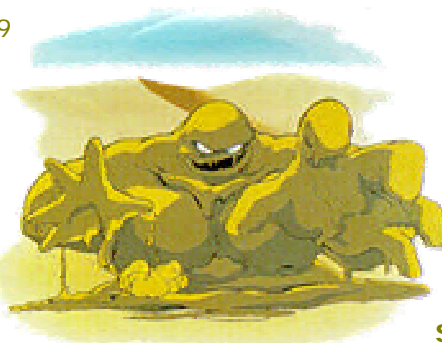
Full Attack: 2 slams +8 melee (1d8+7)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Earth mastery

Special Qualities: Elemental,



tremorsense, attunement

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 21, Dex 11, Con 17, Int 8, Wis 11, Cha 11

Skills: Hide +2*, Listen +3, Spot +3

Feats: Alertness, Power Attack

Environment: Any desert

Organization: Solitary

Challenge Rating: 3

Treasure: None

Focus: —

Advancement: 5-7 HD (Medium)

The geldmen live beneath the shifting desert sands, feeling the vibrations in the ground as other creatures walk above their heads. Desert travelers must stay alert, lest a lone geldman wipe out an adventuring party.

Geldmen are creatures made entirely of sand, resembling the upper bodies of gigantic men. They have only been seen in the Desert of Mystery, and some sages believe that they are ancient guardians of the Desert Palace.

Combat

Geldmen hide in the sand, listening for the approach of intruders, and then jump out of the sand and swim toward it. Whether it is for food or territory is unknown.

Tremorsense (Ex): Geldmen can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Geldmen receive a +8 racial bonus to Hide checks in sandy deserts.

Attunement: +2 enhancement bonus to Fort saves, +2 competence bonus to Survival checks.

Gerudo

Medium Humanoid (Gerudo)

Hit Dice: 1d6 (6 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Defense: 15 (+1 Dex, +3 racial, +1 class), touch 15, flat-footed 14

Attack: Scimitar +0 melee (1d6)
Full Attack: Scimitar +0 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6
Special Qualities: Gerudo traits, drifter's luck 1/day
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 10, Dex 13, Con 10, Int 11, Wis 8, Cha 11
Skills: Bluff +4, Hide +5, Jump +7, Sleight of Hand +5, Ride +7, Tumble +5
Feats: Martial Weapon Proficiency (scimitar)

Environment: Warm desert
Organization: Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1
Treasure: Standard
Focus: Usually shadow
Advancement: By character class
Level Adjustment: +0

The Gerudo are a race of hardy survivalists from the desert that has their name.

All Gerudo are female, with a lone male born every 100 years. They have distinctive dark skin, a long nose, and bright red or orange hair. Gerudo females stand between six and seven feet tall, and weigh 125-200 pounds.

Most Gerudo encountered outside their homes are drifters; the information in the statistics block is for one of 1st level.

Combat

The treacherous Gerudo fight from ambush and prefer guerrilla tactics to up-front confrontations.

Gerudo Society

Gerudo are obviously matriarchal, with the oldest and wisest women

leading their tribes. They value martial skills, especially the scimitar and bows.

Gerudo can mate with Hylians, although any children are full-blooded Gerudo daughters. In times past, Gerudo women would go to Hyrule Castle or Kakariko Village, and see how many hidden weapons they could sneak past the guards.

Gibdos

Medium Undead

Hit Dice: 6d12+3 (75 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
Defense: 17 (-1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (2d6+4)
Full Attack: 2 slams +6 melee (2d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frightful moan
Special Qualities: Undead, resistant to blows, damage reduction 5/+1, partial actions only, fire vulnerability, attunement
Saves: Fort +2, Ref +1, Will +6
Abilities: Str 16, Dex 8, Con —, Int 6, Wis 12, Cha 10
Skills: Hide +2, Listen +4, Move Silently +2, Spot +4
Feats: Alertness, Toughness

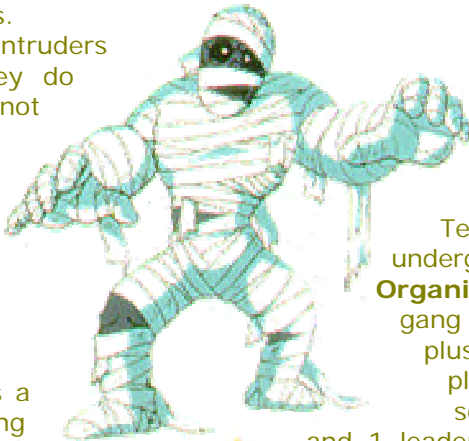
Environment: Any land or underground (nocturnal)
Organization: Solitary or group (2-4)
Challenge Rating: 3
Treasure: Standard
Focus: Always dark
Advancement: 7-12 HD (Medium)

Ancient Hylians used to mummify their dead and inter them in large catacombs. When Ganondorf Dragmire obtained the Triforce of Power, his incredible evil energies flowed through those catacombs and infused the dead with pure evil.

Gibdos are large corpses, preserved but withered, and wrapped in yards of white linen. They move with a slow, shambling gait and groan with the weight of the ages.

Gibdos attack intruders without mercy. They do not retreat and do not communicate.

Encounters with gibdos do not end until the gibdos or its enemy is destroyed.



Combat

In melee, a gibdos is a terrible foe, swinging its powerful fists to inflict awesome damage. Even if it had no other abilities, its great strength and grim determination make it a formidable opponent.

Fire Vulnerability (Ex): Gibdos take double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it and paralyzes the gibdos for one round.

Frightful Moan (Ex): Any living creature that hears a Gibdos scream must make a Fortitude save (DC 13) or be paralyzed with fear for 3 rounds.

Resistant to Blows (Ex): Physical attacks deal only half damage to gibdos. Apply this effect before damage reduction.

Attunement: +2 competence bonus to Intimidate checks, +1 enhancement bonus to Defense.

Goriya

Medium Humanoid (Goriya)

Hit Dice: 1d10 (8 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

Defense: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Boomerang +4 ranged (1d6)

Full Attack: Boomerang +4 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., light sensitivity, attunement

Saves: Fort +2, Ref +4, Will +0

Abilities: Str 12, Dex 17, Con 11, Int 10, Wis 10, Cha 7

Skills: Listen +2, Spot +2

Feats: Alertness, Blind-Fight

Environment:

Temperate and warm underground

Organization: Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults

and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, and 1 leader of 6th-8th level)

Challenge Rating: 1

Treasure: Standard

Focus: Usually shadow

Advancement: By character class

Level Adjustment: +0

Goriyas are a race of canine-like humanoids that live underground. Not much is known about goriyas, because they prefer to have no contact with surface dwellers; this xenophobia drives them to attack intruders in great numbers to drive away. They have large ears and sensitive eyes, and dark gray or brown fur from head to toe. They garb themselves in brown or blue tunics and boots. The boomerang is the goriya racial weapon. Goriyas speak the guttural Goriya; those with Intelligence scores of 12 or higher also speak Hylian.

Most goriyas encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Rabidly territorial, goriyas attack in large numbers to drive away intruders. If they feel especially threatened, goriyas will attack without regard for their own safety,



even if it means discarding the boomerang and attacking barehanded. Goriyas suffer no attack penalties when using their boomerangs in enclosed spaces.

Attunement: +2 bonus to ranged attacks.

Goriyas as Characters

Goriya Traits (Ex): Goriyas possess the following racial traits:

- +2 Strength, +4 Dexterity, -2 Wisdom, -2 Charisma.
- A goriya's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Weapon Familiarity: Goriyas are trained from birth with the boomerang. They treat boomerangs as martial weapons instead of exotic.
- Light Sensitivity: Goriyas are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Goriya. Bonus Languages: Moblin, Hylia.
- Favored Class: Warrior.
- Favored Aspect: Shadow.
- Opposed Aspect: Forest.

Goron

Medium Humanoid (Goron)

Hit Dice: 1d10 (10 hp)

Initiative: -1 (Dex)

Speed: 15 ft., roll 60 ft.

Defense: 10 (-1 Dex, +1 racial), touch 9, flat-footed 9

Base Attack/Grapple: +1/+2

Attack: Unarmed strike +2 melee (1d4+1)

Full Attack: Unarmed strike +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: See below

Special Qualities: Goron traits

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 12, Dex 8, Con 10, Int 11, Wis 11, Cha 8

Skills: Craft (stonecarving) +4, Listen +1, Spot +1

Feats: Blind-Fight, Improved Unarmed Strike

Environment: Any underground

Organization: Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard

Focus: Usually light

Advancement: By character class

Level Adjustment: +0

The goron people live deep within the Death Mountain range, having carved out extensive systems of caves over the generations.

An adult Goron is approximately 6 to 7 feet in height, and may weigh over 300 pounds. They have large, bulbous torsos and gangly limbs that don't look like they should be able to support the body.

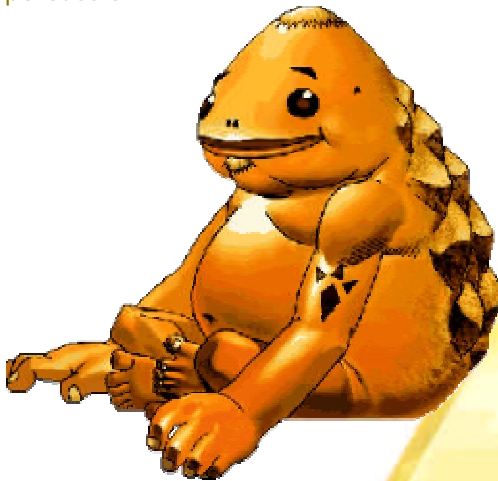
Most gorons encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

A goron's fists are powerful weapons, inflicting great damage with its clubbing blows. A goron can also curl up into a rocky ball and roll with great speed.

Goron Society

In a Goron clan, the clan unit, the family unit, and the individual are all equally important. In times of crisis, all able-bodied adults come to the aid of their peers. In times of peace, feasting and dancing are common; gorons love to dance, and they love the sounds of woodwind and heavy percussion.



Helmasaur

Small Magical Beast

Hit Dice: 1d10 (8 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

Defense: 16 (-1 size, +2 Dex, +5 racial)

Base Attack/Grapple: +1/+1

Attack: Slam +1 melee (1d4)

Full Attack: Slam +1 melee (1d4)

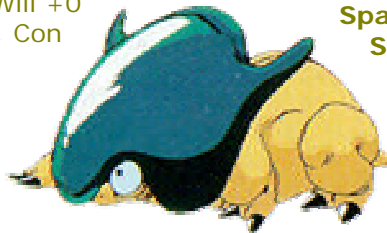
Space/Reach: 10 ft./5 ft.

Special Qualities: Darkvision 60 ft., low-light vision, armored head, weak point, attunement

Saves: Fort +2, Ref +4, Will +0

Abilities: Str 10, Dex 15, Con 10, Int 3, Wis 10, Cha 3

Skills: Listen +2, Spot +2



Environment: Warm underground
Organization: Solitary, pair, or trio

Challenge Rating: ½

Treasure: Special

Focus: None

Advancement: 2-3 HD (Small)

Small creatures called Helmasaurs populate the Palace of Darkness in the Dark World. They have virtually impenetrable armor plates on their heads, so they cannot be damaged from the front.

Combat

Helmasaurs always move to face their foes, keeping their bony crests between them and their foes. Most creatures know that trying to eat a helmasaur is too much effort for too little reward.

Armored Head (Ex): A helmasaur's head armor has a hardness of 10 and 15 hp. It has to be broken before its weak point can be attacked.

Weak Point (Ex): Helmasaurs have a small green spot between its eyes, beneath its head armor. This point is a Fine target.

Attunement: +1 bonus to Defense, +2 competence bonus to bull-rush and charge maneuvers.

Ironknuckle

Large Construct

Hit Dice: 18d10+30 (129 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run)

Defense: 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30

Base Attack/Grapple: +6/+12

Attacks: Huge greataxe +24 melee (2d8+11)

Full Attack: Huge greataxe +24/+19/+14 melee (2d8+11)

Space/Reach: 5 ft./10 ft.

Special Qualities: Construct, DR 10/magic, rust vulnerability

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 33, Dex 9, Con -, Int -, Wis 11,

Cha 1

Environment: Any land or underground

Organization: Solitary or pair

Challenge Rating: 13

Treasure: None

Focus: None

Advancement: 19-24 HD (Large);
25-54 HD (Huge)

Far more advanced than armos statues, the ironknight is a mighty suit of enchanted armor, wielding a gigantic double-bladed axe, and set to defend a place from all outside attacks.

The knowledge of creating an ironknight has been lost to the mists of time. Perhaps, in the days before the Imprisoning War, ironknights were commonplace, but no longer.

Combat

Ironknights are pre-programmed to guard specific sites, and with their tremendous size and strength, the powerful sentinels rarely fail in their appointed tasks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): An ironknight is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An

electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, an ironknight hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The ironknight rolls no saving throw against fire effects.

Rust Vulnerability (Ex): An ironknight is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construction

An ironknight's body is composed of a clockwork suit of armor forged with rare metals costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) or Craft (weaponsmithing) check.

CL 16th; Craft Construct, *geas/quest, limited wish, polymorph any object*, caster must be 16th level; Price 15,000 gp; cost 80,000 gp + 5,600 XP



Kargaroc

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 10 ft., fly 80 ft. (average)

Defense: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +0/-4

Attack: Talons +3 melee (1d4)

Full Attack: Talons +3 melee (1d4) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision, attunement

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Listen +2, Spot +14



Feats: Weapon Finesse

Environment: Temperate mountains

Organization: Solitary or pair

Challenge Rating: ½

Focus: None

Advancement: 2-3 HD (Medium)

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. The kargaroc has a distinctive, mooring call.

Kargarocs are the primary source of golden feathers, a highly sought after bauble that rito males often give to females as tokens of affection.

A typical kargaroc is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Kargarocs dive at prey, raking with their powerful talons.

Skills: Kargarocs have a +8 racial bonus on Spot checks.

Attunement: +2 competence bonus on Spot checks, +2 competence bonus on Listen checks.

Keese

Diminutive Animal

Hit Dice: ¼d8 (1 hp)

Initiative: +2 (Dex)

Speed: 5 ft., fly 40 ft. (good)

Defense: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: —

Full Attack: —

Space/Reach: 1 ft./0 ft.

Special Qualities:

Blindsense 20 ft., low-light vision, attunement

Saves: Fort +2, Ref +4, Will +2



Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*

Feats: Alertness

Environment: Temperate and warm hill, plains, and underground

Organization: Colony (10-40)

Challenge Rating: 1/10

Treasure: None

Focus: None

Advancement: —

Because of their small size and penchant for getting in the way of dungeon explorers, keese are considered more of an annoyance than anything

else.

Combat

Keese are not capable of any serious attacks against adventurers.

Blindsense (Ex): A keese notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A keese has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Attunement: +2 competence bonus on Spot checks, +2 competence bonus on Listen checks.

Kokiri

Small Humanoid (Kokiri)

Hit Dice: 1d6 (3 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

Defense: 15 (+1 size, +2 Dex, +2 racial), touch 15, flat-footed 13

Base Attack/Grapple: +0/-1

Attack: Dagger +2 melee (1d4-1)

Full Attack: Dagger +2 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Qualities: none

Saves: Fort +0, Ref +4, Will +4



Abilities: Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 14

Skills: Hide +3, Listen +3, Survival +3

Feats: Weapon Finesse

Environment: Kokiri Forest

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 1

Treasure: No coins; 50% goods (metal, wood, or stone only); 50% items

Focus: Always shadow

Advancement: By character class

Level Adjustment: +0

The Kokiri are a race of mysterious, reclusive forest sprites. Nobody from any of the Hyrulean races has ever actually encountered a Kokiri.

Kokiri are about 3 feet tall, weigh about 80 pounds, and garb themselves in forest green tunics, pants, and caps. They do not age, and they all have a fairy companion.

Combat

Kokiri would rather hide than fight, but most Kokiri are familiar with how to use at least a dagger.

Lava Dragon

Medium Dragon (Fire)

Hit Dice: 7d12+14 (59 hp)

Initiative: +0

Speed: 40 ft., fly 150 ft. (poor)

Defense: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +7/+10

Attack: Bite +10 melee (1d8+3)

Full Attack: Bite +10 melee (1d8+3) and 2 claws +5 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon (60 ft. line of fire, 2d10, Ref DC 15 half)

Special Qualities: Immunities, cold vulnerability

Saves: Fort +7, Ref +5, Will +5

Abilities: Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10

Skills: Bluff +10, Intimidate +12, Knowledge (nature) +10, Listen +10, Sense Motive +10, Spot +10

Feats: Flyby Attack, Power Attack, Snatch

Environment: Warm mountains

Organization: Solitary or clutch (2-5)

Challenge Rating: 4

Treasure: Special

Focus: Usually shadow

Advancement: 8-9 HD (Medium), 10-19 HD (Large), 20-21 HD (Huge)

Lava dragons haven't been seen since the defeat of Volvagia, the largest and most aggressive of their kind. They are long, sinuous reptilian creatures that fly through the air without wings, and are natural predators of dodongos and gorons. A wyrmling lava dragon's scales are a dark scarlet, gradually brightening as they reach maturity.

Combat

Young lava dragons are often impetuous, and immediately attack anything they feel is infringing on their territory with their claws and flaming breath. Older dragons prefer to react rather than act first, intimidating smaller creatures into doing their bidding.

Immunities (Ex): Sleep, paralysis, and fire.

Cold Vulnerability (Ex): Lava dragons take double damage from cold-based attacks on a failed save.

Leever

Medium Animal

Hit Dice: 4d10+8 (30 hp)

Initiative: +3 (Dex)

Speed: 30 ft., burrow 30 ft.

Defense: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Slam +5 melee (2d4+3)

Full Attack: Slam +5 melee (2d4+3)

Space/Reach: 5 ft./5 ft.



Special Qualities: Tremorsense, attunement

Saves: Fort +8, Ref +7, Will +1

Abilities: Str 14, Dex 16, Con 14, Int 2, Wis 10, Cha 6

Skills: Listen +3, Spot +3

Feats: Alertness, Great Fortitude

Environment: Any desert

Organization: Solitary or group (4-6)

Challenge Rating: 2

Treasure: None

Focus: None

Advancement: 5-8 HD (Medium)

Leevers are desert predators, burrowing beneath the sand and waiting for something to come in range. Leevers are tall, bell-shaped creatures with four fin-like appendages that they use to burrow through sand. The bottom of the bell contains its mouth and masses of tiny cilia that let it move while aboveground. The coloring of their knobby hide ranges from red-brown to a blue-gray.

Combat

Leevers usually attack only when hungry or threatened. They burrow up and break the surface, and then try to knock their prey down and consume it.

Attunement: Grants tremorsense within 10 ft.

Like-Like

Large Aberration

Hit Dice: 6d8+21 (49 hp)

Initiative: +0

Speed: 20 ft.

Defense: 15 (-1 size, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +4/+8

Attack: Bite +8 melee (1d6+6)

Full Attack: Bite +8 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense, can't be flanked, attunement

Saves: Fort +5, Ref +2, Will +5

Abilities: Str 19, Dex 10, Con 16, Int 3, Wis 10, Cha 3

Skills: Hide +2*, Move Silently +3

Feats: Toughness 2

Environment: Warm underground or aquatic

Organization: Solitary

Challenge Rating: 4

Treasure: None

Focus: None

Advancement: 7-11 HD (Large)

The like-like is little more than an ambulatory stomach. Adventurers fear the like-like more than any other monster, for it eats metals, especially swords and shields, and they have consumed the weapons and armor of countless

adventurers.

A like-like averages about 6 to 8 feet in height, with a diameter of 4 feet. Dead specimens have been weighed at over 200 pounds. Its thick, lumpy hide gives it protection from most weapons. The folds of flesh conceal "mouths" that open up to allow it to bite in any direction, although its primary mouth is on top.

Combat

Like-likes eat almost anything, but if given the choice, they will always go after large metal objects, such as shields. Their powerful digestive juices can dissolve almost any natural substance

Improved Grab (Ex): If a like-like hits with its bite attack, it grapples as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): A like-like can try to swallow a grabbed opponent of Medium or smaller by making a successful grapple check. Once inside, the opponent takes 1d6+2 crushing damage plus 1d6+2 acid damage per round from the like-like's digestive juices. A swallowed creature can cut its way out by



dealing 20 points of damage to the like-like's interior (AC 18). Any metal objects that the swallowed character has must make Fortitude saves (DC 14) or be dissolved by the like-like's digestive juices.

Tremorsense (Ex): Like-likes can automatically sense the location of anything within 30 feet that is in contact with the ground.

Skills: *Like-likes receive a +8 racial bonus to Hide checks due to their color and texture.

Attunement: Once per day attuner can't be flanked for a number of rounds equal to half the like-like's Defense rating.

Lizalfos

Medium Humanoid (Reptilian)

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

Defense: 17 (+2 Dex, +5 natural)

Base Attack/Grapple: +4/+6

Attack: Longsword +6 melee (1d8+2)

Full Attack: Longsword +6 melee (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Scent, darkvision 90 ft., attunement

Saves: Fort +1, Ref +2, Will -1

Abilities: Str 15, Dex 15, Con 13, Int 10, Wis 8, Cha 6

Skills: Hide +7, Jump +9, Listen +8, Spot +8

Feats: Acrobatic, Alertness

Environment: Warm underground

Organization: Solitary or pair

Challenge Rating: 2

Treasure: Standard

Focus: Usually dark

Advancement: By character class
Level Adjustment: +1

The first Lizalfos were normal men transformed by the evil power of Ganondorf Dragmire. They served the evil sorcerer until his defeat, and then they formed their own societies. Lizalfos look somewhat humanoid, standing about 6 feet tall and weighing about 170 pounds. They have muscular arms and walk erect on their squat legs, trailing a long,

slender tail. Their heads are lizard like, with a prehensile tongue that they use to "smell" the air. Their beady eyes are sensitive to bright lights.

Lizalfos speak Draconic. The "Dinalfos" is a stronger breed of Lizalfos, with 6 HD and +7 natural armor.

Combat

Lizalfos use their powerful legs to propel themselves through the air and deliver devastating sword blows. They usually attack in groups, constantly moving around in order to get the best attacks in.

Attunement: +2 competence bonus on Jump checks, +2 competence bonus on Hide checks.



Lynel

Medium Monstrous Humanoid

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

Defense: 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11

Base Attack/Grapple: +4/+8

Attack: Sword beam +7 ranged (1d8) or longsword +8 melee (1d8+4)

Full Attack: Sword beam +7 ranged (1d8) or longsword +8/+3 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11



Skills: Hide +2, Listen +4, Move Silently +4, Spot +4, Survival +5

Feats: Power Attack, Weapon Focus (sword beam)

Environment: Death Mountain

Organization: Company (4-8)

Challenge Rating: 3

Treasure: Standard

Focus: Usually dark

Advancement: By character class

Level Adjustment: +2

Lynels are aggressive, hateful creatures that inhabit the upper parts of the Death Mountain Area. Their sword beams make them some of the most feared creatures in Hyrule.

Lynels are centaur-like creatures with the body of a horse, the torso of a man, and the head of a lion. They carry either a pair of swords or a sword and shield. Lynels speak Sylvan and Hylia.

Combat

Lynels are always ready for combat, and carry their swords at all times. They know how to channel their power through their swords and into sword-shaped beams of energy, which they can throw with deadly accuracy.

The lynels have claimed Death Mountain as their territory, and

defend it against all intruders. Anyone coming too close gets a few sword beams on sight; lynels are not known for warning shots.

Lynels as Characters

A lynel wizzrobe is usually a tribe's designated leader and speaker. Lynel characters possess the following traits.

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -6 Wisdom.
- Large size. -1 penalty to Defense, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/5 feet.
- A lynel's base land speed is 50 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A lynel begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A lynel's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Listen, Move Silently, Spot, and Survival.
- Racial Feats: A lynel's monstrous humanoid levels give it two feats.
 - +2 natural Defense bonus.
 - Automatic Languages: Sylvan and Hylia.
 - Favored Class: Warrior.
 - Favored Aspect: Forest.
 - Opposed Aspect: Spirit.
 - Level adjustment +5.



Moblin

Medium Humanoid (Goblinoid)

Hit Dice: 1d10+1 (9 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Defense: 13 (+1 Dex, +1 armour, +1 racial), touch 12, flat-footed 12

Base Attack/Grapple: +1/+3

Attack: Halfspear +3 melee or +2 ranged (1d6+2)

Full Attack: Halfspear +3 melee or +2 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Saves: Fort +5, Ref +2, Will -1

Abilities: Str 15, Dex 12, Con 12, Int 10, Wis 8, Cha 8

Skills: Intimidate +3, Listen +1

Feats: Power Attack, Weapon Focus (halfspear)

Environment: Temperate forest

Organization: Solitary or hunt (4-8)

Challenge Rating: 1

Treasure: Standard

Focus: Usually dark

Advancement: By character class

Level Adjustment: +0

The first moblins were evil men who came to the command of Ganondorf Dragmire after he gained control of the Triforce of Power. Ganondorf's incredible evil power warped their minds and bodies to reflect what was in their hearts, and they served Ganondorf until his defeat at the hands of Link, Princess Zelda, and the Six Sages.

Moblins vary in appearance, but in general look like dog-faced humanoids with pug noses, tusks, triangular ears, stooped postures, and muscular builds. They usually wear patchwork armor and carry spears. Their skin color ranges from blue to brown.

Most moblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Moblins enjoy attacking from concealment and in groups. They

honor the rules of war if they believe it is convenient to do so at the time.

Moblin Society

After becoming free of Ganondorf, the moblins formed their own crude societies, little more than tribes ruled by the strongest.

Octorok

Medium Animal

Hit Dice: 1d8 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Defense: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: Rock spit +1 ranged (1d4)

Full Attack: Rock spit +1 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Qualities: Attunement

Saves: Fort +2, Ref +3, Will -1

Abilities: Str 10, Dex 12, Con 10, Int 6, Wis 8, Cha 8

Skills: Hide +3, Listen +2, Spot +2

Feats: Alertness

Environment: Temperate land

Organization: Solitary or pack (3-6)

Challenge Rating: 1/3

Treasure: None

Focus: —

Advancement: 2-4 HD (Medium)

The octorok is one of the most pitiful of Hyrulean monsters. It looks like a three-foot-tall four-legged octopus with a large snout that it uses to shoot rocks, and a pair of yellow eyes that give the impression that the octorok is chronically depressed. They are not very large, they have no ability to manipulate objects, and most go down to one or two sword blows. Adventurers often refer to "putting them out of their misery" when they slay an octorok.

Combat

Octoroks have no melee capability; they suck up small stones, stick them together with organic glue, and spit them back out in big balls.

Attunement: +1 competence bonus on ranged attacks, +1 competence bonus to Defense.



Peahat

Medium Plant

Hit Dice: 1d8+1 (6 hp)

Initiative: +0

Speed: 5 ft., fly 20 ft. (clumsy)

Defense: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: Slam +0 melee (1d4)

Full Attack: Slam +0 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Consume

Special Qualities: Plant traits

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 10, Dex 12, Con 12, Int —, Wis 10, Cha 4

Environment: Temperate plains and seas

Organization: Solitary or group (4-8)

Challenge Rating: 1

Treasure: None

Focus: None

Advancement: 2-3 HD (Medium)

Peahats are most unusual creatures; most botanists are content to say it's a plant, although it exhibits qualities only seen in sentient creatures.

The main body of a peahat is a large tree-like trunk, but it has a soft outer skin. Peahats reproduce through



pollenization, and they are carnivorous; they usually eat small creatures that fall quickly, consuming them by trapping them underneath their trunks and dissolving them in the manner of other carnivorous plants.

Combat

Peahats usually go after small creatures, but in times when there isn't enough prey, they are known to attack larger creatures, up to and including humanoids.

Consume (Ex): If a peahat pins a foe, it automatically deals 1d6 acid damage per round; creatures killed in this manner are completely dissolved and eaten by the peahat.

Poe

Small Undead (Incorporeal)

Hit Dice: 4d12 (30 hp)

Initiative: +4 (Dex)

Speed: Fly 30 ft. (perfect)

Defense: 16 (+1 size, +4 Dex, +1 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Lantern +7 melee (1d6)

Full Attack: Lantern +7 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Manifestation

Special Qualities: Turn resistance +4, undead, incorporeal, attunement

Saves: Fort +4, Ref +8, Will +4



Abilities: Str 10, Dex 18, Con —, Int 10, Wis 10, Cha 12

Skills: Hide +10, Listen +5, Move Silently +9, Search +7, Spot +5

Feats: Weapon Finesse (lantern), Weapon Focus (lantern)

Environment: Any graveyard (night only)

Organization: Solitary

Challenge Rating: 2

Treasure: None

Focus: Any

Advancement: 5-8 HD (Medium); 9-10 HD (Large)

Most spirits go to the afterlife, but a few lose their way. Poes are those spirits, using their lanterns to try and find the path to the great beyond. These floating spirits appear as black ghosts wrapped in dark blue and purple rags, their eyes glowing with the same intensity as their lanterns. The transition to undeath has not robbed poes of their ability to communicate; they just rarely have anything to say.

Combat

Poes do not like disturbances as they attempt to find the road to the afterlife. They swing their lanterns at anyone who comes near, the ethereal fire within burning hotter and stronger than any mundane flame.

Attunement: +2 competence bonus turning attempts.

Pols Voice

Medium Aberration

Hit Dice: 2d8 (13 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

Defense: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +0/+1

Attack: Slam +1 melee (1d6+1)

Full Attack: Slam +1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.



Special Qualities: Sonic weakness, attunement

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 12, Dex 16, Con 10, Int 4, Wis 10, Cha 9

Skills: Listen +10*, Spot +5

Feats: Alertness

Environment: Any underground

Organization: Group (4-8)

Challenge Rating: 3

Treasure: None

Focus: Always dark



Advancement: 3-5 HD (Medium)

The pols voice is a strange monster. These bell-shaped creatures live underground, and their ears have grown to great proportions while their eyes have atrophied. Four feelers allow it to touch things, especially their latest kills.

Having adapted to the darkness of underground dungeons, pols voices have learned to use the darkness to their advantage, finding the best ambush locations and going there when prey approaches.

Combat

Pols voices do not like loud noise; they prefer to sneak up on prey, listening for their movements, and then they pounce.

Sonic Weakness (Ex): Pols voices take double damage from sonic-based attacks.

Skills: *Pols voices receive a +6 racial bonus to Listen checks.

Attunement: +2 competence bonus on Listen checks, +2 competence bonus on Jump checks.

ReDead

Medium Undead

Hit Dice: 3d12 (22 hp)

Initiative: -2 (Dex)

Speed: 20 ft. (can't run)

Defense: 10 (-2 Dex, +2 natural), touch 8, flat-footed 10

Base Attack/Grapple: +1/+2

Attack: Slam +3 melee (1d6+1)

Full Attack: Slam +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, frightful moan, improved grab, constrict 2d6+2

Special Qualities: Undead, partial actions only, sunlight vulnerability, fire weakness

Saves: Fort +1, Ref -1, Will +3

Abilities: Str 13, Dex 7, Con —, Int -, Wis 10, Cha 1

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Focus: Always dark

Advancement: 3-5 HD (Medium)

After sacking Hyrule Castle, Ganondorf used evil magic to reanimate the dead as guardians in Hyrule Town Market. The results of that magic are ReDeaths: tall, twisted corpses that moan in endless agony. Their screams are the most unsettling sound that a man can hear.

Combat

ReDeaths take their agony out on anyone unfortunate enough to get too close. They attack barehanded, squeezing the life out of their enemies.

Create Spawn (Su): Any living creature killed by a ReDead's constriction rises as a ReDead in 1d4 hours.

Fire Weakness (Ex): ReDeaths take double damage from fire attacks unless a save is allowed for half damage. A successful save halves

the damage and a failure doubles it and paralyzes the ReDead for one round.

Frightful Moan (Ex): Any living creature that hears a ReDead scream must make a Fortitude save (DC 13) or be paralyzed with fear for 3 rounds.

Improved Grab (Ex): If a ReDead can paralyze an opponent with its frightful moan, it can proceed to grapple and inflict constriction damage.

Sunlight Vulnerability (Ex): Exposure to sunlight or a *daylight* spell immediately inflicts 3d6 damage (no save). The Sun's Song will paralyze a ReDead for 10 rounds (no save).

Rope

Tiny Animal

Hit Dice: ¼d8 (1 hp)

Initiative: +3 (Dex)

Speed: 15 ft., climb 15 ft., swim 15 ft.

Defense: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +0/-2

Attack: Bite +5 melee (poison)

Full Attack: Bite +5 melee (poison)

Space/Reach: 2 1/2 ft. (coiled)/—

Special Attacks: Poison

Special Qualities: Scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 14, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Weapon Finesse (bite)

Environment: Warm underground

Organization: Cluster (2-8)

Challenge Rating: 1/3

Treasure: None

Focus: None

Advancement: —

Ropes are dungeon scavengers, crawling out of holes in the walls in search of fallen carrion, but if no potential meal presents itself, they rarely hesitate to attack live prey.



Combat

Unless it gets an easier meal, a rope will attack a live target.

Poison (Ex): Bite, Fortitude save (DC 11); initial and secondary damage 1d6 temporary Constitution.

Stalfos

Medium Undead

Hit Dice: 4d12+3 (31 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Defense: 17 (+1 Dex, +4 natural, +2 shield), touch 11, flat-footed 16

Base Attack/Grapple: +2/+5

Attack: Longsword +5 melee (1d8+3)

Full Attack: Longsword +5 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Undead, DR 5/bludgeoning, cold immunity

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 16, Dex 12, Con —, Int 8, Wis 10, Cha 5

Skills: Balance +6, Hide +6, Jump +8, Listen +5, Spot +5

Feats: Alertness, Toughness

Environment: Any land or underground

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Focus: Always dark

Advancement: —

Ganondorf reanimated legions of skilled warriors after his rise to power, and they are the stalfos.

These skeletal warriors wield longswords with the same deadly skill they possessed in life, and defend their appointed locations with supernatural dedication.

Combat

Stalfos were skilled fighters in life, and this battle prowess continues in undeath.

Tail

Small Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

Defense: 15 (+1 size, +3 Dex, +1 racial)

Base Attack/Grapple: +0/-2

Attack: Slam +0 melee (1d2-2)

Full Attack: Slam +0 melee (1d2-2)

Space/Reach: 5 ft. / 0

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +2

Abilities: Str 7, Dex 17, Con 10, Int 3, Wis 10, Cha

5

Skills: Listen +5, Spot +5

Environment: Any underground

Organization: Solitary or trio

Challenge Rating: ½

Treasure: Special

Focus: None

Advancement: 2-3 HD (Small)

Tails are small worm-like creatures that inhabit caves; they are most often seen in the caves of Death Mountain.

Combat

Tails are not aggressive, but their attack patterns have baffled sages for generations.

Tektite

Medium Animal

Hit Dice: 2d8 (10 hp)

Initiative: +4 (Dex)

Speed: Jump 40 ft.

Defense: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee (1d6+1)

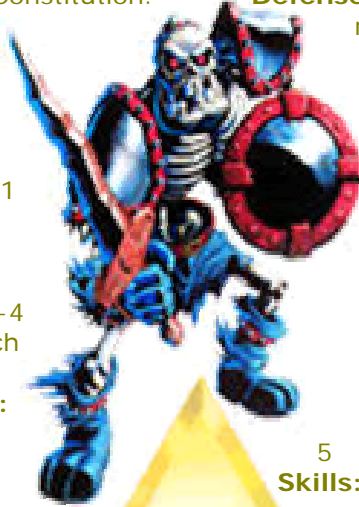
Full Attack: Slam +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Qualities: Attunement

Saves: Fort +3, Ref +7, Will +0

Abilities: Str 12, Dex 18, Con 10, Int 2, Wis 10, Cha 2



Skills: Jump +11*, Listen +4, Spot +4

Feats: Alertness

Environment: Warm mountains

Organization: Solitary

Challenge Rating: 1

Treasure: None

Focus: None

Advancement: 3-5 HD (Medium)

Travelers in the mountains must stay alert, for tektites crawl across the rocks and leap from place to place with amazing skill.

Tektites resemble large spiders with thick armored legs that have tremendous jumping power. Their shells range in color from red to blue.

Combat

Tektites follow their chosen prey from high above, and then when they think the time is right, they pounce.

Skills: *Tektites receive a +10 racial bonus to Jump checks.

Attunement: +2 competence bonus on Jump checks, +1 competence bonus on Initiative checks.



Tokay

Medium Humanoid (Aquatic)

Hit Dice: 1d8 (4 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 30 ft.

Defense: 15 (+3 racial, +1 class, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/+0

Attack: Dagger +1 melee (1d4); or slingshot +2 ranged (1d4+1)

Full Attack: Dagger +1 melee (1d4); or slingshot +2 ranged (1d4+1)

Space/Reach: 5ft./5ft.

Special Attacks: Tokay traits

Special Qualities: Amphibious, tokay traits

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 11, Dex 13, Con 11, Int 8, Wis 8, Cha 10

Skills: Climb +2, Jump +2

Feats: Improved Initiative

Environment: Any warm land

Organization: Solitary, or gang (2-4 plus 1 drifter of 1st level)

Challenge Rating: 1/2

Treasure: Standard

Focus: Usually shadow

Advancement: By character class

Level Adjustment: +0

Tokay are the slippery amphibious humanoid inhabitants of Crescent Island. Their agility and curiosity makes them excellent drifters. Tokay are about five and a half feet tall, and weight around 115 pounds, with a slight build. Their skin is green and slippery, although the tone of the skin is quite variable, and sometimes display small patches of scales on the back and shoulders as they age. They tend to have large heads with two bulbous eyes, and potbellies. Small spikes adorn their back and neck ridges and elbows, and they have small fangs and claws. They tend to stand on two humanoid legs, although these also have webbed toes to aid in swimming. They also commonly have prehensile tails, but some tokay are born without them, which the tokay consider a mark of greatness.

Most tokay encountered outside of their homes are scrappers, and the information in the statistics block is for a first level scrapper.

Combat

Tokay are not aggressive, and prefer to slip away and hide from foes rather than attack them. They tend to only attack when cornered, which is very rare indeed.

Amphibious (Ex): Although tokay breathe by means of gills, they can survive indefinitely on land.

Tokay Society

Tokay do not have many relations with other races, and are neutral around them unless they have learnt to respect or fear them. In turn, most races treat tokay as oddities and nuisances, and deal with them as such. The more hospitable races, such as the hylans, tend to leave them to their own devices, once the tokay has been taught the nuances of property ownership. The more aggressive ones, such as moblins, view them as easy prey, and tend to attack them on sight, if they think they can win.

Tokay as Characters

A tokay's Favored class is drifter. Most tokay leaders are drifters, or multiclass drifter / wilderfolk.

A tokay's Favored Aspect is Water. Most tokay wizzrobes take the Water and Forest aspects.

Trap

Large Construct

Hit Dice: 5d10+30 (62 hp)

Initiative: +5 (Dex)

Speed: 60 ft.

Defense: 30 (-1 size, +5 Dex, +16 natural), touch 14, flat-footed 25

Base Attack/Grapple: +3/—

Attack: Spikes +8 melee (2d6+7)

Full Attack: Spikes +8 melee (2d6+7)

Special Qualities: Construct, immunities

Space/Reach: 5 ft./—

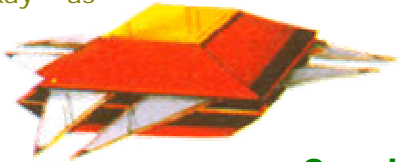
Saves: Fort +1, Ref +6, Will +1

Abilities: Str 20, Dex 20, Con —, Int —, Wis 11, Cha 1

Environment: Any underground

Organization: Pair or quad

Challenge Rating: 2



Treasure: None

Focus: None

Advancement: —

Completing the trio of animated dungeon Defense mechanisms is the trap. The trap is composed of two square pieces of metal sandwiching a set of sharp metal prongs, two prongs to a side. Traps are programmed to either wait in a corner for something to cross its "line of sight," or to continually patrol a set path.

Combat

Traps propel themselves at great speed to impale anything that crosses their line of sight.

Immunities (Ex): Traps take no damage from conventional weapons, magic spells, spell-like abilities, or supernatural powers.

Vire

Medium Aberration

Hit Dice: 4d8+4 (26 hp)

Initiative: +3 (Dex)

Speed: Jump 10 ft.

Defense: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +3/+6

Attack: Slam +6 melee (1d6+4)

Full Attack: Slam +6 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Qualities:

Attunement

Special Attacks:

Splitting, keese control

Saves: Fort +2, Ref +4, Will +4

Abilities: Str 16, Dex 16,

Con 12, Int 6, Wis 10, Cha 6

Skills: Jump +6, Listen +4, Spot +4

Feats: Alertness, Dodge

Environment: Any underground

Organization: Trio

Challenge Rating: 2

Treasure: None

Focus: Always shadow

Advancement: 5-8 HD (Medium)



Vires are yet another nuisance to dungeon delvers, jumping away from their attacks and leaping in with their own. Fortunately, they aren't too dangerous that a well-equipped adventurer cannot handle a trio on his own. A vire is a blue-skinned, four-eyed, winged creature with sharp teeth and claws. Its stumpy legs are strong enough to propel it into the air, with a little assistance from its wings.

Combat

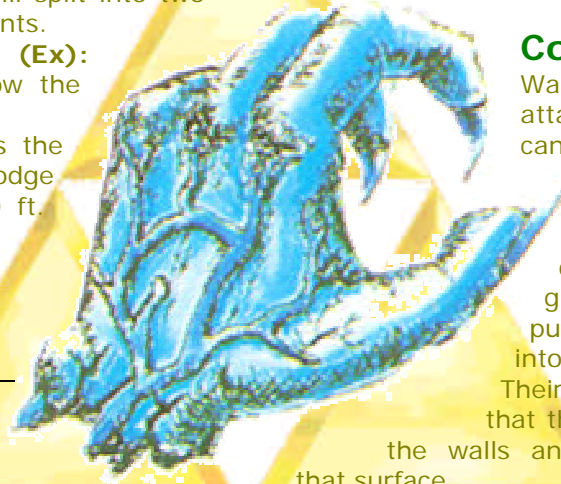
Vires are nimble enough to jump away from most attacks while they land hits of their own. They usually attack in groups, but they have an unusual ability to split into a pair of keese when injured.

Splitting (Ex): If a vire loses 50% of its hit points, it will split into two keese with full hit points.

Keese Control (Ex):

Keese naturally follow the direction of a vire.

Attunement: Grants the benefits of the Dodge feat when within 30 ft. of the attuner.



Wallmaster

Medium Aberration

Hit Dice: 4d8+8 (24 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

Defense: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+6

Attack: Slam +6 melee (1d4+4)

Full Attack: Slam +6 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: *Phase door*, tremorsense

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 16, Dex 15, Con 14, Int 5, Wis 10, Cha 2

Skills: Listen +3, Spot +3, Survival +5

Feats: Alertness, Dodge

Environment: Any underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Focus: —

Advancement: —

Wallmasters are a dungeon delver's worst enemy. They lurk within the walls and ceilings, and come out and grab adventurers, dragging them all the way back to the entrance of the dungeon.

A wallmaster resembles a gigantic disembodied clawed hand. They can move through walls like a man moves through an open room. One theory on their origin is that they are the product of a deranged wizard's experiments to produce the perfect guardian.

Combat

Wallmasters only attack if they cannot grapple their foes. As gigantic hands, they can also be gigantic fists, pummeling foes into submission. Their only setback is that they crawl across the walls and cannot leave that surface.

Improved Grab (Ex): If a wallmaster hits with its slam attack, it can attempt a grapple without provoking an attack of opportunity. Following this, it can use its phase door quality to take a grabbed opponent back to the beginning of the dungeon.

Phase Door (Su): A wallmaster can hide inside a wall, and sense anything that comes into contact with that wall. When it does, it comes out of the wall and makes a grabbing attempt.

Ceilingmaster

This variant of wallmaster crawls the ceiling of a room. It drops straight down, slamming and grabbing, and then flies straight back up to the ceiling. Other than that, it is identical to the wallmaster.

Floormaster

This variant of wallmaster crawls the floor of a room. It can hurl itself forward, balling into a fist, to attack. It does not have the phase door ability of a wallmaster.

A variant floormaster appears as a black hand and arm emerging from a puddle of darkness. If this kind of floormaster drags a captured foe into the darkness, it can use the phase door ability as a wallmaster.

Zol

Small Ooze

Hit Dice: 2d8+5 (16 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

Defense: 12 (+1 size, +1 Dex), touch 11, flat-footed 11

Base Attack/Grapple: +1/—

Attack: Slam +1 melee (1d4)

Full Attack: Slam +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Splitting

Special Qualities: Blindsight, ooze

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 10, Dex 12, Con 10, Int —, Wis 1, Cha 1

Environment: Warm underground

Organization: Group (4-6)

Challenge Rating: 1

Treasure: None

Focus: None

Advancement: —

The many underground labyrinths around Hyrule are prime breeding ground for simple life forms, and

slimes are plentiful in these warm, moist conditions. Zols are pear-shaped blobs of protoplasm that hunt in the darkened tunnels, searching for anything that they can eat.

Combat

Zols operate on simple instincts: if it moves, eat it; if it's bright, get away. Zols are not afraid of injury; damage does not impede them, and getting cut in half only makes the zol problem worse.

Splitting (Ex): If a zol loses half its hit points in one attack, it splits into two

gels.

Zora

Medium Humanoid (Aquatic)

Hit Dice: 1d6-1 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 50 ft.

Defense: 13 (+1 Dex, +1 racial, +1 class), touch 13, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: Fin +0 melee (1d4)

Full Attack: Fin +0 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Qualities: Zora traits, performance

Saves: Fort -1, Ref +2, Will +3

Abilities: Str 10, Dex 13, Con 9, Int 12, Wis 12, Cha 10

Skills: Bluff +4, Concentration +3, Hide +3, Listen +5, Perform +4, Sense Motive +5, Spot +5

Feats: Alertness

Environment: Any aquatic

Organization: Company (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1



Treasure: Standard
Focus: Usually shadow
Advancement: By character class
Level Adjustment: +0

Peaceful and graceful, Zoras are the masters of Zora's Domain, from which flows all the water in Hyrule.

Zoras are tall, lithe, and covered in small, thin scales. They have large fins on their arms, and male Zoras have a tail-like antenna extending from the back of the head, while a female Zora has a wide, triangular head.

Most zoras encountered outside their home are performers; the information in the statistics block is for one of 1st level.

Combat

Zoras are peaceful creatures, fighting only in self-defense. They make use of all three dimensions when fighting in the water.

Nightmare Monsters

So-called "Nightmare monsters" are creatures that have attained great stature and power by virtue of breeding, magical experimentation, or powerful curses. They are thankfully very rare, possibly unique, and may even no longer exist, thanks to the efforts of adventurers.

Aquamentus

Large Magical Beast

Hit Dice: 4d10+12 (37 hp)

Initiative: +1 (Dex)

Speed: 10 ft.

Defense: 20 (-1 size, +1 Dex, +10 natural)

Base Attack/Grapple: +4/+8

Attack: Slam +8 melee (1d4+4) or gore +8 melee (1d8+4)

Full Attack: Slam +8 melee (1d4+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: DR 5/magic, Energy spread

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 18, Dex 12, Con 17, Int 3, Wis 10, Cha 3

Skills: Listen +6, Spot +6

Feats: Alertness

Environment: Warm underground

Organization: Solitary

Challenge Rating: 4

Treasure: Special

Focus: None

Advancement: —

Although a weak creature compared to other nightmare monsters, Aquamentus is a formidable beast if it is fought without proper preparation.

Aquamentus is about 8 feet at the shoulder, with a length of 12 to 14 feet. It has a pair of vestigial wings and a hard horn on its forehead, and is covered in tough, scaly skin.

Aquamentus is only found in certain dungeons, guarding its treasures with ferocity.

Combat

Aquamentus prefers to fight from a distance and spit energy spreads instead of closing to melee. It does have strong melee attacks, though.

Energy Spread (Su): Every 1d4 rounds, Aquamentus can emit a spread of three energy balls. These energy balls do 1d4 damage each. One travels straight forward, the others at 45-degree angles; anyone caught in the path of the energy ball must make a Reflex save (DC 12) to get out of the way.



Arrghus

Huge Aberration

Hit Dice: 8d8 (28 hp)

Initiative: +1 (Dex)

Speed: fly 20 ft. (clumsy), swim 30 ft.

Defense: 11 (-2 size, +1 Dex, +2 racial)

Base Attack/Grapple: +6/+14

Attack: Slam +8 melee (1d6+8)

Full Attack: Slam +8 melee (1d6+8)

Space/Reach: 10 ft. / 5 ft.

Special Qualities: Darkvision 60 ft., DR 10/cold iron, satellites

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 26, Dex 12, Con 10, Int 3, Wis 10, Cha 3

Skills: Listen +7, Spot +7

Feats: Power Attack

Environment: Special

Organization: Solitary

Challenge Rating: 9

Treasure: Special

Focus: Dark

Advancement: —

Arrghus is a giant sea jelly-like monster with a single gigantic eyeball and a number of small creatures attached to its skin.

Ganon created this hideous monstrosity to guard the treasures of the Watergate Dungeon by conducting magical experiments on biris and baris, the sea jellies of Hyrule.

Combat

Arrghus surrounds itself with little spherical creatures. If all the creatures are destroyed, it flies high into the air and tries to slam down its attacker, swimming around the room as it tries to make another slam.

Satellites (Ex): Arrghus has a number of Tiny crustaceans floating around him. They have a Defense 15 and 5 hp, and have to be removed from his body before they can be attacked.

Digdogger

Huge Aberration

Hit Dice: 6d8+24 (43 hp)

Initiative: +0

Speed: Fly 20 ft. (poor)

Defense: 18 (-2 size, +10 natural)

Base Attack/Grapple: +4/+9

Attack: Slam +9 melee (1d6+5)

Full Attack: Slam +9 melee (1d6+5)

Space/Reach: 10 ft./0

Special Qualities: DR 10/silver, sonic weakness, unguarded eye

Saves: Fort +0, Ref +0, Will +0

Abilities: Str 20, Dex 11, Con 18, Int 6, Wis 10, Cha 5

Skills: Listen +8, Spot +8

Environment: Warm underground

Organization: Solitary

Challenge Rating: 5

Treasure:

Special

Focus:

None

Advancement:

7-12 HD (Huge)

Digdogger is a gigantic creature resembling a sea urchin, with a huge eye at its core. It is a spiky, circular creature, lined with short, yet powerful tentacles, and covered in a tough hide.

Digdogger has been encountered in two sizes: it first appears as a large creature, but after its weakness is exploited, it splits into three smaller creatures.

Combat

Digdogger does not fear conventional weapons. Its eye, its only weak point, is outside melee range for



most attackers. However, Digdogger fears a certain kind of sound.

Sonic Weakness (Ex): If Digdogger is exposed to a loud noise (such as that made by a flute), it will burst into three Medium Digdoggers, each with a third of the creature's total hit points. The Medium Digdoggers do not have this weakness.

Unguarded Eye (Ex): Digdogger's eye is its weak point. It is a target one size smaller than Digdogger, but it has none of Digdogger's racial Defense (Defense 8; 10 for Medium).

Dodongo

Large Magical Beast

Hit Dice: 9d10+81 (123 hp)

Initiative: +0

Speed: 20 ft., burrow 20 ft.

Defense: 29 (-1 size, +20 racial)

Base Attack/Grapple: +9/+19

Attack: Bite +19 melee (2d6+10)

Full Attack: Bite +19 melee (2d6+10)

Space/Reach: 10 ft./10 ft.

Special

Attacks:

Roll, fire breath

Special

Qualities:

Dislikes smoke, DR

15/adamantine, scent

Saves: Fort +15, Ref +6, Will +3

Abilities: Str 30, Dex 10, Con 28, Int 5, Wis 10, Cha 5

Skills: Listen +8, Spot +9

Environment: Warm underground

Organization: Solitary or trio

Challenge Rating: 12

Treasure: None or special

Focus: None

Advancement: 10-15 HD (Large); 16-20 HD (Huge)

The dodongo is the only natural predator of the goron race. These creatures can reach lengths in excess of 15 feet, and can exceed a height

of 10 feet at the shoulder; surprising, considering that dodongo young hatch from eggs the length of a hylian's outstretched hand.

Dodongos are primarily found in Dodongo's Cavern within Death Mountain, though they have been seen in other places around Hyrule, subsisting on other creatures.

Combat

Covered in thick natural armor, a dodongo is virtually invincible to conventional weapons. The creature's one weakness is that it reflexively swallows anything that gets in its mouth. A dodongo will trample anything small that get in its way and eat what it can. When it isn't hungry, the creature either crushes or burns anything that attacks it.

Roll (Ex): A dodongo can curl up and roll just as well as a goron, and can make 90-degree turns with accuracy.

Fire Breath

(Su): Every 1d4 rounds, a dodongo can breathe a line of fire 30 feet long (Reflex DC 14 for half damage) causing 8d6 points of damage.

Dislikes Smoke (Ex):

Dodongo is almost invulnerable; the only sure way to damage one is to throw a bomb into its mouth. It will reflexively swallow it, and the explosion will deal full damage (no save).

Gleeok

Large Dragon

Hit Dice: 8d12+40 (98 hp)

Initiative: +0

Speed: 40 ft., fly 100 ft. (poor)

Defense: 22 (-1 size, +13 racial)

Base Attack/Grapple: +8/+13

Attack: Bites +14 melee (2d6+5)



Full Attack: 3 bites +14 melee (2d6+5) and 2 wings +9 melee (1d6+2) or tail slap +9 melee (1d8+7)

Space/Reach: 10 ft./10 ft.

Special

Attacks:

Energy breath

Special

Qualities: DR

10/magic,
Multiheaded,
scent

Saves: Fort +11,
Ref +6, Will +8

Abilities: Str
20, Dex 10, Con

20, Int 12, Wis 14, Cha 11

Skills: Listen +10, Search +9, Spot
+10

Feats: Weapon Focus (bite)

Environment: Warm underground

Organization: Solitary

Challenge Rating: 9

Treasure: Special

Alignment: Always chaotic evil

Advancement: 9-14 HD (Large)

Gleeok is a dragon with three or more heads. They live underground and guard treasures of legendary status.

A Gleeok resembles a green dragon with small wings, two legs, and a potbelly. A Gleeok has not been seen to fly, although it is possible that its inherently magical nature allows its miniscule wings to pull it into the air.

Combat

If one of Gleeok's heads is removed, the head will continue to fight, flying with a fly speed of 20 feet and breathing its breath weapon at every opportunity. If Gleeok loses all of its heads, all the flying heads fall to the ground and die instantly.

Energy Breath (Su): Each head can breathe a ball of energy every other round as a standard ranged attack (+8 attack bonus, 2d10, Ref DC 19 half).

Multiheaded (Ex): Gleeok has three heads at 8HD, four at 11, and

five at 14. Each additional head grants +1 to racial Defense, another bite attack and breath weapon, +2 Constitution, and a +2 racial bonus to Listen, Search, and Spot checks.



Gohma

Large Aberration

Hit Dice: 4d8+12 (38 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

Defense: 22 (-1 size, +1 Dex, +12 racial)

Base Attack/Grapple: +3/+7

Attack: Slam +7 melee (1d6+4)

Full Attack: 2 slams +7 melee (1d6+4)

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 5/-, Unarmored eye

Saves: Fort +4, Ref +2, Will +4

Abilities: Str 18, Dex 13, Con 16, Int 4, Wis 10, Cha 4

Skills: Listen +8, Spot +8

Feats: Alertness

Climate/Terrain: Warm underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Focus: None

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Gohma is a parasitic armored arachnid. It infests large living things such as trees, and it absorbs the nutrients that its host takes in, slowly killing the host and spawning young Gohmas to repeat the process.

Gohma looks like a gigantic crab-like creature, with a pair of small claws sticking out of its back,

and a single large eye staring out up front.

Combat

Gohma fights passively, letting attackers wear themselves out against its



the Dark World. They have virtually impenetrable armor plates on their heads, so they cannot be damaged from the front.

Ganon chose the Helmasaur to guard the treasures of the Palace of

impenetrable shell, and then it goes in for the kill.

Unarmored Eye (Ex): Gohma's eye is its weak point. It is a target four sizes smaller than Gohma, but it has none of Gohma's racial Defense or damage reduction (total Defense 15).

Darkness, and used a combination of spells to enlarge one of the creatures, gift it with a spiked tail and the ability to breathe fire, dubbed it Helmasaur King, and placed it in the Palace.

Combat

Helmasaur King always moves to face its foes, keeping them in sight so it can strike with its tail or breathe fire on them. The creature is only as intelligent as its smaller brethren, so it can be fooled easily.

Armored Head (Ex): Helmasaur King's head armor has a hardness of 10 and 15 hp. It has to be broken before Helmasaur King's weak point can be attacked.

Fireball (Su): Every 1d4 rounds, Helmasaur King can spit a small fireball for 1d6 hp of fire damage (+6 ranged). The fireball splits into three smaller fireballs that spread outward from the point of splitting, each doing 1d4 hp of fire damage (+4 ranged).

Weak Point (Ex): Helmasaur King has a small green spot between its eyes, beneath its head armor. This point is a medium-sized target and has none of Helmasaur King's natural damage reduction.

Helmasaur King

Large Magical Beast

Hit Dice: 5d10+5 (36 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

Defense: 15 (-1 size, +1 Dex, +5 racial)

Base Attack/Grapple: +5/+11

Attack: Tail slap +11 melee (2d6+6)

Full Attack: Tail slap +11 melee (2d6+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Fireball

Special Qualities: Darkvision 60 ft., low-light vision, armored head, weak point

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 22, Dex 12, Con 12, Int 3, Wis 10, Cha 3

Skills: Listen +5, Spot +4

Environment: Special

Organization: Solitary

Challenge Rating: 9

Treasure: Special

Focus: None

Advancement: —

Small creatures called Helmasaurs populate the Palace of Darkness in

Kholdstare

Large Aberration (Cold)

Hit Dice: 6d8+12 (34 hp)

Initiative: +0
Speed: 20 ft.
Defense: 14 (-1 size, +5 racial)
Base Attack/Grapple: +4/+9
Attack: Slam +9 melee (2d4+5 plus cold)
Full Attack: Slam +9 melee (2d4+5 plus cold)
Space/Reach: 5 ft. / 0
Special Attacks: Cold aura
Special Qualities: Cold subtype, darkvision 60 ft.
Saves: Fort +4, Ref +2, Will +5
Abilities: Str 20, Dex 10, Con 14, Int 3, Wis 10, Cha 3
Skills: Search +5, Spot +11
Feats: Alertness

Environment: Special
Organization: Solitary
Challenge Rating: 7
Treasure: Special
Focus: None
Advancement: —

Kholdstare is a large eye frozen in a block of ice. If it is released, it can split into three equal-sized creatures.

Ganon created Kholdstare with his evil magic because he needed a guardian for the treasures of the Ice Palace.

Combat

Kholdstare has no real attacks of its own; blocks of ice randomly fall from above, but it isn't known if Kholdstare controls them. A nimbus of numbing cold surrounds it at all times.

Cold Aura (Ex): Anyone touching Kholdstare with a bare hand or unarmed attack takes 1d4 hp of cold damage and has to make a Fortitude save (DC 15) or be stunned for one round.

Cold Subtype (Ex): Immune to cold, double damage from fire unless a save is made for half damage.

Lanmola

Large Aberration
Hit Dice: 3d8+9 (30 hp)
Initiative: +1 (Dex)

Speed: Burrow 20 ft.
Defense: 12 (-1 size, +1 Dex, +2 racial)
Base Attack/Grapple: +2/+6
Attack: Slam +6 melee (1d10+4)
Full Attack: Slam +6 melee (1d10+4)
Space/Reach: 10 ft. / 0
Special Attacks: Eruption
Special Qualities: Darkvision 60 ft., glide, tremorsense
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 3
Skills: Listen +5, Spot +5

Environment: Special
Organization: Trio
Challenge Rating: 3
Treasure: Special
Focus: None
Advancement: —

With serpentine grace, the snake-like lanmolos slide beneath the desert sands and erupt from the ground to glide through the air and strike.

Lanmolos are segmented worm-like creatures with a tough olive hide. They crawl through the ground with a series of powerful nodules along their sides. When they leap from the sand, a thin, yet strong membrane spreads between the nodules, creating long "wings" that the creature uses to glide for brief distances.

Combat

Using their tremorsense, lanmolos burrow close to potential prey, erupt from the ground, and attempt to slam the prey down to the ground. They often hunt in groups of three; the significance of that number is unknown.

Eruption (Ex): When a lanmola jumps out of the ground, it expels small rocks with great force in four cardinal directions. These rocks have a ranged attack bonus of +1, and do 1d2+4 points of damage.

Glide (Ex): By jumping out of the ground, a lanmola can glide through

the air for a maximum of 20 feet before falling back to the ground.

Tremorsense (Ex): Lanmolas can sense anything touching the ground within 60 feet.

Manhandala

Huge Aberration

Hit Dice: 6d8+18 (51 hp)

Initiative: +1 (Dex)

Speed: Fly 20 ft. (average)

Defense: 17 (-2 size, +1 Dex, +8 racial)

Base Attack/Grapple: +4/+8

Attack: Bite +8 melee (2d6+4)

Full Attack: Bite +8 melee (2d6+4) or energy ball +5 ranged touch (1d6)

Space/Reach: 10 ft./10 ft.

Special

Attacks:

Breath weapons

Special

Qualities:

Blindsight, can't be flanked, DR 3/-, speed-up

Saves: Fort +4, Ref +2, Will +4

Abilities: Str 18, Dex 13, Con 17, Int 4, Wis 10, Cha 3

Skills: Listen +7, Spot +7

Feats: Multiattack

Environment: Warm underground

Organization: Solitary

Challenge Rating: 5

Treasure: Special

Focus: None

Advancement: 6-10 HD (Large)

Manhandala is a large, subterranean plant-like creature with four biting appendages. It floats about as its "jaws" snap at potential prey, occasionally spitting out balls of energy when it's too far to bite.

Manhandala "sees" by means of primitive sonar; it can't "see" too far, though.

Combat

Manhandala attacks anything it "sees" moving.

Speed-Up (Ex): When Manhandala loses ¼ of its hit points, it loses an "arm" and its speed increases by 10 feet.

Moldorm

Huge Aberration

Hit Dice: 8d8+24 (55 hp)

Initiative: +5 (+1 Dex, +4 Improved Init.)

Speed: 20 ft.

Defense: 13 (-2 size, +1 Dex, +4 racial)

Base Attack/Grapple: +6/+10

Attack: Slam +10 melee (1d8+4)

Full Attack: Slam +10 melee (1d8+4)

Space/Reach: 20 ft. / 0

Special

Darkvision 60 ft., DR 10/magic, speed-up, unguarded tail

Saves: Fort +5, Ref +3, Will +6

Abilities:

Str 19, Dex 12, Con 17, Int 3, Wis 10, Cha 5

Skills: Listen +9, Spot +9

Feats: Improved Initiative

Environment: Special

Organization: Solitary

Challenge Rating: 5

Treasure: Special

Focus: None

Advancement: —

The Moldorm is a gigantic segmented worm-like creature, with a pair of large eyes on its head section. It moves on rows of tiny, powerful legs.

A smaller version of Moldorm has been found in the caves of Death Mountain; these creatures are called "Tails," and most sages agree that the giant Moldorm is an exceptional specimen of tail.



Combat

Moldorm shares many of its smaller kin's tactics, though its great size allows it to inflict more damage with each swipe of its massive body.

Unguarded Tail (Ex): Moldorm's tail is a Small target without any of Moldorm's natural damage reduction.

Speed-Up (Ex): Moldorm's base speed

increases by 5 feet every time its tail is struck.

Mothula

Large Magical Beast

Hit Dice: 9d10 (54 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 20 ft. (perfect)

Defense: 14 (-1 size, +2 Dex, +3 racial)

Base

Attack/Grapple: +9/+9

Attack: Slam +9 melee (3d4)

Full Attack: Slam +9 melee (3d4) or energy spread +11 ranged (2d6)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Energy spread

Special Qualities: Darkvision 60 ft., fire vulnerability, low-light vision

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 10, Dex 14, Con 10, Int 6, Wis 10, Cha 9

Skills: Listen +12, Search +4, Spot +12

Feats: Alertness

Environment: Special

Organization: Solitary

Challenge Rating: 10

Treasure: Special

Focus: Always dark

Advancement: —

Appearing as a mutant moth-creature larger than a human being, Mothula guards the Skull Dungeon with its very life, feeding on any creature foolish enough to attempt to get near it.

Ganon created Mothula by accident, but upon discovering its newfound aggressive tendencies and its inability to discern friend from food, he had it placed in the Skull Dungeon beneath the Skull Woods.

Combat

Mothula resides in a chamber with a moving floor and numerous stationary traps.

As it hovers about, striking with energy spreads, the

floor changes directions,

moving the

traps around the chamber. Mothula fears

fire and always attempts to flee from any source of flame.

Energy Spread

(Su): Every 1d6 rounds, Mothula can unleash a wave of energy rings.

Fire Vulnerability (Ex): Mothula takes double damage from fire-based attacks if it fails its save.

Trinexx

Huge Aberration (Cold, Fire)

Hit Dice: 12d8+60 (105 hp)

Initiative: +0

Speed: 30 ft.

Defense: 14 (-2 size, +6 racial)

Base Attack/Grapple: +9/+17

Attack: Bite +18 melee (2d8+8)

Full Attack: 2 bites +18 melee (2d8+8)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Breath weapons

Special Qualities: Cold subtype, damage reduction 5/adamantine, darkvision 60 ft., fire subtype, multiheaded, unguarded midsection

Saves: Fort +9, Ref +4, Will +8

Abilities: Str 26, Dex 10, Con 20, Int 6, Wis 10, Cha 3

Skills: Listen +16, Spot +16

Feats: Alertness, Weapon Focus (bite)

Environment: Turtle Rock underground

Organization: Solitary

Challenge Rating: 15

Treasure: Special

Focus: None

Advancement: —

A bizarre monster, Trinexx inhabits the Turtle Rock dungeon of Death Mountain, where it feeds on the myriad small creatures that also live in the dungeon.

One of Ganon's fiercest creations, Trinexx is a snake-like creature with two extra heads branching off from its neck; one blue, which breathes a bone-chilling frost, and a red one, which breathes lava-hot flames. It keeps its middle head and most of its body enclosed within a stony shell.

Combat

Trinexx keeps most of its body inside its shell, fighting with its fire and cold heads. It has enough intelligence to know that its cold breath freezes the ground, and attempts that in order to disable its enemies.

Breath Weapons (Su): Trinexx has two breath weapons, a line of fire (8d4 fire) from its right head, and a cone of cold (8d4 cold) from its left head. The cone of cold also coats the ground in the cone's area of effect with a thick layer of ice, forcing any character in the area to make a Balance check (DC 15) to move normally.

Cold Subtype: Left head only; immune to cold damage, double damage from fire except on a successful save for half.

Fire Subtype: Right head only; immune to fire damage, double damage from cold except on a successful save for half.

Multiheaded (Ex): Trinexx has three heads; one head is normal, its left head has the Cold subtype, and its right head has the Fire subtype. If one head takes one-third of Trinexx's

total hit points in damage, the head dies.

Unguarded Midsection (Ex):

Trinexx's midsection is a Medium-size target without any natural damage reduction (Defense 16). Trinexx wears a shell of hewn stone, and only throws it off after its fire and cold heads are killed.

Vitreous

Huge Aberration

Hit Dice: 9d8+36 (80 hp)

Initiative: +0

Speed: 20 ft.

Defense: 10 (-2 size, +2 racial)

Base Attack/Grapple: +6/+13

Attack: Slam +13 melee (2d4+7)

Full Attack: Slam +13 melee (2d4+7)

Space/Reach: 10 ft./0

Special Attacks: Lightning blast

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +7, Ref +3, Will +6

Abilities: Str 25, Dex 11, Con 18, Int 3, Wis 10, Cha 3

Skills: Listen +10, Spot +20*

Feats: Alertness

Environment: Special

Organization: Solitary

Challenge Rating: 8

Treasure: Special

Focus: None

Advancement: --

Created by the horrible magic of Ganon, Vitreous is a gigantic, all-seeing eye, sitting in a puddle of slime with a myriad of smaller eyes sitting in front of it. It guards the treasures hidden at the center of the Misery Mire maze in the Dark World.

Combat

Vitreous starts combat by sitting in slime, sending smaller eyes to attack (Small aberrations, 1d8 hp, slam +0 melee, 1 hp damage), and emitting lightning blasts from its pupil. When it loses all of its smaller eyes, Vitreous jumps out of the slime puddle and starts charging.

Lightning Blast (Su): Every 4 rounds, Vitreous can constrict its pupil and release a 30 foot cone of lightning.

Skills: *Vitreous gets a +10 racial bonus to Spot checks.

Volvagia

Huge Dragon (Fire)

Hit Dice: 26d12+156 (322 hp)

Initiative: +4 (Improved Init.)

Speed: 40 ft., fly 150 ft. (poor)

Defense: 22 (-2 size, +14 natural), touch 8, flat-footed 22

Base Attack/Grapple: +26/+37

Attack: Bite +37 melee (2d8+11)

Full Attack: Bite +37 melee (2d8+11) and 2 claws +35 melee (2d6+5) or tail sweep +35 melee (2d6+16, Ref DC 28 half) or crush +35 melee (2d8+16 plus pin, Ref DC 28 negates)

Space/Reach: 15 ft./10 ft. (20 ft. with bite)

Special Attacks: Breath weapon (100 ft. line of fire, 14d10, Ref DC 28 half), frightful presence (DC 26)

Special Qualities: Immunities, cold vulnerability, blindsense, keen senses, DR 10/magic, SR 23

Saves: Fort +20, Ref +14, Will +18

Abilities: Str 33, Dex 10, Con 23,

Int 18, Wis 19, Cha 18

Skills: Appraise +33, Bluff +33, Intimidate +33, Jump +40, Knowledge (nature) +33, Knowledge (history) +33, Listen +35, Search +33, Sense Motive +33, Spot +35

Feats: Alertness, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Snatch, Wingover

Environment: Death Mountain

Organization: Solitary

Challenge Rating: 18

Treasure: Special

Focus: Dark

Advancement: —

Hundreds of years ago, Death Mountain was the territory of the fearsome lava dragon known as Volvagia. It ruled the goron people with an iron claw, demanding frequent tributes and generally making life as a goron rather unpleasant.

This persisted until a single goron warrior confronted the dragon and smote it with his mighty hammer. The blows echoed throughout Death Mountain with Volvagia's death cries, and the



weapon came to be known as the Megaton Hammer.

Generations passed, and the legend of Volvagia faded into myth, and it stayed that way until the evil thief Ganondorf Dragmire obtained the Triforce, and his evil wish resurrected Volvagia from the lava of Death Mountain, as strong as ever and totally under his control. He used the beast to subjugate the gorons again, but King Darunia, a descendant of the warrior who defeated Volvagia, entered the Fire Temple in Death Mountain's crater to find the Megaton Hammer and defeat it.

Combat

Volvagia's lair is a flat slab of rock in the lava of Death Mountain's caldera, with a number of large holes that Volvagia can fly into. From these holes, it uses its breath weapon and figures out a strategy for fighting its enemies; however, its head is very vulnerable shortly before using its breath weapon in this way.

When it flies high into the air, Volvagia shakes some loose rocks from its lair's ceiling; these are regular 50 lb. rocks falling from 50 feet.

Immunities (Ex): *Sleep*, paralysis, and fire.

Cold Vulnerability (Ex): Volvagia takes double damage from cold-based attacks on a failed save.

Chapter 13 Treasure and Glory

The legends of Zelda have always featured unique and valuable treasures. From the ancient defensive blue and red rings, to the Wind Waker itself, the lands of Hyrule and beyond are home to a plethora of magical items, trinkets, and artifacts worthy of a lifetime of fantastic adventures. Presented in this chapter are some of the most famous magical items, treasures, and artifacts that are hallmark to the series. You'll find complete rules for each item and artifact detailing exactly what functions and properties they have. How to give these treasures out and when to do so are decisions every GM must make – after all, such loot is an essential part of every *Zelda D20* campaign. Being considerate of the power of the items in comparison to the challenges the characters will be facing is important.

Magic Items

Armor

Azure Mail: This suit of *+1 chainmail* grants the wearer damage reduction 5 / -.

Strong abjuration; CL 12th; Craft Magic Arms & Armor; price 51,300 rp; weight 40 lb.

Blaze Shield: This *+1 small steel shield* grants the wielder fire resistance 10.

Faint abjuration; CL 3rd; Craft Magic Arms & Armor, *resist energy*; price 20,129 rp; weight 6 lb.

Crimson Mail: This suit of *+3 splintmail* grants the wearer damage reduction 10 / -.

Strong abjuration; CL 14th; Craft Magic Arms & Armor; price 200,350 rp; weight 45 lb.

Ice Shield: This *+1 small steel shield* grants the wielder Cold Resistance 10.

Faint abjuration; CL 3rd; Craft Magic Arms & Armor, *resist energy*; price 20,129 rp; weight 6 lb.

Jade Mail: This suit of *+1 studded leather* grants the wearer damage reduction 3 / -.

Strong abjuration; CL 16th; Craft Magic Arms & Armor; price 8,175 rp; weight 20 lb.

Lightning Shield: This *+1 small steel shield* grants the wielder electricity resistance 10.

Faint abjuration; CL 3rd; Craft Magic Arms & Armor; *resist energy*; price 20,129 rp; weight 6 lb.

Mirror Shield: This *+3 large steel shield* will reflect all energy missile and ray spells of 4th level or less targeting the wielder back to the caster. Doing so requires the wielder to make a ranged touch attack roll as a free action. This does not provoke an attack of opportunity and may be done only against one spell per round.

Strong abjuration; CL 14th, Craft Magic Arms & Armor, *spell turning*; price: 128,170 rp; weight 15 lb.



Mirror Shield

Silver Mail: This suit of *+5 platemail* grants the wearer damage reduction 15 / -.

Strong abjuration; CL 18th; Craft Magic Arms & Armor; price 251,650 rp; weight 50 lb.

Weapons

Biggoron Sword: The legendary Biggoron created this *+3 huge greatsword*. It is enchanted so that a medium-sized or larger creature can wield it in two hands, and provides a +2 enhancement bonus to Strength when used. When used by a medium-sized or larger creature, they can only make a standard attack, as a full attack action, but they may gain the benefit of the Great Cleave feat free.

Strong evocation; CL 18th; Craft Magic Arms & Armor, *bull's strength*, creator must have the Cleave feat; price 22,450 rp; weight 16 lb.



Biggoron Sword

Darkstone: This stone is imbued with the deathly ability of Shadow magic, and will cause 1 point of temporary ability damage to the target's Strength, Dexterity, and Constitution scores. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, the stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.

Faint evocation; CL 5th; Craft Magic Arms & Armor, any Shadow aspect spell; price 2,000 rp (50); weight 8 lb (50).

Earth Stone: This stone is imbued with the natural power of Forest magic, and deals +1d6 Damage to undead. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, the stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.

Faint evocation; CL 5th; Craft Magic Arms & Armor, any Forest aspect spell; price 2,000 rp (50); weight 8 lb (50).

Frost Arrow: This arrow is imbued with the frosty power of Water magic, and deals +1d6 cold damage. Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Water

aspect spell; price 2,350 rp (50); weight 7.5 lb (50).

Hyper Slingshot: This +1 *slingshot* allows you to fire three stones or bullets at the same target in a single attack. Each has a separate attack roll, and there is a -2 penalty for every stone or bullet fired after the first.

Faint evocation; CL 5th; Craft Magic Arms and Armor; price 2,350 rp; weight 1 lb.

Ice Bolt: This bolt is imbued with the icy forces of Water magic, and will freeze the target, cutting their current movement speed in half, and giving a -2 enhancement penalty to Strength and Dexterity scores for 2d4 rounds.

Moderate evocation; CL 8th; Craft Magic Arms & Armor, *chill metal* or *ice storm*; price 2,350 rp (50); weight 5 lb (50).

Inferno Arrow: This arrow is imbued with the flaming power of Fire magic, and deals +1d6 fire damage.

Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Fire aspect spell; price 2,350 rp (50); weight 7.5 lb (50).

Lava Stone: This stone is imbued with combustible Fire Magic, and will set fire to the target (causing an additional 1d6 points of damage each round until extinguished) if they fail a Reflex save (DC 20). A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, the stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.

Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Fire aspect spell; price 2,350 rp (50); weight 25 lb.

Light Bolt: This bolt is imbued with the illuminating power of Light magic, and deals +1d6 Damage to creatures summoned using either

Conjuration or Illusion magical effects.

Faint evocation; CL 5; Craft Magic Arms & Armor, any Light aspect spell; price 2,350 rp (50); weight 8 lb (50).

Megaton Hammer: This +2 *coldiron Warhammer* grants a +4 enhancement bonus to the wielder's Strength score while used.

Strong evocation; CL 16th; Craft Magic Arms & Armor, *bull's strength*, creator must be a Goron; price 16,362 rp; weight 6 lb.



Megaton Hammer

Radiant Arrow: This arrow is imbued with the blinding properties of Light Magic, and will affect the target as if they had been affected by a *light* spell.

Faint evocation; CL 5th; Craft Magic Arms & Armor, *light*; price 1,350 rp (50); weight 8 lb (50).

Shadow Bolt: This bolt is imbued with the nebulous power of Shadow magic, and deals +1d6 damage to light-focused creatures.

Faint evocation; CL 5th; Craft Magic Arms & Armor, any Shadow aspect spell; price 2,350 rp (50); weight 8 lb (50).

Silver Arrow: This arrow is imbued with the radiant power of Spirit magic, and deals +1d6 damage to dark-focused creatures.

Faint evocation; CL 5th; Craft Magic Arms & Armor, any Spirit aspect spell; price 2,350 rp (50); weight 8 lb (50).

Spirit Stone: This stone is imbued with the divine might of Spirit Magic, and will affect the target as if they had been affected by a *dispel evil* spell. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person.

Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, the stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.

Faint evocation; CL 5th; Craft Magic Arms & Armor, any Spirit aspect spell; price 2,000 rp (50); weight 8 lb (50).

Striking Boomerang: This +1 *boomerang* can be used to stun opponents at a distance, and any target struck by a ranged touch attack must make a Fortitude save (DC is equal to the attack roll +5) or be stunned for 1d4+1 rounds. If you miss when throwing a boomerang, it returns to you and you may catch it with a Dexterity check (DC 13) as a free action. The magic boomerang has a range increment of 30 feet.

Faint evocation; CL 5th; Craft Magic Arms and Armor; price 2,350 rp; weight 0.1 lb.

Trapper's Arrow: This arrow is imbued with the power of Forest magic, and will bind the target as if they had been affected by a *web* spell.

Faint evocation; CL 5th; Craft Magic Arms & Armor, *web*; price 2,350 rp (50); weight 8 lb (50).

Charms

Charms are normal small baubles, amulets, and other seemingly-insignificant tokens. Each charm holds a maximum of 2d4 charges when discovered. Each use of a charm's power costs one charge and lasts for the length of time indicated in the charm's description (if any at all). All charms used function at the caster level they were created at (roll 1d20 when the charm is discovered). Charms have no appreciable weight.

Health Charm, Greater: When touched, this charm casts a *heal* spell on the target touching it.

Strong conjuration; CL 11th; Craft Wondrous Item, *heal*; price 3,300 rp.

Health Charm, Major: When touched, this charm casts a *cure serious wounds* spell on the target touching it.

Moderate conjuration; CL 8th; Craft Wondrous Item, *cure serious wounds*; price 750 rp (2d8+5), 1,200 rp (3d8+8).

Health Charm, Minor: When touched, this charm casts a *cure light wounds* spell on the target touching it.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure light wounds*; price 50 rp (1d8+1), 150 rp (1d8+3).

Light Charm, Major: When used, this charm casts a *daylight* spell centred upon the user. This lasts for 1 hour.

Moderate evocation; CL 6th; Craft Wondrous Item, *daylight*; price 600 rp.

Light Charm, Minor: When used, this charm casts a *light* spell centred upon the user. This lasts for 1 hour.

Faint evocation; CL 3rd; Craft Wondrous Item, *light*; price 25 rp.

Luring Charm: When used, this charm casts *sympathy* upon the user, which lasts for 10 minutes.

Strong enchantment; CL 17th; Craft Wondrous Item, *sympathy*; price 7,650 rp.

Magic Charm, Major: This charm completely restores one or more magic pools of whoever touches it. It comes in seven colors representing which pools that are restored: Red restores Fire, Black restores Shadow, Blue restores Water, White restores Light, Green restores Forest, and Silver restores Spirit. There is also a Gold version, which restores all of the magic pools. Unlike other charms, this charm costs 2 charges per use and once all the charges are used, the charm becomes worthless and mundane.

Moderate transmutation; CL 3th; Craft Wondrous Item, creator must have MP in all seven mana pools; price 1,400 rp.

Magic Charm, Minor: This charm restores 3d4 magic points to one or more pools of whoever touches it. It comes in seven colors representing which pools that are restored: Red restores Fire, Black restores Shadow, Blue restores Water, White restores Light, Green restores Forest, and

Silver restores Spirit. There is also a Gold version, which restores all of the magic pools.

Faint transmutation; CL 3th; Craft Wondrous Item, creator must have MP in at least one mana pool other than Latent; price 50 rp.

Opening Charm: When used, this charm casts *knock* upon any relevant door or portal touched.

Faint transmutation; CL 4th; Craft Wondrous Item, *knock*; price 300 rp.

Power Charm: When touched, this charm provides a +2 enhancement bonus to attack and damage rolls with any melee weapon for 3d6 rounds.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; price 300 rp.

Protection Charm: When touched, this charm they provide a +2 deflection bonus to Defense for 3d6 rounds.

Faint conjuration; CL 1st; Craft Wondrous Item, *mage armor*; price 50 rp.

Restoration Charm: When used, this charm casts *greater restoration* upon the user, restoring any lost hit points, and curing all negative ailments. It also restores any negative levels accrued. In addition to this effect, it also restores all magic points lost to the user. Unlike other charms, this charm costs 3 charges per use and once all the charges are used, the charm becomes worthless and mundane.

Major conjuration; CL 17th; Craft Wondrous Item, *greater restoration*; price 4,550 rp.

Revival Charm: This charm is used automatically when the user goes to 0 hit points or less. It casts a *cure light wounds* spell on the wearer, restoring them to positive hit points. Revival charms are good for one use only. If multiple revival charms are worn at the same time, all of them are used when the hero goes below 0 hit points, resulting in multiple *cure light wounds* spells being cast on the wearer.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure light wounds*; price 50 rp.

Speed Charm: When used, this charm casts *expeditious retreat* upon the user.

Faint transmutation; CL 6th; Craft Wondrous Item, *haste*; price 750 rp.

Time Charm: When used, this charm casts *time stop*, which lasts for 1d4+1 rounds.

Strong transmutation; CL 18th; Craft Wondrous Item, *time stop*; price 7,650 rp.

Rings

When a character finds a ring, the GM should roll 1d20 to randomly determine the caster level of any effects (if applicable) of the ring.

Rings have no appreciable weight.

Armor Ring: Wearing this ring provides a +2 deflection bonus to Defense, but also provides a –2 Penalty to his attack.

Faint abjuration; CL 1st; Forge Ring, Craft Magic Arms & Armor or *mage armor* or *shield*; price 1000 rp.

Azure Holy Ring: The ring grants the wearer *resist energy [fire]*.

Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.

Blast Ring: When worn, all grenade-like weapons cause +2 damage.

Faint evocation; CL 2nd; Forge Ring; price 2,000 rp.

Blue Ring: This ring grants a +4 deflection bonus to the Defense of the wearer.

Faint abjuration; CL 1st; Forge Ring, *shield of faith* or *mage armor*; price 32,000 rp.

Charge Ring: This ring allows the wearer to use the Whirlwind Attack feat as a standard action instead of a full-round action.

Faint transmutation; CL 4th; Forge Ring, creator must have the Whirlwind Attack feat; price 8,000 rp.

Cursed Ring: This ring gives the wearer a –2 penalty to all attack rolls and Defense. The wearer must make a Will save (DC 20) to remove this ring once worn.

Faint transmutation; CL 7th; Forge Ring, *bestow curse*; price 56,000 rp.

Double-Edged Ring: When worn it allows the user to sacrifice 1d4+1 hit points for an enhancement bonus of

1d4+1 points to the wearer's Strength score. This bonus lasts for 2d4 rounds, and the hit point loss cannot be prevented by any means.

Faint evocation; CL 5th; Forge Ring, creator must have the Shadow focus; price 10,000 rp.

Emerald Luck Ring: When worn, this ring grants the wearer the Uncanny Dodge ability. If the wearer already has Uncanny Dodge, he gains the Improved Uncanny Dodge ability. If the wearer has the Improved Uncanny Dodge ability then the wearer's Defense score gains a +1 deflection bonus.

Faint transmutation; CL 4th; Forge Ring, creator must have the Uncanny Dodge class ability; price 8,000 rp.

Energy Ring: When worn, this ring allows the user to fire a *magic missile*.

Faint evocation; CL 1st; Forge Ring, *magic missile*; price 2,000 rp.

Fist Ring: When worn, this ring grants the user the Improved Unarmed Strike feat. The wearer's unarmed attacks count as magic weapons for the purposes of damage reduction only.

Faint transmutation; CL 4th; Forge Ring, creator must have the Improved Unarmed Strike feat; price 8,000 rp.

Flower Ring: When worn, the ring grants the user immunity to the blast and splash damage of grenade-like weapons. Other effects from grenade-like weapons still apply.

Faint abjuration; CL 4th; Forge Ring, *shield*; price 8,000 rp.

Green Ring: When worn, this ring grants a +2 deflection bonus to Defense, and a +2 bonus to attack rolls.

Faint abjuration; CL 2nd; Forge Ring, *magic weapon* or *magic fang*, *mage armor* or *shield* or *shield of faith*; price 16,000 rp.

Heart Ring: When worn, the wearer gains fast healing 1.

Faint transmutation; CL 8th; Forge Ring, creator must have 20 MP in the Forest pool; price 20,000 rp.

Jade Holy Ring: When worn, the wearer gets *resist elements [electricity]*.

Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.

Like-Like Ring: When worn, this ring allows the wearer to *polymorph* into a like-like.

Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Moblin Ring: This ring allows the wearer to *polymorph* into a moblin.

Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Octo Ring: This ring allows the wearer to *polymorph* into an octorok. Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Power Ring: This ring grants the wearer +2 to attack, but incurs a -2 penalty to Defense.

Faint transmutation; CL 6th; Forge Ring, creator must have the Dark focus; price 12,000 rp.

Protection Ring: This ring decreases all damage dealt to the wearer by 1 point per damage die. Damage reduction of any kind does not affect this value.

Faint transmutation; CL 3rd; Forge Ring, *barkskin*; price 12,000 rp.

Quicksand Ring: This ring decreases the weight of the wearer to nothing, allowing them to walk across unstable surfaces like quicksand, water, and even lava without sinking. This does not prevent a character from falling, and does not protect against other dangers from these substances, like fire damage from lava.

Faint transmutation; CL 9th; Forge Ring, *water walk*; price 15,000 rp.

Range Ring: When worn, this ring increases the wearer's accuracy and strength when using thrown weapons, granting a +1 bonus to their attack and damage rolls with any thrown weapon.

Moderate transmutation; CL 8th; Forge Ring, Craft Magic Arms and Armor; price 2,000 rp.

Red Ring: This ring grants a +4 bonus to attack rolls.

Moderate transmutation; CL 8th; Forge Ring, Craft Magic Arms & Armor; price 12,000 rp.

Roc's Ring: This ring causes the wearer to walk an inch off the ground, which can prevent them from triggering floor sensors and pressure plates or other traps. This ring does not prevent the wearer from falling or sinking.

Faint transmutation; CL 3rd; Force Ring, *levitate*; price 12,000 rp.

Ruby Luck Ring: This ring grants a +4 fortification bonus to attacks versus caltrops, spikes, or similar effects, such as *spike growth* and *spike stones*.

Faint abjuration; CL 5th; Forge Ring, *meld into stone*; price 30,000 rp.

Sapphire Luck Ring: The ring grants the wearer *resist energy [force]*.

Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.

Scarlet Holy Ring: This ring grants the wearer with a permanent *protection from arrows* effect.

Faint abjuration; CL 3rd; Forge Ring, *protection from arrows*; price 12,000 rp.

Snowshoe Ring: This ring increases the wearer's grip, which prevents them from slipping on surfaces such as ice or grease. It also provides a +4 traction bonus to climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Balance and Climb skills; price 2,800 rp

Spin Ring: While worn, this ring allows the wearer to make two attacks instead of one against each opponent when making a Whirlwind Attack.

Strong transmutation; CL 14th; Forge Ring, creator must have the Whirlwind Attack feat; price 36,000 rp.

Steadfast Ring: This ring alters the wearer's centre of gravity, making them more stable. They receive a +4 competence bonus to resisting bull rushes, grapple checks, and overbearing attacks.

Faint transmutation; CL 6th; Forge Ring; *enlarge person*; price 2,000 rp.

Subrosian Ring: This ring allows the wearer to *polymorph* into a Subrosian.

Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Topaz Luck Ring: This ring halves the weight of the wearer, and causes any fall to cause only half damage.

Moderate transmutation; CL 3rd; Forge Ring, *reduce person*; price 6,000 rp.

Toss Ring: This ring increases the wearer's throwing strength, doubling the range increments of all thrown weapons.

Faint transmutation; CL 3rd; Forge Ring, *bull's strength*; price 12,000 rp.

Whimsical Ring: This ring alters the strength of the wearer's attacks, reducing them to feeble blows or lethal force at whim. All of the wearer's attacks cause 1 point of damage per dice, except on a critical hit, where he will instead cause automatic maximum damage.

Moderate transmutation; CL 8th; Forge Ring, creator must have the Drifter's Luck class ability; price 16,000 rp.

Whisp Ring: This ring emits a constant *dispel magic* effect in a 20 ft. radius.

Faint abjuration; CL 5th; Forge Ring, *dispel magic*; price 30,000 rp.

Zora Ring: This ring allows the wearer to breathe underwater indefinitely, similar to the *water breathing* spell.

Faint transmutation; CL 6th; Forge Ring, *water breathing*; price 30,000 rp.

Rods

All rods start with a maximum of 1d10 charges when discovered. Each use of a rod uses one charge unless otherwise noted. When a caster level is relevant to the rod, roll 1d20 upon the discovery of the item to determine what caster level that particular rod functions at.

Blazing Rod: Activating the Blazing Rod shoots a ray up to 30 feet that causes 1d6 fire damage to the target, and can be used to ignite flammable items from a distance.

Ice Rod: Activating the Ice Rod shoots a ray up to 30 feet that deals

1d6 cold damage to the target. If the target is reduced to zero hp or less by this, then the target is frozen solid and shattered by the blast, and they cannot be raised by *raise dead*.

Wonderous Items

All-Night Mask: This mask grants the wearer +4 enhancement bonus to Constitution, and immunity to fatigue. Removing the mask immediately makes the wearer fatigued if worn for more than 24 hours.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bear's endurance*; price 18,000 rp; weight 1 lb.

Blast Mask: While worn, the user may detonate this mask by speaking the command word. The user and anyone within a 10ft. radius takes 6d6 damage, unless they make a successful Reflex save (DC 20). The user automatically fails this save.

Moderate evocation; CL 5th; Craft Wondrous Item, *explosive runes*; price 27,000 rp; weight 1 lb.

Bremen Mask: While worn, small animals follow the user. Once per day, the wearer may cast *animal trance*.

Faint enchantment; CL 3rd; Craft Wondrous Item, *animal trance*; price 12,000 rp; weight 1 lb.

Bunny Hood: While worn, the user can use jump and expeditious retreat at will.

Faint enchantment; CL 3rd; Craft Wondrous Item, *expeditious retreat, jump*; price 2,000 rp; weight 1 lb.

Captain's Hat: While worn, the user is affected by a permanent *tongues* effect.

Faint enchantment; CL 12th; Craft Wondrous Item, *tongues*; price 20,000 rp; weight 1 lb.

Circus Leader's Mask: While worn, the character gets a -2 enhancement penalty Charisma and is affected by a permanent repulsion effect.

Faint enchantment; CL 11th; Craft Wondrous Item, *repulsion*; price 528,000 rp; weight 1 lb.

Couple's Mask: While worn, this mask allows the user to cast emotion

[friendship] or emotion [hope] up to 3 times a day in any combination.

Moderate enchantment; CL 8th; Craft Wondrous Item, *emotion (friendship)*, *emotion (hope)*; price 4,800 rp; weight 1 lb.

Deku Tunic: This enchanted tunic grants the wearer with a *speak with plants* spell affect.

Faint divination; CL 5th; Craft Wondrous Item, *speak with plants*, creator must be Deku; price 60,000 rp; weight 1 lb.

Flute of Awakening: When blown, this flute will *awaken* any living or dead creature of the user's choice. It can only be used once per day, and can perform three effects: it can cast *awaken* on any animal or plant; it can cast *resurrection* on any dead creature, or can remove all mind-affecting enchantments from a living creature.

Strong enchantment; CL 18th; Craft Wondrous Item, *awaken*, *resurrection*; price 84,000 rp; weight -.

Flute of Calling: When played, the Flute teleports a specific creature of your choice to your location, as per the *greater teleport* spell. It can only be used once a day. The creature targeted can refuse to be teleported, in which case the teleport fails.

Strong transmutation; CL 13th; Craft Wondrous Item, *greater teleport*; price 36,400 rp; weight -.

Flute of Destruction: When played, the *flute* acts like a *power word, kill* that affects all creatures within 15 feet. It only kills those with 20 hp or less, and only up to 200 hit points in total. It can only be used once a day. Strong conjuration; CL 17th; Craft Wondrous Item, *power word kill*; price 153,000 rp; weight -.

Flute of Safety: When played, the *flute* will teleport the user to a pre-determined location. The user may set the location by playing a different tune. It can only be used once per day.

Strong transmutation; CL 13th; Craft Wondrous Item, *greater teleport*; price 36,400 rp; weight -.

Gerudo Tunic: This enchanted tunic imbues the wearer with shadows,

granting the effects of a *blur* spell, and giving the wearer a +10 equipment bonus to Hide checks.

Faint illusion; CL 3th; Create Wondrous Item, *blur*, creator must be Gerudo; price 24,000 rp; weight 1 lb.

Giant's Mask: While worn, the wearer is *enlarged*, as per the spell.

Strong transmutation; CL 13th; Craft Wondrous Item, *enlarge person*; price 40,000 rp; weight 1 lb.

Gibdo Mask: While worn, the wearer is under a *hide from undead* effect.

Faint abjuration; CL 1st; Craft wondrous Item, *hide from undead*; price 2,000 rp; weight 1 lb.

Goron Tunic: This enchanted tunic imbues the wearer with the fire-resistant qualities of the Gorons. This tunic grants fire resistance of 5 to the wearer.

Faint abjuration; CL 5th; Craft Wondrous Item, *resist energy*, creator must be Goron; price 2,000 rp; weight 1 lb.

Great Fairy's Mask: While worn, the user may cast *sympathy* up to five times a day. These effects are only tuned to fairies.

Strong enchantment; CL 15; Craft Wondrous Item, *sympathy*; price 18,000 rp; weight 1 lb.

Hover Boots: When worn, these boots allow the user to hover about three inches above any surface, solid or liquid, allowing the wearer to walk across dangerous surfaces without harm.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; price 7,500 rp; weight 1 lb.

Hylan Tunic: This enchanted tunic grants the wearer with a +2 Enhancement bonus to Charisma, and reduces the magic points cost of all spells by 1 point.

Faint transmutation; CL 10th; Craft Wondrous Item, *eagle's splendor*, creator must be Hylan; price 4,000 rp; weight 1 lb.

Iron Boots: When worn, these boots counter the user's natural buoyancy, and allows him to walk along the bottom of lakes and oceans. These boots do not provide

the ability to breath while under such surfaces, and many a foolish adventurer has died by having their air supply run short.

Mundane equipment; price 500 rp; weight 40 lb.

Keaton Mask: While worn, the user may *summon* a Keaton once per day. Faint conjuration; CL 3th; Craft Wondrous Item, *summon monster II* or greater; price 12,000 rp; 1 lb.

Kokiri Tunic: This enchanted tunic grants the wearer with a +10 skill bonus to Handle Animal and Survival checks.

Faint transmutation; CL 3th; Craft Wondrous Item, creator must be Kokiri, must have at least 10 ranks in both the Handle Animal and Survival skills; price 4,000 rp; weight 1 lb.

Lens of Truth: When worn, it acts as a true seeing spell cast upon the wearer.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; price 264,000 rp; weight -.



Lens of Truth

Mask of Scents: While worn, the user gains the Scent feat.

Faint enchantment; CL 3th; Craft Wondrous Item, creator must have good sense of smell; price 1,000 rp; 1 lb.

Mask of Truth: While worn the wearer is surrounded by a permanent *zone of truth* spell.

Faint divination; CL 3rd; Craft Wondrous Item, *zone of truth*; price 24,000 rp; weight 1 lb.

Moblin Tunic: This enchanted tunic grants a +5 enhancement bonus to Intimidate checks while worn.

Minor transmutation; CL 3th; Craft Wondrous Item, creator must be a Moblin and have at least 5 ranks in the Intimidate skill; price 2,500 rp; weight 1 lb.

Obscuring Cape: While word, it turns the caster invisible as per the

improved invisibility spell for up to 20 rounds per day. These rounds can be used continuously or spread through the day as required. Any rounds not used are lost when the cloak recharges.

Moderate transmutation; CL 7th; Craft Wondrous Item, *greater invisibility*; price 56,000 rp; weight 1 lb.

Pegasus Boots: When worn, these Boots allow the wearer to run a great speed, casting both *haste* and *expeditious retreat* on the wearer.

Moderate transmutation; CL 5th; Craft Wondrous Item, *expeditious retreat*, *haste*; price 30,000 rp; weight 1 lb.

Polymorph Powder: The magic powder can be used to cast *baleful polymorph* or *polymorph* upon a living creature. *Polymorph powder* usually comes in pouches with enough doses for 1, 25, or 50 uses.

Moderate transmutation; CL 7th; Brew Potion, *baleful polymorph* or *polymorph*; price 1,400 rp (single dose), 35,000 rp (25 uses), 70,000 rp (50); weight -

Power Bracelet: While worn, the wearer gets a +2 enhancement bonus to Strength.

Faint transmutation; CL 3th; Craft Wondrous Item, *bull's strength*; price 4,000 rp; weight 1 lb.

Roc's Feather: When activated, this feather casts the *jump* spell onto the user.

Faint transmutation; CL 3; Craft Wondrous Item, one flying feather of a roc, *jump*; price 2,000 rp; weight -

Sanctified Cross: The Sanctified cross may be held in a free hand, and activated to make a single Turning check against Undead or Outsiders of the Dark Focus at the user's Charisma bonus. It can be used up to 3 times a day. This turning check does not stack with other Turning abilities, and only one turning ability can be used per turn.

Strong abjuration; CL 3th; Craft Wondrous Item, creator must have ability to turn outsiders and/or undead; price 2,025 rp; weight 1 lb.

Stone Mask: While worn, the wearer can use the *statue* spell at will.

Strong transmutation; CL 13th; Craft Wondrous Item, *statue*; price 182,000 rp; weight 1 lb.

Subrosian Tunic: This enchanted tunic allows the wearer to *detect metal* at will.

Titan's Mitt: While Worn, the wearer gets a +6 enhancement bonus to Strength.

Moderate transmutation; CL 10th, Craft Wondrous Item, *bull's strength*; price 36,000 rp; weight 4 lb.

Tokay Tunic: This enchanted tunic grants a +2 luck bonus to Reflex saves while worn.

Faint enchantment; CL 4th; Craft Wondrous Item, creator must be Tokay; price 4,000 rp; weight 1 lb.

Zora Tunic: This enchanted tunic has been imbued to allow the wearer to breath underwater, as per *water breathing*. The effect occurs automatically while the wearer is submerged in water.

Moderate abjuration; CL 5th; Craft Wondrous Item, *water breathing*, creator must be Zora; price 30,000 rp; weight 1 lb.

Zora's Flippers: When worn, these flippers grant the wearer an enhancement bonus to Swim checks of +2, +4, or +6.

Faint transmutation; CL 3rd; Craft Wondrous Item, creator must have at least the bonus amount's ranks in the Swim skill; price 400 rp (+2), 1,600 rp (+4), 3,600 rp (+6); weight 1 lb.

around the user to explode with power. This explosion has the effects of a *firestorm* spell, and is centred on the user. Everything in the area, including all vegetation, but excluding the user, is damaged by the *firestorm*.

Strong evocation; CL 20th; weight -.

Cane of Byrna: When used, the *Cane of Byrna* creates a mobile field of force that protects the user, granting damage resistance 10/-. It drains 3 magic points per round used however, and it can quickly deplete the user if not used sparingly.

Strong abjuration; CL 19th; weight 5 lb.

Cane of Somaria: When used, the *Cane of Somaria* creates a solid block of force that is 5 feet by 5 feet by 5 feet. This block can only be moved with the staff, which can easily push or hook into the block for lifting and dragging. The user of the staff may choose to dispel the block, and shoot six energy missiles, each from the center of each of the six faces, and travelling in a straight line until they impact, causing 1d4+1 force damage. Only a single block can be created at a time, and if the user chooses to create a second block, the first is instantly dispelled without effect.

Strong abjuration; CL 19th; weight 5 lb.

Deku Mask: While worn, the wearer can *polymorph* into a Deku Scrub at will.

Strong transmutation; CL 20th; weight 1 lb.

Ether Medallion: While the *Ether Medallion* is a pendant to be worn around the neck, it is activated by spend magic points and holding it aloft into the air. This causes the air around the user to freeze and move at high speed. This has the effect of an *icestorm* spell centred on, but not affecting, the caster. In addition, everything reduced to zero hp or less by the spell is frozen solid and shattered by the force, meaning they cannot be raised by *raise dead*.

Strong evocation; CL 20th; weight -.

Artifacts

Minor Artifacts

Magical items of varying powers are prolific throughout the land of Hyrule and beyond. There are some that are more powerful than frequently-found charms and dungeon treasures, but not as potent as some of the most powerful artifacts in the realm.

Bombos Medallion: While the *Bombos Medallion* is a pendant to be worn around the neck, spending magic points and shouting a command word while holding it will activate it. This causes the ground

Goron Mask: While worn, the wearer can *polymorph* into a Goron at will.

Strong transmutation; CL 20th; weight 1 lb.

Moon Pearl: While carried, the *Moon Pearl* makes the user immune to any effect that would alter his form, including the power of the Triforce itself.

Strong abjuration; CL 20th; weight 1 lb.

Quake Medallion: While the *Quake Medallion* is a pendant to be worn around the neck, spending magic points and pressing it against the ground will activate it. This causes the ground around the user to shake violently, just as if an *earthquake* spell had been cast on the area around the caster. The caster is unaffected.

Strong evocation; CL 20th; weight -.

Zora Mask: While worn, the wearer can *polymorph* into a Zora at will.

Strong transmutation; CL 20th; weight 1 lb.

Essences of Time and Nature

The Essences are similar to charms. However, upon activating the essence, its magic will seep in to the user, giving them the powers of the essence. While an essence is absorbed, the user will appear to be surrounded by a continual swirl of magic, and the symbol of the essence will appear as a small tattoo on their body. If the user dies, any Essences they have transfer to a random character within 15 ft. If there is no one within range when the wearer dies, the Essences instead solidify into small gemstone icons of their tattoos, waiting for the next living thing to awaken them. This process occurs even if the wearer is later raised, reincarnated, or resurrected.

Essences of Nature

The Blowing Wind: This essence allows the user to cast *gust of wind* at will.

The Changing Seasons: This essence allows the user to cast *control weather* at will.

The Gift of Time: This essence allows the user to cast *Time Stop* at will.

The Fertile Soil: This essence allows the user to cast *plant growth* at will.

The Nurturing Warmth: This essence allows the user to cast *survival* at will.

The Seed of Life: This essence allows the user to cast *raise dead* at will.

The Soothing Rain: This essence allows the user to cast *healing circle* at will.

Essences of Time

The Essences of Time has very little to do with time, but have more control over the effects of time itself. They help the wearers endure the rigours of time, and aid in travel.

The Ancient Wood: The Ancient Wood looks like a fir tree, crested with snow, and appears to be made of emerald when not awakened. When absorbed it gives the wearer the Forest Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their forest Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Burning Flame: The Burning Flame looks like a flickering flame, and appears to be sculpted from ruby when not awakened. When absorbed it gives the wearer the Fire Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their fire Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Echoing Howl: The Echoing Howl appears as a set of fangs upon a beaded necklace, and appears to be made entirely from pearl when not awakened. When absorbed it gives the wearer access to the Shadow Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their shadow Pool, and may

allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Eternal Spirit: The Eternal Spirit looks like a small translucent teardrop, and appears to be made from frosted diamond when not awakened. When absorbed it gives the wearer access to the Spirit Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their spirit Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Falling Star: The Falling Star looks like a white star followed by a trail of fire, and appears to be made from topaz when not awakened. When absorbed it gives the wearer access to the Light Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their light Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Lonely Peak: The Lonely Peak looks like a small mountain range, and appears to be made from slate when not awakened. When absorbed, it gives the wearer *spell resistance* of 12 + character level.

The Rolling Sea: The Rolling Sea appears to be a bright blue wave, and appears formed from the purest sapphire when not awakened. When absorbed it gives the wearer access to the Water Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their water Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Sacred Soil: The Sacred Soil looks like a small plant, and appears to be made of very thin jade when not awakened. When absorbed, it

gives the wearer +1 magic points in each aspect pool they have.

Combining the Essences of Time: Should a character collect all eight Essences of Time, they get +5 magic points in every aspect pool, and gain the Cycle of Power, Cycle of Wisdom and Cycle of Courage feats for free.

Harp of Ages

The Harp of Ages is an ornately crafted lap-harp that is keyed to the flow of time itself. It was guarded by the Nayru, the Oracle of Ages at one point in time, when she resided in the land of Labrynnna. Sources suggest that it was handed to the Hero of Time, who used it to defeat the evils of the Age of Sorrows. There have been no reports of the Harp of Ages after this time.

Playing different tunes upon it activates the powers of the Harp of Ages. The full extent of the powers of the harp is unknown, but it is said that each tune corresponds to a point in time and space, and upon playing it, the performer will travel through time to that point. Randomly playing the Harp of Ages can be dangerous, since the harp can be activated even idle strumming, sending the tinkerer into environments and times they are unable to deal with, and possibly unable to return.

The following tunes have been recorded, but there are undoubtedly many more and finding details on such tunes are as much of a quest as recovering the Harp of Ages itself:

Tune of Ages: This tune was reported to have been given to the Hero of Time by Nayru herself. The tune itself is hard to describe, beyond being very dramatic, consisting of notes and sounds seemingly impossible to produce of an ordinary harp. It is reportedly keyed to the most dramatic time of Labrynnian history, and transports the performer to the height of the reign by Black Queen Ambi. They arrive in the heart of Lynna Village, just outside the Black Tower.

Tune of Currents: This tune sounds like the flowing of waves, and was

reputedly created by a tinkerer in time, somewhere in Labrynnna, using notes he discovered from some ancient, yet undetermined source. It washes the performer to the fourth age, the current age in recorded history. It brings the performer to the Maku Tree of Lynna City.

Tune of Echoes: The Tune of Echoes is different from the other tunes, and is long stirring tune that reportedly opens up time portals within 50 ft. of the performer. Time Portals are gates that transport the performer to a specifically keyed point somewhere in time and space. Only the performer may use these portals, and they stay open until the performer passes through them, or leaves the 50 ft. area around it. All time portals are one way, but some are keyed to similar time portals allowing for return journeys through time and space, or to continue on to another point.

Playing the Tunes: In order to play each tune a character requires knowledge of the tune and a successful perform check (DC 30). The consequences of failure depend upon the extent of the failure. Failing by 5 or less means the performer may have missed or played a wrong note at a key point, causing the performer to miss his target by a few miles or a short period of time. A failure by between 5 and 10 points means the performer played the wrong notes completely and ends up at a completely different time or location. Any other failure means that the player has failed to complete the performance, and nothing happens.

Other Tunes: Given the vastness of time, there are undoubtedly many other tunes leading to other times and places. Creating new tunes takes lots of time, effort, and experience, and usually involves many adventures after numerous mistakes and false starts. To create a new tune takes a year of work and 1,000 XP, and requires successful knowledge (history), knowledge (geography), and perform checks (DC 40 for each). The XP is lost

regardless of the results of these checks. If either of the knowledge checks failed by 5 or less, the creator has missed their targeted time or place by a short way. If they failed by between 5 and 10 points, they end up at completely the wrong time or place. Any other result means that the tune does not transport the target through time or space. Failing the performance check has other implications. Failing by 5 points or less means that the performance works, but is recorded wrong, and that all future attempts to perfect and play this tune have their DC increased by 5. Failing by 5 or to 10 points means that the performance works, but is played wrong, and the creator suffers the effects of failing to play the tune as above. Any other failure means that the performance is not created and the attempt is wasted.

The GM should roll all of these checks in secret, and the only way to test the tune is to play it. If the tune is not created, the creator may attempt to work on the same tune again, in an attempt to perfect it. He must spend more time and XP, and make the checks again, this time with a cumulative +1 bonus to all checks for each previous check made. When perfecting a tune, use only the result of the highest rolls for each check. The effects are not cumulative.

The time spent researching each attempt does not have to be cumulative, but the smallest amount of time in research at any one time must be one day, otherwise the research is wasted, and is not counted towards previous research.

For example, Cheval wants to create a tune to take him to Labrynnna, just before the Age of Sorrow and Queen Ambi's reign. He spends three months in research, before circumstances force him to break away for a while. He returns and completes the final nine months of research. Making his checks and spending the XP, he scores a 36, 41, and a 29. He fails, and tries again after another year. This time he gets

a +1 bonus to his rolls, and he scores 37, 35, and 32. Using his highest rolls so far, gives him 37, 42, and 32. The tune is played wrong. After an adventure trying to get back, Cheval gives it another shot, and scores 39, 46, and 37. This time the tune created sends him to Labrynnna, but just after the start of Queen Ambi's reign. However, all checks to play and perfect this tune have their DC increased by 5. After more research, he scores 42, 35, and 46, giving the scores 42, 46, and 46. His tune still misses the point in history, but playing it is now easier, and Cheval knows that after another year's research her will have perfected his tune, taking him to Labrynnna just before the start of Queen Ambi's reign.

Instruments of the Sirens

The Instruments of the Sirens are a set of powerful artifacts said to have the power to wake the Wind Fish on Koholint Island. This has yet to be tried however, as it is quite a task to acquire all eight instruments. Sources suggest that they are all hidden on Koholint Island, guarded by creatures created from pure nightmare. The truth of these reports is unreliable at best, since these instruments have been reported as far away as Hyrule and the Subrosian Underworld. Even without the set, each Instrument is a powerful artifact in its own right.

Conch Horn: This horn is made from the shell from a large sea creature, and requires two hands to play. When blown, it gives of a deep noise, similar to the songs of whales. The sound carries as well underwater as it does through the air. It doesn't take too much to play the conch horn (perform check DC 15) but all aquatic creatures within 100 feet are *charmed* by the music, and seek out its source as quickly as possible. Upon finding the player, they will view him favourably, defending him with their lives. This effect wears off after a day, but the creatures do not hold any hostile feelings towards the player. The *charmed* creatures will

also fly into a berserker rage, gaining +4 strength, +4 constitution, and +1 hp per hit die, should the player of the Conch Horn die while they are protecting him. This rage lasts for a number of rounds equal to the creature's new constitution bonus +3. Once this rage has worn off, the creatures are *fatigued* and the *charm* effect ends.

Coral Triangle: This instrument is made of solid coral, and produces a tinny, hollow sound when struck. It takes great skill to play the Coral Triangle (perform check DC 25), but the effect it produces causes everyone within 30 ft. of the player to make a will save (DC 25) or become *panicked* giving them a 50% chance to drop whatever they are holding and flee directly from the player. If the player has any performer levels, then may choose which characters within range to affect, allowing them to ignore allies.

Full Moon Cello: The Full Moon Cello is a large stringed instrument that performers play while sitting. It has a range of notes, and the truly skilled musicians can easily play the cello to produce multiple tunes and sounds at the same time, often in harmony with each other. When played by a performer, the Full Moon Cello grants a +5 bonus to perform checks, and allows the performer to use and maintain two performances at once.

Organ of Evening Calm: The Organ of Evening Calm is like a miniature piano, and sits on the lap to be played. It produces a tinkling, soothing tone, which can quickly lull the listeners into a soothing sleep. Some skill is required to play the Organ of Evening Calm (perform check DC 20). All listeners within 30 ft. must make a will save (DC 20), or fall into a deep sleep for 1d4+1 hours. Sleeping listeners can be woken up by simple shaking, or by a loud noise. If the player has any performer levels, they can choose which characters within range to affect, allowing them to ignore allies.

Sea Lily Bell: This striking hand bell is adorned with images of golden lily

pads. Despite the soothing imagery and delicate appearance, when it is rung, it provides a strong, solid tone. No skill is required to play the Sea Lily Bell, and when rung, it dispels all magical effects within 50 ft. of the ringer. It also summons an *anti-magic* field around the ringer that extends for 50 ft. and follows the ringer when he moves. This field lasts for exactly 1 hour.

Surf Harp: The surf harp produces a sound similar to waves crashing upon a shore, and can range from a balmy beach sound, to the crashing of storm lashed waves during the fury of a hurricane, in the hands of a skilled player. On a successful Perform check (DC 20) the player causes all listeners within 30 ft. that fail a Will save (DC 20) to view the player in the most favourable light. This also means that the player receives a +2 circumstance bonus to all Diplomacy and Gather Information checks when dealing with those affected by the Surf Harp. All effects end after 1d6+1 hours, and leave those affected with a positive view of the player, although this view can be altered by the deeds and reputation of the character as normal.



The Master Sword

Thunder Drum: The Thunder Drum is a large drum worn around the neck, which is adorned with lightning sigils, and images of war. It is beat with two solid copper drumsticks that are attached to the drum by long delicate brass chains. It takes little skill (Perform DC 15) to beat the Thunder Drum. When beat in a steady rhythm, the Thunder Drum produces a sound similar to the crashing of a fierce storm. All those listening within 50 ft. are filled with a sense of power and courage, becoming immune to fear, and gaining a +2 morale bonus to attack and damage rolls for as long as the drummer plays. If the drummer has any performer levels, they may choose which listeners are affected, allowing him to avoid giving the bonus to enemies.

Wind Marimba: The Wind Marimba is a small instrument consisting of small metal blocks on a wooden base, which is struck by small metal hammers to produce an almost ethereal tinkling tune, similar to the gentle sound of wind chimes. When played (perform check DC 20), all listeners within 30 ft. who fail a will save (DC 20) become *fascinated* and do not take any actions other than defending themselves while the musician plays. Those affected must make a second will save (DC 15) to avoid becoming open to *suggestion* by the musician while the music plays, and for 1d4+1 rounds after the music stops. If the musician has any performer levels, she may choose which listeners are affected, thus ignoring allies, and she may make a second performance check to determine the will save DC for the *suggestion* effect.

Playing all the Instruments of the Sirens: The effects of playing all the instruments at once is left to the GM to decide. After all, finding all eight Instruments of the Sirens should not be an easy feat, and playing them all at once would most likely serve as a major campaign goal. Acquiring all the instruments would give the party an impressive array of abilities, and thus possibly

mastery over the populations of the world. Other possible effects for playing all the instruments together include:

Summoning the Sirens back into the world, either as an ally, or as an enemy of the party.

Destroying the Instruments of the Sirens in a huge backlash of magical energy.

Opening a barrier to protected locations or between worlds.

Majora's Masks

Fierce Deity's Mask: While worn, the user is affected by a permanent *tenser's transformation* effect, and all attacks deal +1d6 holy damage and blinds them for 1d6 rounds.

Majora's Mask: While worn, the user is affected by a permanent *tenser's transformation* effect, and all attacks deal +1d6 unholy damage and sickens them for 1d6 rounds.

Master Sword

Master Sword: The hylians constructed this +3 *holy longsword*. By spending magic points, the wielder may focus energy through the blade to produce an energy missile that deals 1d6 holy damage against the target on a successful range attack, as a standard attack action.

Ocarina of Time

Ocarina of Time: Suggested Powers: All Enchantment spells, each by playing a different tune on the Ocarina of Time.

Pendants of the Tri-Force

The Pendants of the Tri-Force are a set of three amulets that contain the essence of the Tri-Force. Rumour has it that when the Goddesses created the Tri-Force, there was just enough power left over to create the pendants, to serve as a guide to the Hero of Time should the Tri-Force fall into the wrong hands. According to legend, only the hero of Time can collect all three pendants and use them at once.

Pendant of Courage: This pendant is green and silver, and marked with the symbol of the Tri-Force of

Courage. It grants the wearer +1 hp per level, and immunity to all fear effects.

Pendant of Power: This pendant is red and black, and marked with the symbol of the Tri-Force of Power. It grants the wearer +1 damage per dice on all attacks, and all threats are automatically critical hits.

Pendant of Wisdom: This pendant is blue and white, and marked with the symbol of the Tri-Force of Wisdom. It grants the wearer +1 mp per level, and a permanent *true seeing* effect.

Combining the Pendants: Only one pendant may be worn at a time, but when all three pendants have been collected, they may be combined into a single Pendant, known as the Pendant of the Tri-Force. The Pendant of the Tri-Force grants all of the abilities of the three pendants, plus grants a +2 inherent bonus to all six ability scores, and the ability to remain conscious when below 0 hp. The character will still die at -10 hp.

Rod of Seasons

Rod of Seasons: When used, the Rod of Seasons can change the current weather patterns to one of the four seasons appropriate for the region. This weather change lasts one day, and affects the entire region.

Autumn: Can call forth the gusty breezes of autumn, requiring everyone within 30 feet to make a fortitude save (DC 25) to move each round for 2d6 rounds.

Spring: Can call forth the spring rains, requiring everyone within 30 feet to make a fortitude save (DC 25) to make an action each round for 2d6 round.

Summer: Can call forth the intense heat of summer, causing 1d6 fire damage to everyone within 30 feet who fails a fortitude save (DC 25).

Winter: Calls for the biting chill of winter, causing 1d6 cold damage to everyone within 30 feet who fails a fortitude save (DC 25).

Tri-Force

The Tri-Force is the receptacle for the combined powers of the three Goddesses: Din, Nayru and Farore. It alone fights off the powers of entropy and brings the force of magic into the world. Also referred to as the Power of Gold, or the Golden Power, it is the most powerful artifact known in the Lands of the Tri-Force, and with it, the wielder can accomplish anything.

The struggle for the Tri-Force has long been fought, and well documented. For a time, it was captured and used by Ganon to transform the land of the Golden Power into the Dark World, in his plans to conquer Hyrule. It was only because of the direct intervention of the Hero of Time that the Tri-Force was freed from Ganon's clutches once again. Previous to this, Ganon had managed to capture the Tri-Force, or parts of the Tri-Force only briefly.

The triforce itself is broken into three golden triangles, each containing the power for a single goddess, and responsible for the magics of that goddess. Each part of the Tri-Force can be broken down into eight fragments with a single command, and it takes only another command to return the Tri-Force if all eight pieces are in the area. Even just a fragment contains a significant amount of power.

The Tri-Force of Courage

The Tri-Force of Courage contains the essence of Farore and the power of Forest and Spirit magic.

Fragments: Anyone who has a fragment of the Tri-Force of Courage has a +1 enhancement bonus to Dexterity and Constitution, and gets a +1 enhancement to all their saves. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Courage, the wielder of the complete Tri-Force of Courage also has all of their Forest and Spirit spells automatically maximized, and

will automatically win initiative each round.

The Tri-Force of Power

The Triforce of Power contains the essence of Din, and the power of Fire and Shadow magic.

Fragments: Anyone who has a fragment of the Tri-Force of Power has a +1 enhancement bonus to Strength and Charisma, and gets a +1 enhancement bonus to their Base Attack Bonus. This bonus can allow additional attacks, just like the Base Attack Bonus given for classes. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Power, the wielder of the complete Tri-Force of Power also has all of their Fire and Shadow spells automatically maximized, and automatically inflicts maximum damage with each attack.

The Tri-Force of Wisdom

The Tri-Force of Wisdom contains the essence of Nayru, and the power of Light and Water magic.

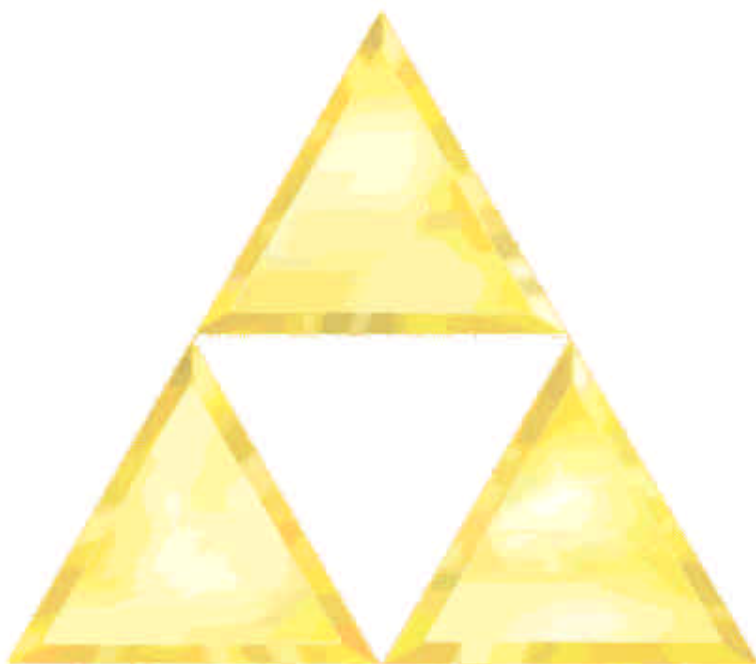
Fragments: Anyone who has a fragment of the Tri-Force of Wisdom has a +1 enhancement bonus to Intelligence and Wisdom, and gets a +1 enhancement bonus to all skill checks. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Wisdom, the wielder of the complete Tri-Force of Wisdom also has all of their Light and Water spells automatically maximized, and may take 10 or take 20 on skill checks regardless of the circumstances. It still takes time to take 20, however.

Combining the Tri-Force

When all three parts of the Tri-Force or reunited, they become a sentient entity with 25 Int, 25 Wis and 25 Cha. The Tri-Force will grant the user access to *Fire Power*, *Forest Power*, *Light Power*, *Shadow Power*, *Spirit Power*, and *Water Power* spells at will. It will also grant greater effects, as per the *Wish* spell. The Tri-Force

requires the user to fulfil a quest for each power used, which is treated like a *geas/quest* by a caster of 30th level, unless the user successfully makes an Will save (DC 40).



Chapter 14 Creating the Legend

What exactly about the *Zelda* series has made it so fun? Is it the characters? Is it the never-ending conflict between Link and Ganon that draws us back repeatedly? Perhaps it is the storylines, rich with a classic mythos of good versus evil. It might even be the bright and detailed setting rife with familiar locales and mysterious histories. In truth, it is not any one of those elements alone, but rather a blend of all of them put together. This combination of story, characters, setting and more makes the *Zelda* Universe such an intriguing place to revisit time after time. We have grown to know and love the setting after experiencing it so many times, and over that duration, we have come to know the setting and feel comfortable there.

It is exactly that familiarity which players will look for when playing a *Zelda D20* campaign. Luckily for you Game Masters, this chapter is here to help you provide that. Within this chapter, you will find ways on creating everything from stand-alone games to multi-campaign epics that are as engrossing and fun as the video games are. Included are tons of additional features ranging from tables and charts designed to help you create your own locations and lands within the *Zelda* Universe, populate towns, cities and villages, and even create NPC's on the fly. In addition, you will find tips on key elements of storytelling and plot designing, helping you to create richer, deeper stories to plunge your players into. Simply put, this chapter will show you how to create your own legends!

Where to Start

When you are the Game Master, there is a lot of weight riding on your shoulders. All the players have to do is consult their books, roll up their characters and make them as detailed as possible. It may be a

lengthy process for the more detail-oriented players, but in the end, it is a simple and fun procedure. You, as the GM, have a job that is just as much (if not more) fun, though is twice as difficult. Your job is to take the characters that your players have presented you with and interweave them into a story of your own design. You must use the characters in a meaningful way, and at the same time, be careful not to control the destiny of each player character. Your job is to moderate and narrate the game, telling a story that intrigues and enchants the players, not alienate or control them. Still, there is the story itself to consider. You have a grand idea, possibly epic in scope, and now you have the task of attempting to keep the players focused on the goal at hand. At the same time, each individual player's considerations must be taken into consideration, and the characters themselves must have room to grow and come into their own.

As you can see, the job of being the Game Master can be a true juggling act. So how do you manage all of this into some semblance of fun (and sanity)? To start, several factors must be considered. Start by breaking down the gaming experience and looking at it in a series of phases. The best way to start is by planning ahead, making use of time before a game to ready everything you will need.

Before the Game

Before the game begins, take the time to follow through with a few simple steps. First things first, know what you are designing and whom you are designing for. If you create an insanely detailed adventure only to have it ruined by the constant conflict between the moblin warrior and the zoran performer your players made, then what was the point in the first place? Start by asking all of your players who will be participating in

the game to create, detail and complete their characters ahead of time. Give yourself some leeway here, and request that the players present their finished characters to you a few days or a week before the game session is supposed to begin. If you need more time than that, do not hesitate to ask for it. After all, a well-crafted adventure is far more fulfilling than a piecemeal trek into the nearest cave to find some random plot point. Use your set-up time to your advantage and ask that players submit their finalized characters early, giving you enough time to properly plan and tailor the adventure to both the story's and the player's needs.

When you have the player's characters in hand, look them over and decide where you're going to go from there. If one player has made a moblin warrior with a history of killing any zorans on sight and the other has created a zoran performer who has parents were slain by a moblin tribe for sport, things might not go very well. You could try crafting the adventure in such a way that the two are forced to work together, possibly even coming to understand and overcome one another's differences. On the other hand, you might force them to cooperate to survive, encouraging a grudgingly respectful partnership rife with role-playing possibilities. However, in instances where the players have created characters that simply will not get along no matter what, you have a bit of a problem on your hands. True, it is your job to create stories based on the player's characters and your own ideas, but if the player's submit characters that are likely to spend entire gaming sessions ripping each other's throats out, then there is a problem. Moreover, being the GM, it's up to you to fix it.

Start by taking the players aside and explaining the problem to them. Let them know that such a character combination in the party might not be a great idea, and it could cause strife. Suggest that they either

submit different characters, or that they modify the characters' histories somewhat so that cooperation is possible, even if difficult. You might simply ask them to use the contrasting personalities and histories as role-playing elements, offering them a chance to fuel a dynamic game session full of witty and classic role-playing. On the other side, you might try a different tactic altogether. Ask them to either create new characters altogether or remake their current ones, but do it together. Have them both sit down and create their characters side-by-side. This enables the players in question to create characters that are either compatible or linked to one another. While not foolproof, making sure that the characters your players will be playing are compatible will make the game run much smoother. This in turn will make your job a lot easier.

After reviewing your player's character submissions, it's time to start looking at what type of game you are going to run. What is the plot? What is the point of story? More importantly at this phase, what type of game are you going to be running? Start by considering the *Zelda* series, as you have known them. Each game in the series has consisted of a single basic premise construct. Namely, the assignment of a quest or mission, the retrieval of something lost, and the defeat of a dire or evil villain or situation. How will you incorporate those elements into a sit-down game of *Zelda D20*? Look at the following game-play types, and try to choose what is the best one for you:

Swords and Spells: This game is heavily focused on combat and mechanics. Players do not need to create heavily detailed character backgrounds and histories. Instead, all they need is a well-balanced character, the right ability scores and feats, and a slew of monsters to throw at them.

Games like this revolve around action. Plots might be anything from the mundane (rescue the kidnapped villager from the moblin tribe lurking

in the Lost Woods), to the complicated (infiltrate the territory of nearby dark wizzrobe who's been rumoured to be amassing an army and find out what he's up to). Games like these are action intensive and usually do not involve a great deal of in depth role-playing. They rely on tight rules, good mechanics interpretation, and fair judgements from the GM.

Combat heavy classes will quickly gain the upper hand while classes without a great deal of combat skill (such as the academic) will be at a severe disadvantage. These types of games require a straightforward method of planning. First, envision the overall scenario. What is the goal the players must accomplish? How can they accomplish this goal? What side treks are available or optional? What rewards will be given, and how hard will the overall adventure be? You must be very specific as to where you are going to place encounters, or where you will check for encounters, and keep Challenge Ratings, levels, and other numeric and mechanics factors under tight consideration.

Prose and Posture: This sort of game is exactly the opposite of the type described above. It is nearly devoid of action and combat, instead relying on heavy role-playing and player interaction to move it along. This sort of game involves a lot of character motivation, history, and background, so players must detail their characters with large amounts of care. Their characters must be believable, yet must also be flexible enough to bend with nearly any situation.

Games like this often focus on the interaction between characters and NPC's, as well as characters and other characters. NPC's play a much bigger role, and their importance in the overall plot is much more significant than in other game types. Classes that lean more towards the scholarly and charismatic side of things (academics, nobles, artisans) tend to have a heavy advantage in these types of games while combat-

heavy classes (warrior, wilderfolk) are often at a tremendous disadvantage. The use of skill checks and role-playing far outweigh the uses of a sword in these types of games, and action is a consequence of events, not a prelude.

A Magical Mix: Perhaps the most common type of game is a blend between the two types. Games filled with senseless combat and looting tend to become stale after a period. After all, what is the purpose of becoming more powerful when there is no real point to the game at all? On the other hand, games that are a never-ending verbal sparring match between highborn nobles and their opponents become dull after a time as well. After all, if snubbing others and focusing on the intrigue and interaction between characters were the only things to do in the game, combat would not even have rules made for it.

Simply put, too much of one or the other can get boring quickly. Unless one method is greatly preferred over the other, you might be better off blending them to create a more rounded gaming experience. A story that involves role-playing between characters and NPC's and ends in a climactic battle between heroes and villains can be the most satisfying blend of game you can present. Consider things from the player's point of view. What do *they* want to experience, and how can you provide that experience?

Finishing Preparations

Once you have figured out what type of game you are going to run and who the characters will be, its time to put the final changes on your adventure. Write up or outline a basic plot structure. Try to look at the bigger picture of what your story is about and arch it over the course of the game. Consider player motivations and insert small elements for each character so they each feel a personal motivation for completing their quest. By including something of interest for each character in your plot, you will be

creating a rewarding experience for the players by allowing their characters to feel like they are a part of the Zelda Universe.

Next, place your encounters. Discussed in greater detail later in this chapter, encounters are events which present the players with conflict, plot points, changes in motivation, or some other surprise or planned happening which forces the players to make a decision. Whether combat with a wandering pack of octoroks, or a chance encounter with a farmer along the road to a village, encounters form the basis for passing information about your story to the characters. Try to plan these out accordingly, taking into account character preparation, and keep a few encounters off to the side in case you want to throw in an unexpected surprise or switch something pre-planned for something more sporadic.

Finally, compile all the resources and tools you will need for the adventure. You may find it handy to bookmark monster entries that you'll need to refer to, map out dungeons ahead of time for ease of explanation, and write down what rewards you'll be giving out and at what points. The more preparation you do ahead of time in the pre-game planning phase, the smoother, faster, and easier running your actual game is going to be.

During the Game

Once you are into the game, there is no going back. You have your preparation work all done, your players are ready, and the adventure is under way. However, a GM's job has only just begun. Your job is to run and maintain the game as the players progress through it, all the while keeping the spirit and essence of Zelda in tact.

Players have a nasty habit of sidetracking adventures when you are not looking. One minute they are moving right along the path you want them to be, and the next they are off pursuing a red herring with more determination than you would

imagine. Perhaps a side quest has suddenly become more appealing to them, or perhaps they have stumbled upon something altogether different in the adventure that they would rather pursue. In any case, it's bound to happen to you and you should be prepared. Keep a few spare encounters off to the side to help buffer the detour while you attempt to get them back on track. Put in subtle hints during the game that they are on the wrong path, or have the story wind down a bit, so they have no real motivation to continue with the detour. Alternatively, just go with it, and see what sort of improvisational adventure results. No matter what, try to use your best judgement for each situation and stay prepared.

After the Game

Once the game is over and the adventure concluded until the next game session, it is time to reassess where you are in your story and where you want to go. After giving out experience points and considering where you left off, it's important to try to examine what is left to accomplish. Zelda has always been about linear goals encompassed by large and highly free exploration. This exploration, in turn is narrowed somewhat by a set of obstacles that can only be overcome in some particular order, thus forcing players to take things step by step to overcome their obstacles.

Your game should be no different. Try to plan what the character's next required move should be and detail it. Give the character's multiple ways to accomplish this goal. Alternatively, create a single goal with a single method of resolution, but allow players to create that resolution based on their strengths and weaknesses. For example, if the party's mission was to infiltrate a dark wizzrobe's holding and discover why the wizzrobe is amassing an army, you might decide that the party's ultimate goal is to destroy the wizzrobe and his ironknuckle guards before they can learn of the

character's infiltration and root them out. Thus, for a combat heavy party, the obvious way to stop the wizzrobe would be through martial means. Combat might be the most likely solution, and thus you could write the next adventure session to include generous but meaningful amounts of combat that help to propel the story along and give the players a chance to have their characters shine.

Regardless of the method used, the best thing you can do is to prepare the next segment so that it is more exciting and fun than the last session. Try to build the stories climactically so that player interest remains high and the story itself winds to a natural (or unnatural if that's to be the way) conclusion.

How to Create a Legend

Zelda D20 is a game of epic adventures set against the backdrop of the Zelda Universe. The characters are faced with incredible goals involving danger and daring, which ultimately lead them to accomplish something. At times, that something will be a small goal, perhaps something personal and close to the character's heart. Other times the goal may be something that affects other people, tribes, nations, or even the world. Regardless of the actual goal in mind, the *Zelda* backdrop is a place of fantastic journeys, deep exploration, and exacting detail. The above-mentioned section dealt with how to prepare, set up, run, and maintain a campaign by showing you a model of preparation and management. However, the question remains: What constitutes a *Legend of Zelda D20* campaign? What material works and does not work for *Zelda D20*? What elements make up the story and what is concurrent with the series as a whole?

In this section, we will look at how to create and structure a *Zelda D20* campaign in detail. In addition, we will cover what makes a *Zelda* campaign feel like a *Zelda* campaign. Most important, we will look at individual properties of the game and plot, and help define them into

individual units so they can be used where needed in your own games.

Theme

Where better place to start than theme? Theme is the foundation upon which everything else rests in your campaign. It is the basis for your campaign, and every other element of the game rests upon it. Theme, simply put, is the feel that you wish to give your *Zelda D20* campaign. Theme is the feeling that you imbue the campaign with and hope to get across to your players. Think of theme as the building block that all other elements of your game rest upon. Without theme to guide the direction of your campaign, your games will consist of random stories where characters do random things for no real reason. Theme adds flavor and color to the campaign, and most importantly, it adds purpose and motivation. Theme blends the motivational yearnings of the characters and the story plot and weaves them together into a singular purpose. This purpose is the ultimate goal of the stories you are constructing with the players, and thus, the ultimate goal of the game. Theme can often be summed up in a single word, normally an adjective or verb describing something that you want to get across to the players. Perhaps you had an idea for a specific emotion that you thought would be a great driving point for the characters to focus upon. Alternatively, maybe a particular character's background leaves room for expansion into a story that the whole group can engage in. Regardless of how you find the theme of the campaign, it is important to narrow it down and determine exactly what it entails. Listed below are several commonly used themes. Each one is described in a way that will help you get familiar with the process of what the theme is and how to use it.

Revenge: This is a classic theme that has been the focus of many stories. More importantly, revenge has played a role in the *Zelda*

Universe from time to time. Ganon, repeatedly defeated by a hero named Link, seeks revenge on those who imprisoned and thwarted him in Ages past. Revenge is a powerful theme. It is most useful when used as a means to motivate characters to accomplish personal goals. For example, if a character's background indicates that his zora parent's parents were slain by a moblin tribe, the character (and player) will have an easy time getting into the feel of revenge as a theme. In this instance, you might choose to design a campaign around the character tracking down the moblin tribe responsible for his parent's death and destroying them. Alternatively, you might allow the character to track down the individual moblins responsible and mete out justice in whatever forms the character thinks appropriate.

Revenge, in its simplest form, is aggressive retribution from one character to another character or NPC for some perceived wrong that has been done. Keep in mind that revenge as a theme can tend to have darker overtones, and the theme itself may take on a darker mood as a result. Revenge can take what is normally a fairly bright and hopeful setting and turn it darker. Caution should be used when focusing upon revenge as a theme for these very reasons; often a character's personal agenda may become more important than the story line and when that happens, the other players or even the plot itself may suffer. In the end, be cautious about using revenge if this is a consideration.

Also, be wary of the fact that revenge as a theme can turn a campaign a shade darker. Focus must be taken into careful account as well. Characters with the light focus will not pursue revenge unless forced to do so. To them, revenge is an act of vengeful, selfish behavior, and the use of violence to solve a problem should be avoided at all costs. A light focus character following through with revenge should be warned by you that the

character's actions may be swinging towards shadow, which may, at some point, necessitate a focus change (see **Chapter 5: Character Detail** for more information on focus).

Mystery: One of the core elements of the Zelda series, mystery is a powerful tool of plot development and theme. The exploration of strange and magical dungeons, the plundering of ancient palaces, the mythos of the Tri-Force, the marks of the Royal Hylian Family's sigil, all these and more are elements of mystery.

When considering mystery as a theme, first look at what mystery is all about. Mystery is something unexplained, something that is unclear and that must be made clear to the players. A mystery is something that is an enigma and it is up to the players to figure it out. Perhaps the characters receive a mysterious note from a hylian noble who asks them to meet her at a rendezvous point. Yet, when the characters arrive at the agreed place on time, their mysterious noble contact is nowhere to be found. Why? What has happened? Who was the noble and what did she want in the first place? All these are elements of mystery, and are a great platform for a campaign when you want to keep the players guessing. In addition, consider one of the hallmark traditions of the Zelda series – dungeon exploration. The plundering of ancient tombs or labyrinths is a mystery as well. The dungeon-delving aspect of Zelda has remained strong since the series inception, and the mystery of exploring potentially profitable and almost certainly dangerous dungeons is sure to mystify and delight any player.

Retrieval: Tales that speak of a magical sword lost to time in the Lost Woods, myths of forgotten spells lying undisturbed in the library of a long-dead wizard master, and legends of hidden treasure nestled in the bowels of Death Mountain are all elements of the retrieval theme. To

find what is lost and reclaim it to an Age is the goal of this theme.

The retrieval theme is as classic as it is simple. To find some item, artifact, lost knowledge, or perhaps even person and recover it to modern times is the fire that fuels the theme. Perhaps the characters' mentor tells them of an ancient artifact capable of breaking a terrible curse placed on a distant land. Maybe the characters read tales of powerful magic left to lie in a forgotten temple built by a famous wizzrobe. Regardless of the tale, myth, or rumour involved, retrieval is a great way to throw players into a campaign together. By creating a quest to find an item or group of items that would be of great use and help to the party, you are creating an environment that encourages group effort and teamwork. The fun and camaraderie involved in working together to overcome obstacles in order to find that lost relic can be a tremendously easy way to help break the ice between players and help their characters find an easy setting in which to forge lasting bonds of friendship.

This theme, much like mystery, has always had a very large role to play in the Zelda series. Whether the recovery of the Tri-Force pieces, stones of power, Sage seals, or instruments to wake the Wind Fish, the Zelda series has always had a strong emphasis on discovering and retrieving items of power. Whether magical or mundane, the theme has always played an important role in the series, and should be included to some degree in nearly every campaign. The degree to which it is used is up to you of course, but it should be noted that the theme must be carefully used so as not to turn a campaign into a magical item factory. If players can expect new magic items to constantly flood into their hands, the value of such a theme and the quests forming them will quickly diminish in importance.

Exploration: A forgotten labyrinth lies laden with mystery in the bowels of a rank swamp in Termina. In far

off Holodrum, a cave lies beckoning to adventurers to delve into its depths in search of treasure or fate. Far off on Koholint Island, the Wind Fish's ancient perch suddenly opens revealing a never before explored dungeon full of unexplored, Ages-old mystery. These fascinating plot points and more help to give you a basic idea behind the exploration theme.

At first glance, this theme seems to share many similarities with the mystery and retrieval themes. Indeed, the two are closely linked in many ways, but there is a definite distinction. While a mystery theme focuses on the actual feeling of the mystery behind the plot and the subtle lack of a definite solution that is immediately accessible to the players, exploration focuses less on the aspect of mystery and more upon the delving of an actual structure. Likewise, while retrieval often includes exploration as part of its objective goal, the exploration themes focuses less on the importance of finding an object or item and more on the adventure of actually exploring a place previously unknown to the players. Games and campaigns based around this theme often find the players discovering a site, location, or other undisclosed place, preparing for the journey, and finally exploring it to their full capability.

The Zelda series has always had a



Exploring the unknown is a major part of any Zelda game.

heavy element of the exploration theme in it. The various dungeons Link must traverse in each instalment of the series are excellent examples of the exploration theme at work.

In *Zelda D20*, exploration is an extremely important theme, and almost no game or campaign should be without it. The aspect of exploring something, whether a familiar or new location is important for several reasons. For starters, it helps keep the game moving, and allows players to occupy time out of more tense situations. Often, exploration can be used as a way for the character and the player to utilize their utilitarian sides. Second, exploration presents the players with a sense of familiarity. If they explore a dungeon, then come back a week later and find it unchanged; the players will grow to feel that the game world is not static, full of random encounters and constantly subject to the GM's whim. Exploration also provides a solid

backbone for the placement of planned encounters and presents many opportunities for group effort and teamwork amongst the players.

By correctly using these elements you will foster a greater sense of cooperation and closeness amongst the player's characters, thus enabling the players themselves to be closer to the game and feel as though they actually have something at stake. This in turn breeds good role-playing, as players are suddenly concerned with not only their character's survival, but the character's of the other players as well.

Intrigue: In the courts of hylian nobles, shadowy plots are set in motion. In the mayor of Clocktown's palace, plans are laid that could jeopardize not only the mayor's position, but the city's economic future as well. In the court of the Deku King of Termina, elders and shamans come together to whisper of secrets that only they know of. All of these are classic examples of



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intrigue as a theme. Intrigue is the inner politics between people and orders. When used in a campaign, intrigue is a powerful tool for role-playing, yet it is a very one-sided theme.

Campaigns using intrigue as a primary theme rely a great deal on role-playing as the primary push for moving the story along. Consequently, classes that are more combat-oriented may not have as important a role to play as classes whose focus lies in different directions, most notably the noble class. Intrigue can be intensively heavy in the role-playing department, requiring players to spend whole sessions building contacts, creating webs of allies, and setting up possible opponents for the fall. All the while, they must politically and tangibly outmaneuver the various traps laid for them by their opponents.

Intrigue has never played a heavy part in the *Zelda* series, though elements of it can be seen as central points in plots throughout the series. For example, Ganon's attack on Hyrule Castle during *Ocarina of Time* featured Ganon having access to the castle at a time when he should not have had access to it. The royal guards had either been defeated or subverted, and Impa and a young princess Zelda were fleeing for their lives. How did Ganon succeed in such a brazen attack? Was he truly that skilled? Alternatively, did someone betray the royal family?

The same can be said of the *Adventure of Link*. Princess Zelda was assaulted in her own castle and a sleeping spell cast over her that none know how to break. Where were her guards? Were they defeated? Or did someone on the inside have a separate agenda all of their own?

As you can see, intrigue is often best used in small doses. If you and your players prefer the lengthier, more role-playing intensive game sessions, then use intrigue all you wish. However, for the majority of games, intrigue is best used as smaller

element of the greater theme, and to help supplement the mood.

Heroism: A young boy from the Kokiri Woods facing the dark magic of Ganondorf, King of Thieves. This, the very core of the *Zelda* Universe storyline, is a prime example of the heroism theme. This theme exemplifies every game in the series, and is perhaps the simplest to understand and utilize in a campaign.

The triumph of good over evil has always been a major theme of the *Zelda* series. Incorporating it into your campaign is as simple as creating something evil and villainous for the heroes to stand against. Whether it is a dark warlord, a renegade wizzrobe bent on magical domination, or an assassin for hire preying upon the character's allies, the heroism theme should be relatively simple to implement and for players to adjust to.

This theme, perhaps more than any other, is a crucial element to retaining the feeling and flavour of the *Zelda* universe. Stories that consist of humour, intrigue, and other elements of theme should be somehow tied together or bound by one of heroism. Heroism is the true foundation stone of nearly every single great moment in the *Zelda* series, and should be amply available in your campaign as a springboard for players to use to achieve their character's goals.

Other Themes

The above listed themes are just a few of the many major themes you might use in your games and campaign. At times, rather than using a single theme for the basis of the campaign, you might combine several into blend of plot twists and motivations to further entangle the characters in your story. Blending themes is a useful way to help integrate multiple layers of complexity and depth into your campaign. When brainstorming a story, start out with a basic idea of what type of story you want. Choose a theme that best fits the goals and

feelings you wish to imbue the campaign with. If several fit better, then use whichever ones help you define and create the type of game that you are aiming for.

In addition, you may also create other, different themes to better match the type of game that you are shooting for. When doing so, try to envision exactly what you want the story to teach or be about, think on what primary emotion you are focusing upon, using, or attempting to pull from the participants and try to contextualize that into a narrowed topic. This would become your theme.

Mood

If theme is the basic building block of the stories you create, then mood is the texture of it the whole way through. Mood is a powerfully important element of the campaign. It breathes life into the theme and helps to make the feelings you wish to express at any given moment come alive with vividness and realism. Mood is the feeling and tone that you are giving to a moment in the game, whether it is a single scene or an entire multi-session campaign. Mood can be the raspy, croaking tone of voice you portray the aged witch living in the Spirit Desert who aids the characters, or the description of a room that seems ordinary, yet holds forbidden terrors not readily apparent. Let us discuss some of the methods of tone and how you use them.

Description

Consider carefully the way you describe the game and the things that happen in it to the players. The words you use and the way you say them can make or break any given scene in a game. In the Zelda Universe, descriptions should be detailed, but not over-burdened by unnecessary intricacies. Zelda focuses more on the actions of the characters, not the appearance and tone of the setting, though those elements are crucial at the same. Consider the following two descriptions below. The scenario is

that the players have gained entrance to a desert temple in search of an artifact. Once the characters gain entry to the temple, the GM gives the following description:

As the group of you step into the temple, you see a large room around you. There are pillars along the walls and torches lit. Its dark and you cannot see much. Ahead of you are a stairwell and a doorway in the north wall.

Now try this one:

As the four of you wedge into the narrow temple entrance, your awe grip you with an iron fist. A chamber reaching up over 60 ft. into the shadowed ceiling of the chamber spreads out into smooth stone walls, ringing the chamber. Tall, rune-encrusted pillars line the curved walls at intervals, and the deep, hazy shadows of the place are only barely illuminated by the feeble, flickering glow of a few sparse torches burning in ancient sconces attached to the walls. In the dim light, only the faint outline of a stairwell and a carved stone archway can be seen in the distance. The dust motes in the air trail lazily by, swishing past you to the open door behind as if trying to escape their dark prison. The chamber smells of age and dust, stone and time... an eerie silence fills the room, broken only by the sound of your breathing.

It is easy to compare the difference between the two. Besides the complexity and detail differences, the difference in mood is quite severe. The first description, while it works, leaves the players without any particular mood to the chamber. They have walked in, and it is a chamber. The GM described some torches, and gave the players a general sense of direction, but little else. A description like that will work, but why settle for that? The second description gives the temple an ancient and untouched mood. The shadows are described as hazy and deep, impressing a sense of mystery to the darkness of the place. The torchlight is feeble and flickering, barely illuminating the room. The

ceiling is lost in shadows. All of these elements lend a sense of mystery, adventure, and possibly dread to the temple's first chamber. Now that the mood is set, the GM does not have to give such lengthy descriptions of each room or passageway in the place. The mood has been set, and the GM can move onto other things, occasionally going back to reinforce some aspect of the mood to heighten tension, create suspense, or perhaps foreshadow an encounter.

When considering mood description in a Zelda game, focus on what you have learned from the series. Do you remember the woods as you first saw them in the *Adventure of Link*? They were dark and full of mottled colors. What about the palaces? They were all brick and stone, with severe angles and metal doors. Think on the appearance of the Lost Woods in *Ocarina of Time*. They were misty and foggy; you were never able to see far into the distance, and an odd silence hung over the place you could almost *feel* beneath the sounds of birds and the forest that rang out in the background. The Lost Woods were full of twists and turns, mysterious pathways, and legends surrounding it. It was a place that made you feel as if you truly might be forever lost in its depths.

When describing scenery in your Zelda game, keep these examples in mind. Use them to guide you as to what is appropriate and what is not. Consider combat as well. Combat is a fast and reckless activity that can begin and end within a few moments span. Alternatively, combat might be a precise duel of clever maneuvering and careful strategy. Consider the scenario and descriptions below. A member of the party loses his way in the desert temple, and he becomes separated from the rest of the group. In one room, he finds a stalfos, and unfortunately triggers a trap. The door locks behind him as he steps on a pressure plate, and in order to free himself, he must defeat the stalfos and retrieve the key the creature is carrying:

The door slams and clicks shut. The stalfos attacks you and hits causing 7 points of damage. He jumps back a bit and is ready to attack again. Your turn.

Now consider the same scene, but described differently:

A jarring boom rings through the room as the door slams shut behind you! You hear the click of a lock and the stalfos snaps to attention, hideous, leering skull fixing you with a hollow stare. With a silent shriek, the creature crouches, and then leaps in towards you, slashing downward with its jagged blade! The blade rips through your thigh, leaving a warm trail of blood and shooting pain racing up your leg (7 damage)! The creature thrusts his shield forward and readies his blade!

The difference is readily apparent. The first descriptor fit the situation, but did not give any detail. The second description was more intense, highlighting the frightening appearance of the stalfos and its combat skill. The actual hit was more detailed as well, giving the player something to role-play (the character may limp for a few minutes and perhaps be depicted as favouring his wounded leg).

Tone

Giving a good description in Zelda is important. After all, the series has always relied upon the intricate design of its dungeons, lush outdoors environments, and characters to propel the story along. When describing places, things, or people, the *tone* is just as, if not more important than *what* you say.

Consider the scenario examples given in the mood section above. When you describe the temple to them, try to keep some things in mind. The Zelda Universe has a rich history. Perhaps the temple was a long forgotten relic of a time when hylians built it to worship the Goddesses. Perhaps it is an ancient gerudo stronghold built to house the King or Queen of the gerudo as they ruled. Perhaps it is something altogether different, but regardless

of the purpose, keep in mind the feeling you wish to inspire. Use your tone of voice, mannerisms, and gestures to express what you want to get across to the players. When describing the temple, use a low, mysterious tone of voice. When describing the combat scene, speak in a fast-paced tone and make gestures. Try to envision the first time you ever controlled Link swinging his sword in any of the series games, or the first time you ever manoeuvred around an opponent in *Ocarina* or *Majora's Mask* by using the targeting system and suddenly leaped in for the attack! Zelda has been full of incredible combat, and there is plenty of opportunity to continue the tradition in your own games.

Conflict

Exciting stories contain conflict of some sort. When creating a story, conflict is not something that can be avoided. It has been a staple of almost every story that has ever been told, and is a prime part of the Zelda series. In Zelda, conflict is a never-ending principle, extending eternally so that the heroes must work to balance it and bring the order of things back into equilibrium. The various Links have always battled Ganon, yet Link has also battled the elements, monsters, and even ordinary or eclectic folk who have offered aid at a price.

In your Zelda games, conflict should not be in short supply. It is a prime source of adventure and an endless source of potential material waiting to be tapped by clever GM's. Conflict is not simply limited by what the characters must do to achieve their goal. Especially in Zelda, conflict takes on a much wider scale in keeping in touch with the themes and flavour of the setting. For example, consider the scenario below:

The party has come through Clocktown tracking a thief who stole one of their more precious magical items they had recovered from the desert temple. Upon arriving in

Clocktown, the trail goes cold, and the party realizes they have no leads. One of the characters reasons that someone in the city must know of any thieves' guilds or groups within the city or surrounding area. After a brief investigation, the characters come across the Bombers Club. Appalled by the character's story of theft, one the Bombers tips the characters off as to someone who might be able to help them: a deku market dealer in the bazaar. When the characters confront the deku merchant, he tells them he might be able to help, but for a price. The merchant tells them if they go to a nearby swamp and retrieve for him a special item, he will help them. All he wishes is for the characters to retrieve a small stone statue of little value. Then he will tell them anything they wish to know. Little do the characters know the statue in question is a relic that a local tribe of wild goriyas holds in very high regard...

The above example illustrates the depth that conflict can add to any game. The characters are in conflict with the original thief, who might be working for the deku merchant. Perhaps as an added twist, the merchant and thief are allied, and wish to try to rid themselves of the characters by sending them off to what would seem to be a certain death. The characters will certainly come into conflict with the goriya tribe as well, in addition to any other trouble the characters might stir up in between those events.

Conflict should also have an ending phase as well. At some point, the characters should be able to overcome the various conflicts within the story. A few might slip through the cracks, possibly to continue on to other campaigns and stories. Others may simply become red herrings or be put on hold to be explored later when the party is better prepared. Conflict resolution is an important method of ending a story, and the players should have ample opportunity to do this provided they don't make too many mistakes.

Motivation

Theme and mood help you to create the game and the story. Motivation is the purpose and reason why the characters are trying to accomplish something in the first place.

Motivation is push to complete the goal in mind. For instance, you may have written an adventure about a desert

temple containing an artifact. You want the PCs to explore the temple, and possibly retrieve the artifact within. However, why are they going to do this? Why are the characters going to risk their lives exploring some forgotten temple simply to retrieve an artifact that may or may not be there?

Motivation gives the adventure drive and ambition. Why are the characters going to be in the temple? You might write the story in a way that explains that one of the characters friends recommended it to them. Alternatively, perhaps they have heard that the artifact within can do something they have wanted for a long time. Perhaps one of the characters was asked on a dying request to explore the place to find the hidden treasure. Or maybe the temple's artifact is simply one piece of an artifact puzzle the character's must solve to gain entry to a final temple where they may rescued a kidnapped hylan noble?

Regardless of the actual motivations that you or the characters insert into the story, its important to keep them grounded in common sense and realism. The world of Zelda is a fantastic fantasy world, but like our own world, things happen for a reason. Try to get to know the characters that your players play so you can create stories that barter to their interests as well. A game session built around a story of a lone adventurer in a city where the main source of conflict is territorial friction

between various thieves and a ring of gambling merchants might not be as entertaining for an artisan as it might for a drifter.

Piecing it

Together

We have covered the basics of a Zelda campaign, such as theme, mood, conflict, and motivation.

The previously covered sections in this chapter detail the elements of a Zelda campaign that are essential to building an epic and engrossing campaign. However, the question is, what do you do with all the pieces once you have them?

Compiling

Once you have the theme, mood, conflicts and motivations down, its time to put it all together into a single unified adventure. First, take the theme(s) you will be using and decide how you would like to stretch these out over the length of your games or campaign. Try to visualise the mood you will want to use in key scenes, encounters, and critical story moments. Interaction is key here, as you will want to think ahead to possible side jaunts, and how you can keep the game on track.

Next, decide on the main conflicts of the story and how they affect the characters. Zelda has always been about characters in conflict with powerful forces of mystery and might, and your games should be no exception. However, smaller-scale conflicts should be integrated as well, possibly leaving an opening for future story spin-offs for later campaigns. Lastly, decide what motivational factors can be thrown at the players to hurtle them into the story. How will you involve them in the story you have created?

Once you have this framework, try writing it down. Getting the idea on

Table 14-1 Terrain Generation Table

Roll	Terrain Type
01 – 10	Plains (flat lands)
11 – 25	Forest (coniferous or mixed)
26 – 39	Forest (deciduous or mixed)
40 – 53	Mountainous (rocky, hilly, scrub)
54 – 62	Swamp (marsh, bog, mire)
63 – 68	Swamp (poisonous)
69 – 75	Desert (dunes, salt flats, badlands, wastes)
76 – 85	Tundra (freezing wastes, glacier)
86 – 90	Volcano (seismic, lava flows, ashlands)
91 – 00	Aquatic (rivers, ocean, lakes, streams)

paper can go a long way for you, especially if you can outline it in a way that is readily accessible during the adventure.

Creating the Unknown

You have your story, characters, and everything else in fine working order. Once your preparatory work is completed, you are ready to begin play. Simply gather the players, and start gaming! Start by choosing a location to begin the game in, such as Hyrule, Termina, or any other land that we have fully detailed in **Chapter 8: Legendary Gazetteer**. Next, place the characters at a location within the land and you are ready to begin the adventure.

However, what happens if you do not want to use one of the detailed lands we have provided for you? What will happen if you want to make up your own land, continent, or town? What would happen if you would rather set the adventure in an entirely new and remote location, rather than use a familiar location from the series? Well, no problem! This section aims to answer those questions by providing you with the resources to do it yourself. Whether you wish to create a town or populate a continent, this section offers GM's a wealth of tools and resources for use when creating your own locations and lands in the world of Zelda.

Terrain

When creating your own lands or adding onto what is available, the first thing you need to do is figure out what sort of geographical makeup you want. You can simply jot down or draw out what you would prefer, or you may use the **Terrain Generation Table** for random generation. To use the tables, roll percentile dice and consult the table to see what the results of the roll are. You may roll as many times as you like, inserting new terrain features wherever you like. The terrain type indicated is then placed wherever you like on your geographical makeup. Drawing and keeping a map of some sort might be

handy, especially in keeping track of the various rolls.

You can use the generated terrain any way you like, arranged however you like. To start, try to get some basic concept of the land that you are dealing with. Shape it out; maybe even draw it out first to get an idea of the framework of territory shape that you are working with. Next, use the table above to generate the geographic features of the land, and place them where you like. Try to follow natural patterns of geology (mountains shadowing coastlines, lakes and rivers originating from the sea or mountain sources, forests and plains mixed with appropriateness, etc).

Table 14-2 Terrain Modifier Table

Terrain Type	Modifier
Plains	-
Forest (any)	+ ½
Jungle	+ ½
Swamp (any)	- ½
Desert (badlands, wastes, salt flats)	- ½
Mountains (rocky, scrub, hills)	-
Aquatic	+ ½

Population

The next step is to populate your land. Villages, towns, and cities adorn the countryside, and it's up to you to determine where they are placed. For random generation of settlements consult the **Population Generation Table**. To use the table, simply choose what type of settlement you would like to place in your land. The choice is completely up to you, and you may choose whatever type of settlement you like. Once the settlement type is chosen, consult its entry on the table and roll the appropriate dice. Take the result and multiply it by the geographic bonus on the same table. This gives

Table 14-3 Population Generation

Settlement	Population Base	Population Modifier
Tribe	3d4 +10	X 2
Village	5d6 +25	X 2
Town	6d8 +100	X 3
City	6d10 +350	X 4
Capital	8d12 +2500	X 2

Table 14-4 Tribe Alliances Table

	Deku	Gerudo	Goron	Hyllian	Kokiri	Moblin	Rito	Subrosian	Tokay	Zora
Deku	-	Neutral	Allied	Neutral	Allied	Enemy	Allied	Neutral	Neutral	Neutral
Gerudo	Neutral	-	Neutral	Neutral	Neutral	Neutral	Neutral	Allied	Neutral	Neutral
Goron	Allied	Neutral	-	Allied	Neutral	Enemy	Neutral	Allied	Allied	Neutral
Hyllian	Neutral	Neutral	Allied	-	Allied	Enemy	Allied	Neutral	Neutral	Allied
Kokiri	Allied	Neutral	Neutral	Allied	-	Enemy	Allied	Allied	Allied	Neutral
Moblin	Enemy	Neutral	Enemy	Enemy	Enemy	-	Enemy	Neutral	Neutral	Neutral
Rito	Allied	Neutral	Neutral	Allied	Allied	Enemy	-	Allied	Allied	Allied
Subrosian	Neutral	Allied	Allied	Neutral	Allied	Neutral	Allied	-	Allied	Allied
Tokay	Neutral	Neutral	Allied	Neutral	Allied	Neutral	Allied	Allied	-	Allied
Zora	Neutral	Neutral	Neutral	Allied	Neutral	Neutral	Allied	Allied	Allied	-

you a base population for the settlement you have chosen. Next, take the base population and adjust it according to the **Terrain Modifier Table** to determine how the environment around the settlement affects the population. Simply take the base population and multiply it by the percentage given to determine the actual population.

Generation Example

For example, Matt is the GM of a new *Zelda D20* game. His players, Andrew, Chris, and Josh are ready to adventure in the world of *Zelda*, but Matt decides that he will be placing the adventure outside the borders of Hyrule and Termina, but still on the same continent. He decides he will generate some new terrain randomly.

First, Matt draws a rough outline of the lands he will be using, drawing just enough to give him some room to play with it a little. Next, he generates some terrain by rolling on the **Terrain Generation Table** a few times. He comes up with plains, coniferous forest, and mountains. Matt decides that is enough terrain to work with in order to create a backdrop for a basic adventure and moves on to population.

Matt decides that he will need two villages and a city in order to suit the storyline he has in mind, so he consults the **Population Generation Table** and rolls for them. For the first village he rolls an 18. $18 + 25$ equals 43. For the second village he rolls a 27. $27 + 25$ equals 52. The population bonus for each is $\times 2$, so he multiplies each of the previous results by two. Village 1 ends up with a base population of 86, and Village 2 ends up with 104. Next, Matt rolls for the city, getting a result of 44, and adds +350, giving him a sum of 394. The population bonus for cities is $\times 4$, so he multiplies the city's result of 394 by four and ends with a base population of 1,576 people.

Next, Matt places these settlements and factors in the terrain bonuses to the base populations. He places one of the villages in the mountains and the other in the forest. Checking the **Terrain Modifier Table**, Matt can see that Village 1, in the mountains, doesn't have a terrain modifier so he doesn't have to do anything to this one. The population for Village 1 is 86. Village 2, in the forest, has a modifier of $+ \frac{1}{2}$, so he adds half the original



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base population again resulting in Village 2 having a total population of 156.

For the city, Matt places it on the open plains which has no modifier for terrain. Thus, city's total population is 1,576 people.

Tribes & Populations

Once you have generated or created your own settlements, lands and geographic features, its time to decide what tribes live in your lands. There are no tables for this as it is completely up to your whim. However, when placing tribes, there are a few important things to remember:

Each tribe has specific areas where they prefer to live. For example, zoras would not live upon the plains, as they require an aquatic environment to survive. Deku would not populate rocky or mountainous terrain, due to their inability to burrow into it and their dietary requirements, etc.

Can the terrain support the tribe's needs? Subrosians are metalvores, thus they require a great deal of natural ore and metal to be present to support a community of them. Consider the needs of the tribe and whether or not the terrain can handle it.

If the terrain is unusual for a tribe,

why are they there? How are they surviving? How have they adapted? Has it changed their general outlook? When placing tribes across terrain, careful consideration must be paid to these points. Of course, there are times when you may want a settlement to have a heavily mixed population. Alternatively, perhaps a tribe is dwelling close to a different tribe, and care must be taken in dealings between the two. In situations like these, it helps to have a general feel for how each race reacts towards one another. The table above illustrates general stereotypical feelings and sentiments of one tribe to another.

Keep in mind that the table gives only the most general, stereotypical approximations of each tribe's generic attitude towards other tribes. By no means is it a definitive or comprehensive guide for defining every situation or scenario with tribes interacting. On the contrary, there are many exceptions to this table, and you are encouraged to create interesting situations in which stereotypes are broken and interaction is paramount. After all, doing so can present you with some great role-playing opportunities as stereotypes are broken and truly unique situations come to the fore.



Other Personas

While the characters have the difficult job of accurately portraying their characters at all times, you have the even more difficult task of portraying ever non-player character they meet. Every colorful personality, every smiling face, and every person stopping to talk casually to the characters, as well as the villains and other heroes are all yours to play. At first, this may seem like a daunting task. After all, on top of managing the flow of the game, keeping the story in check, watching what the players and their characters are doing and running encounters and descriptions, you have to portray every other major and minor persona. This is not only a lot of work; it is thankfully a great deal of fun. Or else, who would want the job? Thankfully, Game Masters know better! In order to clarify non-player characters, this section provides some tools and tips to help you organize your job. Hopefully, this section will not only make your job a little easier, it will provide you with some great time-saving tools to help free you up a little more to pay more attention to telling great Zelda stories.

NPC Classes

NPC's are characters, just as the player's characters are. Yet, there is a difference. Major villains and

important NPC heroes should have classes and levels reflected by the character classes as described in **Chapter 3: Mantle of the Hero**. These NPC's are major parts of the game, and should be granted power levels and ability access that puts them on par with the player characters, thereby creating truly challenging opponents and legendary allies.

However, for the majority of NPC's, ordinary character classes are too powerful. The goron bombflower farmer who tends his crops all day could theoretically have a few levels of artisan or academic, but it probably would not fit him as much as an equal number of NPC class levels would. In this section, we present a series of NPC classes for you to use on your NPC's.

While it is not necessary to have class levels and all the mechanics they infer on every NPC, it is possible that a few NPCs in your campaign, who are ordinary, non-adventuring types, will have some useful skills or abilities. These NPC classes are tailor made to represent NPCs who could go adventuring to some degree, but do not come anywhere near the level of your players' characters.

Apprentice

Wizzrobes are the masters of the Tri-Force's arcane power. They wield it with a skill, grace and power unmatched by any other ordinary

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special Aspect
1	+0	+0	+1	+2	+0		
2	+1	+0	+2	+3	+0	+2	
3	+1	+1	+2	+3	+1		
4	+2	+1	+2	+4	+1	+3	
5	+2	+1	+3	+4	+1		
6	+3	+2	+3	+5	+2	+3	
7	+3	+2	+4	+5	+2		
8	+4	+2	+4	+6	+2	+4	
9	+4	+3	+4	+6	+3		
10	+5	+3	+5	+7	+3	+4	Aspect
11	+5	+3	+5	+7	+3		
12	+6	+4	+6	+8	+4	+6	
13	+6	+4	+6	+8	+4		
14	+7	+4	+6	+9	+4	+6	
15	+7	+5	+7	+9	+5		
16	+8	+5	+7	+10	+5	+8	
17	+8	+5	+8	+10	+5		
18	+9	+6	+8	+11	+6	+8	
19	+9	+6	+8	+11	+6		
20	+10	+6	+9	+12	+6	+10	

mortal. Yet, there are those who are able to cast spells as well, albeit with nowhere near quite as much power as a wizzrobe. The apprentice is a natural spell caster, able to harness small amounts of active Tri-Force arcane magic and weave them into spells.

Many societies have apprentices of some sort. Moblins, rarely given to the lengthy and long road of magical prowess occasionally produce an apprentice (what they call them a shaman) from their ranks. Indeed, while apprentices are occasionally found among the more civilized races, such as hylia, zorans, gorons, gerudo and deku societies, they are more likely to crop up in moblin, tokay, and subrosian societies. Other races that can summon the power to wield an apprentice's power are often revered as shamans, holy prophets, or even reviled as tricksters and charlatans.

Hit Dice: d6

Class Skills

The apprentice's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Spellcraft (Wis).

Skill Points at First level: (2 + Int bonus) x4

Table 14-5 Apprentice Class Features

Skill points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies:

The apprentice is proficient in all simple weapons. They gain no

proficiency with any armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Aspects: At 1st level, the apprentice chooses a single Aspect from among the six Aspects. All of the apprentice's magic points must be pooled into that Aspect. At 10th level, the apprentice gains access to a second Aspect of their choice. From then on, the apprentice may choose to divide his magic points as he wishes between the two different Aspects.

Spells: The apprentice starts with all the 0-level spells from his starting Aspect, and a single first level spell of their choice from that Aspect. At third level, and every two levels thereafter, the apprentice can learn a single spell of his choice from any Aspect he knows, which is no higher than half his level (rounded upwards). Additional spells may be researched by expending experience points and rupees as normal.

Highborn

In most societies, highborn are of the aristocratic caste, sometimes ranking above or below an average noble's rank in society, but never truly able to achieve the same heights

Table 14-6 Highborn Class Features

of power with sheer skill and ability. This is not to say that highborn have never been kings or emperors, for indeed, their cunning and ambition can only be matched by the most determined of royalty and nobility.

Though commonly viewed as high-ranking merchants, nobility, or royalty, highborn can take on a number of roles in many different

Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies:

The highborn is proficient in all

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+2	+1	+0	+0		Versatility (5 Skills)
2	+1	+3	+2	+0	+0		
3	+1	+3	+2	+1	+1		
4	+2	+4	+2	+1	+1	+2	
5	+2	+4	+3	+1	+1		
6	+3	+5	+3	+2	+2		
7	+3	+5	+4	+2	+2		
8	+4	+6	+4	+2	+2	+3	
9	+4	+6	+4	+3	+3		
10	+5	+7	+5	+3	+3		
11	+5	+7	+5	+3	+3		
12	+6	+8	+6	+4	+4	+3	
13	+6	+8	+6	+4	+4		
14	+7	+9	+6	+4	+4		
15	+7	+9	+7	+5	+5		
16	+8	+10	+7	+5	+5	+4	
17	+8	+10	+8	+5	+5		
18	+9	+11	+8	+6	+6		
19	+9	+11	+8	+6	+6		
20	+10	+12	+9	+6	+6	+4	

societies, whether leader, prophet, or perhaps the offspring of leaders.

Hit Die: d6

Class Skills

The highborn's class skills (and the key abilities for each) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis).

Skill Points at First Level: (4 + Int bonus) x 4.

simple weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Lowborn

The lowborn is your everyday person, whether he is a peasant or a simple merchant, a farmer or a blacksmith. Lowborn are the most common of NPC classes due to their diverse nature. In almost every

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+0		
2	+1	+2	+3	+0	+0		
3	+2	+2	+3	+1	+1		
4	+3	+2	+4	+1	+1	+2	
5	+3	+3	+4	+1	+1		
6	+4	+3	+5	+2	+2		
7	+5	+4	+5	+2	+2		
8	+6	+4	+6	+2	+2	+3	
9	+6	+4	+6	+3	+3		
10	+7	+5	+7	+3	+3		
11	+8	+5	+7	+3	+3		
12	+9	+6	+8	+4	+4	+3	
13	+9	+6	+8	+4	+4		
14	+10	+6	+9	+4	+4		
15	+11	+7	+9	+5	+5		
16	+12	+7	+10	+5	+5	+4	
17	+12	+8	+10	+5	+5		
18	+13	+8	+11	+6	+6		
19	+14	+8	+11	+6	+6		
20	+15	+9	+12	+6	+6	+4	

Skill Points at Each Additional

Table 14-7 Lowborn Class Features

Table 14-8 Scrapper Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		
2	+2	+3	+2	+0	+2		
3	+3	+3	+2	+1	+2		
4	+4	+4	+2	+1	+2	+2	
5	+5	+4	+3	+1	+3		
6	+6	+5	+3	+2	+3		
7	+7	+5	+4	+2	+4		
8	+8	+6	+4	+2	+4	+3	
9	+9	+6	+4	+3	+4		
10	+10	+7	+5	+3	+5		
11	+11	+7	+5	+3	+5		
12	+12	+8	+6	+4	+6	+3	
13	+13	+8	+6	+4	+6		
14	+14	+9	+6	+4	+6		
15	+15	+9	+7	+5	+7		
16	+16	+10	+7	+5	+7	+4	
17	+17	+10	+8	+5	+8		
18	+18	+11	+8	+6	+8		
19	+19	+11	+8	+6	+8		
20	+20	+12	+9	+6	+9	+4	

tribe's society, there are a great many more lowborn than highborn, or any other NPC class for that matter, and within the numbers is a tremendous diversity.

Lowborn are the average people most characters can find filling the more mundane roles in society such as merchants, workers, labourers, craftsmen, scribes, clerks, grocers, jewellers, farmers and more.

Hit Die: d4

Class Skills

The lowborn's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Jump (Str), Profession (Int), Ride (Dex), Use Rope (Dex).

Skill Points at First Level: (2 + Int bonus) x 4

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

Weapon and Armor Proficiencies: Lowborn are proficient with any three simple weapons of their choosing. They are not proficient with any armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Versatility: By their nature, lowborn work hard just to sustain their lives. At first level, the lowborn may choose any five additional non-class skills and make them class skills. These skills cannot be class exclusive skills, and the choice is permanent.

Scrapper

While warriors and wilderfolk are the trained warrior elite, scrappers are the next best things. Whether a mercenary, self-taught, or simply a soldier with potential, the scrapper is society's standard combatant.

Every culture has scrappers to some degree or another. While some, more intellectually inclined tribes such as zorans or deku may not have many bolstering their ranks; tribes such as moblins often are mostly comprised of scrappers.

Hit Die: d8

Class Skills

The scrapper's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str).

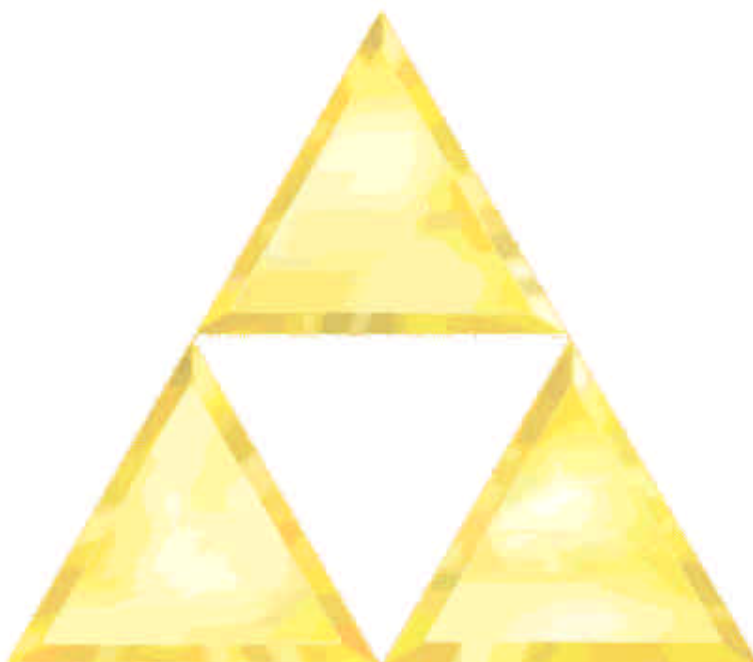
Skill Points at First Level: (2 + Int bonus) x 4

Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: A scrapper is proficient in all simple

and martial weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.



Chapter 15 Appendix

The End of A Long Road

This book has been a long time in coming, and when I say a long time, I mean it. What you hold in your hands is the product of over 2 years of volunteer efforts, coordination, and writing. No one was paid for this project, and no one made any money off of it at all. Neither the Zelda D20 Team, nor myself, nor the artists were paid one cent for this project, even when it cost members of the Team money to acquire necessary supplies and materials. What does that mean for you, the reader? Not much, except that this book is a complete and total labor of love. From its inceptions over 2 years ago on *Wizards of the Coast's* D20 Fantasy Thinktank message boards (now located at <http://boards1.wizards.com/forumdisplay.php?s=&forumid=449>) where it started as a pet project to the Zelda D20 Forum where fans of the project could sample the pre-finished material and interact directly with the designers, this project, and subsequently this book, have grown tremendously.

I hope, in all sincerity, that in reading this book you are not reading with a critical eye. Rather, I would like to hope that you are reading with a sense of enjoyment and satisfaction. What I mean is, although it's important to be critical of mechanics issues or any errors that may be found within this text, the above paragraph should speak for itself on the matter. This is a *volunteer* effort, and as such, it was up to us, the *Zelda D20* Team, to take the time out of our lives in order to write this book, do the artwork, format it, and finally publish it, free of charge, available to anyone who wants it. So really, though we put our hearts and souls into this project, if there's an error here and there that somehow escaped the notice of the many editing sweeps we did (and believe me, there were

many), then that's to be expected. We aren't a professional publishing company, and that's that.

Dedications

When I think back on the time invested in this book, I feel a certain fondness for the memories. Whether working at my job, in between classes, or even late-night home editing sessions, this book has been a constant in my life for over 2 years now, and the same goes for the Zelda D20 Team. I'd like to take the time to introduce you to the Zelda D20 Team and present the dedications that have helped to make it possible to complete this book in the first place.

Chair Person, Lead Mechanics Designer, Lead Formatter & Editor:

Matthew Blasi

Art Direction & Team Artist:

Jospeh Willis

Monster Design & Compilation:

Derek Floyd

Magic System Lead Design, Historian & Timeline:

Joshua Bishop

Gazeteer Lead Design & Co-Mechanics Coordinator:

Dillon Seidentopf

Assistant Monster Designer & Magic Item Designer:

Sebastian Klement

Special Thanks & Considerations:

The *Zelda D20* Team would like to thank the following three special contributors to the book:

Andrew Smith: Andrew was a member of the Zelda D20 Team for a

short while and contributed work to the project. Thanks Andrew!

Chris Freeman: Chris contributed a wealth of creative ideas, helped to ground and test the magic system, and was responsible for the majority of the magic-using prestige classes as well as assisting in the implementation of the artisan base class. Chris was also the first formatter without whose help this project would be looking a lot shabbier. Much thanks and good wishes!

Erin Lindsey: Erin contributed a number of pieces of artwork, including the much-hyped (and deservedly awesome) racial line-up picture in the Tribes chapter. Her artwork for classes such as the noble, and her various assorted art pieces helped to make this book as beautiful to look at as it is. Without her art, the book would truly be incomplete.

KoSoVar & Zeldapower.com: For helping to get this book to the fans who wanted it and helping on a PDF crunch!

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CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____ CLASS _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____

WEIGHT _____ EYES _____ HAIR _____ SKIN _____

THE LEGEND OF ZELDA d20 CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY ABILITY	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	WARRIORS' DRAINAGE	SPEED
STR STRENGTH						$= 10 + \text{RACIAL BONUS} + \text{SHIELD BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{NATURAL / SPECIAL} + \text{REFLECTION MODIFIER} + \text{WISC MODIFIER} + \text{WARRIORS' DRAINAGE}$		
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	RACE MODIFIER	WISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIER
FORTITUDE CONSTITUTION							
REFLEX DEXTERITY							
WILL WISDOM							

ATTACK BONUS	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	WISC MODIFIER	CONDITIONAL MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						
GRAPPLE MODIFIER						

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE			
NOTES				

 ABILITY MODIFIER: ☐ +1 ☐ +2 ☐ +3 ☐ +4 ☐ +5 ☐ +6 ☐ +7 ☐ +8 ☐ +9 ☐ +10 ☐ +11 ☐ +12 ☐ +13 ☐ +14 ☐ +15 ☐ +16 ☐ +17 ☐ +18 ☐ +19 ☐ +20

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE			
NOTES				

 ABILITY MODIFIER: ☐ +1 ☐ +2 ☐ +3 ☐ +4 ☐ +5 ☐ +6 ☐ +7 ☐ +8 ☐ +9 ☐ +10 ☐ +11 ☐ +12 ☐ +13 ☐ +14 ☐ +15 ☐ +16 ☐ +17 ☐ +18 ☐ +19 ☐ +20

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE			
NOTES				

 ABILITY MODIFIER: ☐ +1 ☐ +2 ☐ +3 ☐ +4 ☐ +5 ☐ +6 ☐ +7 ☐ +8 ☐ +9 ☐ +10 ☐ +11 ☐ +12 ☐ +13 ☐ +14 ☐ +15 ☐ +16 ☐ +17 ☐ +18 ☐ +19 ☐ +20

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE			
NOTES				

 ABILITY MODIFIER: ☐ +1 ☐ +2 ☐ +3 ☐ +4 ☐ +5 ☐ +6 ☐ +7 ☐ +8 ☐ +9 ☐ +10 ☐ +11 ☐ +12 ☐ +13 ☐ +14 ☐ +15 ☐ +16 ☐ +17 ☐ +18 ☐ +19 ☐ +20

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CHARACTER-BASED)	
			ABILITY MODIFIER	WISC MODIFIER
<input type="checkbox"/> Appraise ■	INT			
<input type="checkbox"/> Balance ■	DEX			
<input type="checkbox"/> Bluff ■	CHA			
<input type="checkbox"/> Climb ■	STR			
<input type="checkbox"/> Concentration ■	CON			
<input type="checkbox"/> Craft ■ ()	INT			
<input type="checkbox"/> Craft ■ ()	INT			
<input type="checkbox"/> Craft ■ ()	INT			
<input type="checkbox"/> Decoder Script	INT			
<input type="checkbox"/> Diplomacy ■	CHA			
<input type="checkbox"/> Disable Device	INT			
<input type="checkbox"/> Disguise ■	CHA			
<input type="checkbox"/> Escape Artist ■	DEX			
<input type="checkbox"/> Forgery ■	INT			
<input type="checkbox"/> Gather Information ■	CHA			
<input type="checkbox"/> Handle Animal	CHA			
<input type="checkbox"/> Heal ■	WIS			
<input type="checkbox"/> Hide ■	DEX			
<input type="checkbox"/> Intimidate ■	CHA			
<input type="checkbox"/> Jump ■	STR			
<input type="checkbox"/> Knowledge ()	INT			
<input type="checkbox"/> Knowledge ()	INT			
<input type="checkbox"/> Knowledge ()	INT			
<input type="checkbox"/> Knowledge ()	INT			
<input type="checkbox"/> Knowledge ()	INT			
<input type="checkbox"/> Listen ■	WIS			
<input type="checkbox"/> Move Silently ■	DEX			
<input type="checkbox"/> Open Lock	DEX			
<input type="checkbox"/> Perform ()	CHA			
<input type="checkbox"/> Perform ()	CHA			
<input type="checkbox"/> Perform ()	CHA			
<input type="checkbox"/> Profession ()	WIS			
<input type="checkbox"/> Profession ()	WIS			
<input type="checkbox"/> Ride ■	DEX			
<input type="checkbox"/> Search ■	INT			
<input type="checkbox"/> Sense Motive ■	WIS			
<input type="checkbox"/> Sleight of Hand	DEX			
<input type="checkbox"/> Spellcraft	INT			
<input type="checkbox"/> Spot ■	WIS			
<input type="checkbox"/> Survival	WIS			
<input type="checkbox"/> Swim ■	STR			
<input type="checkbox"/> Tumble	DEX			
<input type="checkbox"/> Use Magic Device	CHA			
<input type="checkbox"/> Use Rope ■	DEX			
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

■ Denotes a skill that can be used untrained
☐ Mark this box with an X if the skill is a class skill for the character
☒ Have checked penalty, if any applies (double penalty for failed)

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	DEFENSE BONUS	MAX DEX
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CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	CHECK PENALTY
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SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	SPECIAL PROPERTIES
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PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	SPECIAL PROPERTIES
-----------------	---------------	--------	--------------------

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OTHER POSSESSIONS _____

[illegible]

TOTAL WEIGHT CARRIED

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER- HEAD EYES: MAX. LOAD	LIFT OFF GROUND 2x MAX. LOAD	PUSH OR PULL 5x MAX. LOAD

MONEY

註——
 附——
 照——
 詳——

FEATS

PS.

SPECIAL ABILITIES

FG.

SPELLS

FAVORED PROHIBITED ASPECT

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE ☐

DC 1000

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIER

MAGIC POINTS



LANGUAGES