

THE LEGEND OF

ZELDA

DUNGEONS AND DRAGONS 5E CAMPAIGN SETTING PLAYER'S GUIDE





THIS WORK IS A FAN-MADE LEGEND OF ZELDA CAMPAIGN SETTING FOR USE IN PLAYING
DUNGEONS AND DRAGONS FIFTH EDITION.

DUNGEONS AND DRAGONS IS OWNED BY WIZARDS OF THE COAST

LEGEND OF ZELDA IS OWNED BY NINTENDO

NO COPYRIGHT INFRINGEMENT IS INTENDED

PLEASE SUPPORT D&D NEXT AND LEGEND OF ZELDA BY PURCHASING
THE OFFICIAL RELEASES



Special Thanks

Special thanks to those who contributed material, content, and advice to the creation of this handbook. Without your skill and dedication none of this would be possible. I would like to thank *Koboldskeep*, who by another name on the *Giant in the Playground* gaming site created most of the items in this book as well as the basis of the Gorons and Twili races, and did so with ingenious attention to the *Legend of Zelda* mythos and a strong understanding of the *Dungeons and Dragons* mechanics that I lack. Another deep thank you is in order for *Yuki Akuma*, who also posted her work on *Giant in the Playground*. Your races were greatly impressive in both their mythological fidelity and creative execution.

Iwould also like to extend a special thanks to the testers. C Dobbs, M Dobbs, K Little, T Castro, S Metzgar, and G Metzgar. Without your endless patience and maddening player skills this would just be a PDF on my computer, instead of a PDF on someone *else's* computer.

Finally, a supremely drawn out thank you to both *Wizards of the Coast* and **SHIGERU MIYAMOTO**. Dungeons and Dragons and Legend of Zelda have entertained us for generations, and in many cases taught us more about ourselves than we thought possible. Thank you for sharing your creations with us.

-DA Clark
Writer/Editor

CONTENTS

Chapter 1 In the Land of Hyrule.....	1-1
Chapter 2 Races of Hyrule.....	2-4
Humans.....	2-4
Zora.....	2-8
Deku.....	2-12
Gorons.....	2-17
Twili.....	2-19
Chapter 3 Classes.....	3-21
Chapter 4 Backgrounds.....	4-26
Chapter 5 Gods and Domains.....	5-29
Chapter 6 The Gods.....	6-32
The Goddesses.....	6-32
The Gods of the Peoples.....	6-33
The Heroic Deities.....	6-33
The Otherworldly Deities.....	6-34

THE LAND OF HYRULE



ONE HUNDRED YEARS AGO...

Zelda, the Princess of Hyrule and Wielder of the Triforce of Wisdom, used an arcane ritual to Shatter the Triforce, ending the cycle of reincarnation that locked herself, the Hero of Time and Ganon, the Great Enemy, into an endless struggle that devastated the land and brought ruin to the world. The Triforce was scattered across all of space and time, finally sealed away from mortals...

But without a Princess, Hyrule fell into chaos. The Royal Family of Hyrule wages a six-way Civil War to Seat a new Monarch upon the throne. The Gerudo, no longer fearing Ganon's return, have multiplied and Grown into an Empire. The client races of Hyrule have become Independent, and the Sheikah have crept Back into the shadows to wage their wars against Hyrule's enemies. Even the Twili have returned to Hyrule, their Queen Itza allowing any who wished to live in the Light World.

But all is not lost. For in Lon Lon City an Order has been born. The Wardens of Hyrule declare that they Shall take up the Hero of Time's quest: To seek out treasures of Hyrule's past lost to the darkness, to protect And defend the helpless and the innocent, and to strike against Evil wherever its head may rear. Can these Wardens really protect Hyrule? Can they protect it from itself?

Only Time can say...

KEY OF HYRULE

- | | | | |
|--|---------------------|--|-------------------|
| | Twili Portals | | Hyrule Castle |
| | Hylian Cities | | Wardens of Hyrule |
| | Gerudo Strongholds | | Goron Kingdom |
| | Termina Passage | | Zora Domains |
| | Deku/Kokiri Village | | Sheikah |

CHAPTER 1 IN THE LAND OF HYRULE...

One hundred years ago, the eternal Hero of Time, Link, waged a one-man campaign against the sinister machinations of Ganon, the Great Enemy and wielder of the Triforce of Power. In his struggle, he was aided by the Princess Zelda, wielder of the Triforce of Wisdom, and his own Triforce of Courage. The final battle atop Death Mountain, as every great battle between the forces of Light and Dark throughout the ages, would herald the dawn of a new age.

No one realized just how true this would be.

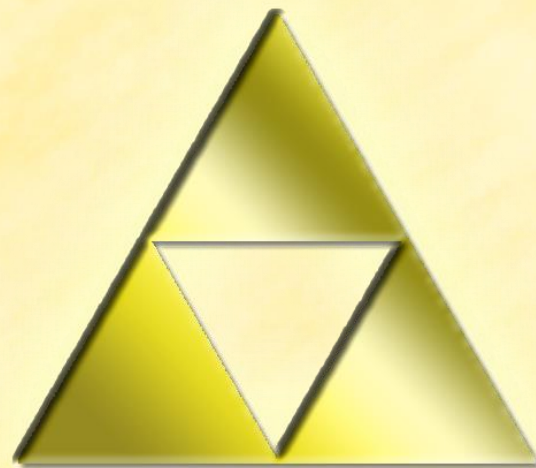
The Hero of Time struck against the demon Ganon, and in turn was thrashed by his mighty foe. Their struggle lasted many hours, but with Zelda's magical aid Link was able to strike Ganon down and trap his spirit within the Master Sword. It seemed that peace, once again, would settle upon the land.

Princess Zelda had another idea. With her magic, she had seen the eternal conflict between Good and Evil play out a thousand times over a thousand, thousand years. She had seen the land covered in ocean,

trapped within mystical shadows, and shattered across time itself.

And she had seen enough.

Deciding that the world, and the innocent people of Hyrule had suffered enough because of their struggle, Zelda enacted a ritual to shatter the Triforce, and its wielders' souls, into an infinite number of pieces, scattering them across worlds and throughout all the ages of time to come. Sacrificing their lives, Zelda and Link ended the cycle of reincarnation that allowed Ganon's evil to plague the world.



That war was over.

The next was soon to follow.

Without Princess Zelda's leadership the people of Hyrule were left without direction. There was panic that an age of anarchy was upon the land. Several nobles, each a cousin or other relative to Zelda and the Royal Family, claimed the throne for their own. Debates turned into arguments and arguments turned into insults. And soon insults became knives in the night and armies marching across Hyrule. Yet no true successor was able to hold Hyrule Castle and claim legitimacy.

And so a hundred years of stalemate continue with the Five Royal Families reigning over smaller, and weaker Hyrule kingdoms. The Sheikah, long the Royal Family's bodyguards and spies, could not decide which claimant to support, splitting their already small numbers amongst the families and their own home of Kakariko. From Kakariko, under the protection of the Gorons, the Sheikah wage a shadow war against what they perceive as the enemies of Hyrule. Misinformation, secrecy, and poison are common tools of their new trade as they strike out against any who they see as a threat, including Hylians of the Royal Family. Some Sheikah have fallen so far as to sell their craft to the highest bidder.

The Goron Kingdom has taken the long view of things, preferring to wait out the civil war until their short lived neighbors come to their senses. While the ancient Goron practice non-intervention, the younger generations yearn for the chance to test their skills, or at the very least a chance to finally end the carnage.

The Zora, and their avian cousins the Rito, have not followed the Gorons' example, and now make claims of their own to the coastlands and riverways of Hyrule. Their young ruler, Princess Laruto, seems eager to claim what she can from her people's former allies, and shows no signs of stopping soon.

During the final battle against Ganon, the Great Deku Tree was but one of the many casualties of the Great Enemy's hatred for all things. Soon though a young Deku tree began to grow in its place. After a century, the Deku Tree is still young, but beginning to grow into his role. His children, the Kokiri, the Deku Scrubs, and the Koroks are some of the most peaceful beings in Hyrule, and they prefer even after a century to stay out of the fighting. A few, led by a fiery revolutionary see it as their war as well, and strive to convince their fellows of this. It may not be hard, for Hylians encroach upon the forest more and more frequently looking for food, firewood, and sometimes mischief.

Without the fear of another Ganondorf rising to destroy the world, the Gerudo have seen a population explosion as more and more males are born into the tribes. After a century, a new culture is emerging, where gender is suddenly a present issue once again. The tribes have united under a War Council, and every Hylian alive wonders at times either while at work or in their darkest nightmares: When will they come here? Some, who know far more than they let on, know that question may not need an answer, so long as the Sheikahs' shadow war against the Gerudo continues...

Once, long before the present time of troubles, there was an invasion of Hyrule by the Twilight Realm. This invasion was defeated by the Hero of Time, and the Twili, freed from a Usurper's malignant control, returned to their world. Only a few seasons ago the old portals opened again, now transporting hundreds of Twili into Hyrule. Yet instead of invasion, they bring workers. Queen Itza, the newly named Queen of Twilight, has allowed her people the right to leave Twilight, and at the sites of the Shadow Portals, many Twili have made the same offer to whomever was on the other side: We work for you, we live here too. The Shadow Quarters of many cities now fill with Twili workers, artists, and craftspeople.

Yet for all the grim talk of civil war and shadows, there is a spark of light.

In Lon Lon City, a republic surrounded by monarchy at war, an order of knights, adventurers, scholars and mages, has formed itself in order to save Hyrule. The Wardens of Hyrule have sworn an oath to empower the innocent, preserve the knowledge of Hyrule's past, and to stand against Evil, in whatever incarnation it manifests.

The world is on the brink of ruin. Who has the Power, the Wisdom, or the Courage to pull Hyrule back from the edge?

Only Time will tell...



CHAPTER 2 RACES OF HYRULE



HUMANS

Humans are the most common people found in Hyrule and its neighboring countries. In the ancient past, humanity was reduced down to only a few hundred individuals, but time has allowed them to flourish and fill all four corners of the world.

EVERY SHAPE AND SIZE

The Humans of the Legend of Zelda universe come in a huge variety of shapes, sizes, and color. There is no “typical” where it concerns humans. Size and weight will run anywhere from five to six feet in height, and anywhere between 120 to 300 pounds, with numerous outliers. There are, however, some regional differences.

Despite these differences, many humans share traits with two or more subraces,

hinting at a time when these people were at peace.

A DIVERSE, DIVIDED PEOPLE

Humans are one of the most adaptable races in the world. When the Cataclysm sank Hyrule beneath the Great Sea, humanity flourished on islands that were once mountaintops. When the sea fell away, humans returned to their old ways on the land in no time at all. Humans have varying tastes, customs, and behaviors, though there are some broad strokes with regards to the three subraces.

WORLD SETTLERS

Traditionally the various tribes of Humans have governed themselves through monarchies and dictators on the higher end of society. The great and powerful are expected to do what is right for their subjects, and on the lower end of government the people of various cities, clans, and villages found their own favored form of self-rule, sometimes through village elders, and sometimes through real democratic rule.

With the century of change however, there is a growing sense of national identity among the various human collectives. This has led to at least one Republic at Lon Lon, and perhaps more on the horizon.

POWER, WISDOM, COURAGE

Being so diverse a people, is it any wonder that Humans possess the most varied reasons to adventure? Their reasons often echo the Triforce itself. Some seek power, over others or over themselves. Some seek out knowledge and mysteries, to expose, collect them, or manipulate others with them. And some merely have the courage to take up a

cause that is greater than themselves to either save or doom the world.

HUMAN TRAITS

Ability Score Increase. You may add +1 to two different ability scores of your choice.

Age. Humans reach adulthood in their late teens and usually live less than a century.

Alignment. Hylians can be any alignment. Gerudo tend to be drawn to extremes and are very rarely Neutral, while Sheikah are usually Lawful, although exceptions exist.

Size. Humans are medium.

Speed. Your base walking speed is 30 feet.

Languages. Humans speak the language of their home country (usually some form of Hylian), plus one other. Humans generally learn the languages of those they deal with, including obscure dialects. Examples include Goron, Zora and Moblin.

Subrace. Ancient divides and Divine intervention among the human tribes has led to three main subraces: Hylians, Gerudo, and Sheikah. Choose one of these subraces.

HYLIANS

Hylians are said to be the favorites of the Goddesses, and they act the part accordingly. It's said that their long ears allow them to hear the voices of the gods. Many Hylians have fair skin and hair, but darker hair isn't unheard of. Those with red hair are usually related to the Gerudo.

Classes. Hylians find themselves most attracted to 'civilized' places, and hence are rarely Barbarians, Druids or Rangers. Most spellcasting Hylians are Clerics or Wizards, while Fighters and Paladins are also common.

Ability Score Increase. Your Wisdom score increases by 1.

Blessing of Hylia. You may, as an action, cast the Bless spell, without providing material components. You must target yourself, but may also target up to two allies. Once you have done this, you must take a long rest before doing it again.

Long Ears. Hylians have Advantage on Wisdom (Perception) checks to hear noises due to their sensitive ears.



GERUDO

The Gerudo descend from Hylians inflicted with the curse of the Demon King. While the abyssal taint has mostly vanished from their blood by now, they are known for having elongated lifespans. More than half of Gerudo are women. Gerudo have dark skin, and generally red hair, with smaller, rounder ears than Hylians.

Classes. Gerudo are drawn to the Sorcerer and Warlock classes, as far as spellcasting is concerned. Many Gerudo with a more martial bent opt to be Barbarians, Rangers or Rogues, while Fighters aren't unheard of. Most Gerudo don't have much truck with divine magic, feeling that the gods have abandoned them.

Ability Score Increase. Your Constitution score increases by 1.

Age. Gerudo have been known to live up to four centuries, although most die due to misfortune much sooner.

Desert Born. You may add your proficiency bonus to Wisdom (Survival) checks made in arid climates. If you already have proficiency in Wisdom (Survival) checks, you instead have Advantage on such checks. You need only half as much water as other races.

Fireproof Skin. Through a combination of fiendish heritage and natural desert adaptation, you have resistance to fire damage.

Gerudo Weapon Training. You are proficient in the scimitar, spear and shortbow.



SHEIKAH

The Sheikah used to have close ties to the Royal Family. Their clan was sworn to protect Hylians in general, and the Royal Family in particular. In the current era, secrecy is their way of life, even if their existence is no longer a real secret. Sheikah are sometimes called the Shadowfolk, as they have no set features by which other usually identify them, save for their red eyes.

Classes. Sheikah are commonly Monks or Rogues. Their preferred spellcasting class is generally the Bard. Of course, as Sheikah try to integrate with Hylian society, they often adopt other classes as well.

Ability Score Increase. Your Dexterity score increases by 1.

Darkvision. Sheikah can see in the dark out to a distance of 60 feet, seeing in dim light as though it were bright light and pitch darkness as though it were dim light.

Speed. Your base walking speed is 35 feet.

Shadow Arts. You gain proficiency in Dexterity (Stealth) and Wisdom (Insight).

Lens of Truth. At 1st level you may cast the spell Identify. You must take a short rest in order to use this again.

At 3rd level you may cast the spell See Invisibility. You must take a long rest in order to use this again.

Variant Race: Impa-Sheikah.

While most Sheikah remain loyal to their own, some seek to emulate the honor and piety of the old ways. These Sheikah, called Impa-Sheikah, dedicate themselves to other causes, and to protect those to whom they swear fealty.

Bodyguard. You may declare someone to be under your protection. This declaration doesn't require the target to approve, but it does require a spoken oath of protection spoken in their presence. Once declared, you gain a secondary Bond which states "I will protect <person> with my life."

Additionally, whenever you see the target of your protection being attacked within your base movement distance, you may interpose yourself between your

target and their attacker as a reaction. The attack roll is resolved as if it had targeted you, and you wind up adjacent to your protection target.

You may not intentionally harm the target of your protection. If you unintentionally harm them, you gain disadvantage on all attack rolls, saving throws and ability checks not related to protecting your target, until you somehow atone. This requires the target of your oath acknowledging your repentance.

Changing your target requires a week of meditation to revoke your old target, and then another spoken oath in the presence of your new target.

Hidden Identity. No official records exist of your existence. It is also impossible to discover your identity through magical means. If you create a fake identity, such as using the Assassin subclass or Charlatan background, magical investigation reveals it to be your true identity, although investigators can make an Intelligence (Investigation) check with a DC equal to 8 + your Charisma modifier to recognize it as fraudulent.





ZORA

The aquatic Zora simply appeared one day, in the ancient past. No one really knows where they come from, although it's possible they descended from the Water Dragon Faron.

FINS AND FEATHERS

Due to the Great Flood there is a divide in the Zora, between those who live in the water and those who live in the sky. The former are the more traditional Zora people. They have silvery scales that give most Zora a shimmering blue or pink appearance, depending on gender, and in addition to dorsal fins that resemble fish tails and shark-like faces, they also possess hard, wide fins that reach out of their forearms and ankles, and have many uses.

On the other hand the Rito, the subrace of Zora that traded their fins for feathers, are highly avian in appearance, sporting a beak above their mouths and small birdlike feet,

minus the talons. They also grow wings that allow them to take to the skies.

DUTY, HONOR, PRIDE

Zora of most types live by their oaths, and by the role society prepares for them. Duty for a Zora is an all-consuming thing. The Rito Mail Service consider their task to be sacred, and will defend their parcels with their own lives, and hiring a Zora bodyguard has long now been synonymous with security. Zora see duty and honor as one thing.

There is nothing stronger, however, or more easily damaged than a Zora's pride. Whatever they or their people excel at shall be all that matters to them, and any comparison with a non-Zora equivalent will be met with hearty guffaws and scowls. Only victory will sooth their wounded pride.

THE GOD BEHIND THE THRONE

Like their former allies the Hylians, Zora are a deeply religious folk. Even their Kings and Queens are treated more like High Priests than Sovereigns. The Ocean Zora Queen Laruto, though she rules her people day to day, ultimately derives her power from Lord Jaboon, the latest incarnation of the Zora Whale Deity, who takes an active role in his peoples' lives.

The Rito, though they worship the Dragon Vakii (Daughter of Valoo) who lives atop Death Mountain, are too spread out across the lands to be controlled from a centralized orthodox monarchy like the Zora. They instead live by the will of elected leaders in their individual Aviaries.

The River Zora were long ago converted to the worship of Ganon, and venerate his memory still.

BIRDS GOT TO FLY, FISH GOT TO SWIM

Many Zora ultimately find their highly structured lives, if not too restrictive, then boring at the very least. Ocean Zora and Rito both have an innate desire to be free, inspired by the open sea or the endless sky. Some though are sent out on a mission as a part of their duties. In either case, while their ego tends to grate on some, most others suited to the adventuring lifestyle welcome such skilled and honorable companions.

ZORA TRAITS

Ability Score Increase. You increase your Constitution score by 2.

Age. Zoras reach adulthood at the same rate as humans, and live for around two centuries.

Alignment. Ocean Zoras and Rito tend toward Good, while River Zoras tend toward Evil.

Size. Zoras are medium.

Speed. Your base walking speed is 30 feet.

Water Adaptation. All Zoras feel at home in aquatic environments, gaining advantage on Wisdom (Survival) checks in them.

Languages. All Zoras speak Zora and the language of their native country (usually some form of Hylian). Zora is a melodic language, designed to be just as audible underwater as it is in open air.

Subraces. There are three subraces among the Zora. The Ocean Zora are traditionally the friendlier of the two aquatic Zora, the other being the usually aggressive River Zora. Rito were Zora who, when the flood came, made a deal with a Sky God for survival.

OCEAN ZORA

Despite the name, Ocean Zora can be found residing in rivers and lakes as well. Ocean Zora simply prefer wide open spaces in which to make their homes, where they live communally. Ocean Zoras have silver or blue scales and large black eyes. They stand at the same height as a human.

Classes. Ocean Zoras are drawn to the Bard class, as music is important to their society. Zoras are also known to be effective Fighters and Rangers. Some Zoras opt to train as Monks, instead, often choosing the Way of the Four Elements.

Ability Score Increase. Your Charisma score increases by 1.

Strong Swimmer. You have a swimming speed of 40 feet, and gain advantage on all Strength (Athletics) checks made underwater.

Amphibious. Ocean Zoras can breathe water just as easily as they can breathe air.

Fins. Ocean Zora fins are very sturdy. Unarmed strikes utilizing them deal slashing damage instead of bludgeoning damage, and increase the damage die to 1d4 if it isn't already higher. As a bonus action, you can instead deploy your fins as a shield, gaining a +2 bonus to AC but losing the ability to make slashing unarmed strikes. This doesn't stack with any bonuses from an actual

shield. You can switch back to making slashing unarmed strikes with another bonus action.

Bioelectricity. You know the Shocking Grasp cantrip. Your spellcasting ability for this cantrip is Charisma.

RITO

Rito are descendants of Ocean Zoras who made a pact with the Sky Dragon Valoo. While they have the same basic body shape as Ocean Zoras, they have a much more human-like appearance. They tend to have tanned skin, and beaks in the place of noses, as well as feathers. Child Rito are actually unable to fly, as their wings are a gift from the Sky Dragon.

Classes. Rito tend to prefer Ranger and Rogue to other martial classes. Their spellcasters tend to be Bards and Clerics.

Ability Score Increase. Your Dexterity increases by 1.

Hold Breath. While underwater, you may hold your breath for ten times as long as other characters - ten times your Constitution modifier in minutes, with a minimum of five minutes.

Wings. Your strong wings increase the distance of any long jumps you make by 20 feet, and the height of high jumps by 10 feet. At 3rd level, you gain the ability to fly with a speed of 60 feet for a number of rounds equal to your level before requiring an equal time spent resting. At 5th level, the time you can stay in the air increases to a number of minutes equal to your level before requiring rest. At 7th level, you can fly at a speed of 60 feet indefinitely.

Know Direction. You can emulate the effects of the Find the Path spell, as long as you're trying to find a location you've been to before, for up to one hour. Once you do this, you must finish a long rest before you can do it again. You always know which direction is north.

RIVER ZORA

River Zoras are distrusted by most other races, for their tendency to pop out of the water and ambush people. River Zoras prefer enclosed spaces, and are often solitary. They tend to have green scales, shading to red around their lips and the tops of their heads.

Ability Score Increase. Your Strength increases by 1.

Speed. You have a swimming speed of 30 feet.

Partially Amphibious. River Zoras breathe water as well as a human breathes air. They may also survive outside of water for up to a week before needing to submerge themselves in water again. One day in an arid climate counts as two days out of water. Every day past a week without full submersion for at least an hour deals 1d6 damage, which can't be healed until full submersion is achieved.

Scales. You are covered in tough, inflexible scales, giving you an unarmored AC equal to 12 + your Dexterity modifier. If you have the Unarmored Defense class feature, you instead increase the AC of that feature by 2. You have resistance to slashing damage.

Aquatic Ambush. You can hide even when lightly concealed by water, and gain

Advantage on Dexterity (Stealth) checks to remain unseen in the water.

Fire Spitting. You know the Firebolt cantrip, which you can cast without somatic or verbal components. You may use either Dexterity or Charisma as your spellcasting ability for this cantrip.

Due to their history in the games as enemies of the Hero of Time, it is recommended that River Zoras be reserved for NPC Enemies, and not for Player use.





DEKU

The Deku are the spirits of forests and swamps. While some come under the care of specific deities such as the Great Deku Tree, others organize into tribes and live the same as mortal races. Dekus are not a common sight outside of their homes, but are not so uncommon that they would be mistaken for monsters.

ROOT, TREE, ACORN

All creatures of the forests who are considered Dekus are plants. They evolved as spores and offspring of the original Great Deku Tree, but that is where their physical similarities end. While they each have bark for skin and leaves for hair, there is an enormous divide between the small, beech-

like Koroks, and the darker, oak-skinned Deku Scrubs. Kokiris don't even appear to be plants, but rather like small Hylian children. Their appearance is as varied as nature itself.

SPEAK FOR THE TREES

The various Dekus are often described as being childlike in stature, but it is also true that they are childlike in nature. This can be both boon and bane for the Dekus. They are often quick to trust others, and slow to forget a slight. They are, consequently, fey-like in their thinking, always conscious of the present, often the past, and never the future. Dekus tend to live for the moment, preferring the excitement and energy of spontaneity to the humdrum of tradition or "caution".

Still, Dekus will rarely do something outright stupid just because it is right in front of them, and they are almost never selfish. Empathy defines the Deku, and it is this empathy that allows them to connect with others so readily.

UNDER THE CANOPY

While many Hylians mark the great green swaths of the eastern parts of their maps the "Deku Kingdoms", the use of both words in such a context is criminal. The Deku Kingdoms are neither entirely Deku, nor are there any kingdoms. There are over a dozen villages and clans out in the Deku Woods run by Mayors and Elders and, yes, even Kings, some who actively despise one another as only distant relatives trapped in close proximity can. The Deku Scrubs prefer the denser, wetter regions in the south, while

the Kokiri prefer the northern reaches, where stony highlands give them both a view and material for homes without needing to harm the forests for much wood. The Koroks build leafy homes in the tops of the trees, and generally attend to the needs of the Deku Tree, the Deity-Sovereign and Guardian of the forest, the only true uniting force between the Dekus. He is treated as an elderly, wise grandfather, and as a neutral party between Dekus who are having disputes.

WANT TO SEE THE LIGHT

Much like Zora's Domain, the Deku Woods can be quite dull at times, if a very lovely dull. While most Dekus believe leaving the forest will result in their deaths, some have decided to chance this and strike out on their own, in order to see more of the world and whatever else lies in it. Some have actually gone so far as to found a second Deku Wood, far to the north of Hyrule.

Most Deku Scrubs and Koroks will adventure because they were commanded to by their village leaders or the Deku Tree himself, respectively. But some, like the Kokiri, will adventure out of the Woods because the world is there! And someone needs to see it!

DEKU TRAITS

Ability Score Increase. Your Wisdom increases by 2.

Age. Deku can live forever, barring accidents.

Alignment. Deku tend towards Neutral naturally, while those raised by the Great Deku Tree tend towards Good.

Size. Deku are small.

Speed. Your base walking speed is 25 feet.

Natural Being. Deku are part of the natural world. Beasts, plants and other natural creatures generally react to them one step more positive than normal. Additionally, Deku enjoy Advantage on Wisdom (Survival) checks made within heavily forested areas.

Languages. Deku speak the language of the forest, Fey, as well as Common.

Subraces. Deku seem to have had the oddest development of any race, combining magic, evolution, and divine protection into three separate Deku races.



KOKIRI

The Kokiri are the children of the Deku Tree. While in truth they resemble humanoid plants, they are constantly veiled

in a deific illusion that makes them resemble the children of Hylians. Many Kokiri don't even realize this isn't their natural appearance.

Ability Score Increase. Your Dexterity increases by 1.

Type. Plant (Deku).

Natural Illusion. Kokiri are surrounded by an effect that resembles a Disguise Self spell, although it isn't magical, but instead the divine will of a god. The illusion is fully tactile, and even produces body heat appropriate to a small Hylian. True Seeing or similar magic can pierce it, however, revealing the Kokiri's true nature.

Fade Away. Kokiri can become translucent as an action, becoming effectively (although not truly) invisible. This camouflage is far from perfect; moving or taking any action that isn't purely mental causes them to become visible again. This ability is explicitly magical and won't work in an antimagic field.

Fairy Companion. Every Kokiri shares a spiritual bond with a Fairy. Said Fairy has half the Kokiri's maximum hit points, and uses the Kokiri's mental ability scores in place of its own. The Fairy acts on its own initiative count, but is unable to attack or cast spells on its own.

The Kokiri and Fairy may communicate telepathically within a range of fifty feet. The Fairy is not truly an individual, but instead an extension of the Kokiri's soul, although the two often don't have identical personalities. A single Raise Dead spell is enough to restore both to life. If a Fairy Companion dies while its Kokiri survives, the Fairy reforms after a month.

A Find Familiar spell can imbue a Kokiri's Fairy Companion with all of the abilities of a familiar, except the ability to change its form or banish it to a pocket dimension.



KOROK

The Korok are the true forms of the Kokiri. They are ambulatory plants resembling small trees. They do not have faces or any other identifying features beyond the coloration of their bark and leaves, so they tend to wear masks.

Ability Score Increase. Your Charisma is improved by 1.

Type. Plant (Deku).

Hover Leaf. Korok cannot naturally fly. However, they are capable of building wondrous flying devices out of natural materials.

The Hover Leaf requires a week of work. One finished, it may be used to fly at a speed of 20 feet, up to an altitude of five hundred feet, for one hour before requiring refueling. While piloting the Hover Leaf, a Korok may hover and turn perfectly, as if walking on the ground.

Hover Leaves may only be used by the Korok who built them. They can be refueled simply by watering them or allowing them

to soak in water for a few minutes. It takes one gallon of fresh water to completely refuel a Hover Leaf.

Hover Leaves have an Armor Class of 14 and 5 hit points. A Korok may repair a damaged Hover Leaf by 1 hit point per day of work, although if a Hover Leaf is completely destroyed the Korok must build a new one.

Speak With Plants. Korok can communicate with plants as if casting the Speak with Plants spell. This ability is always active and isn't actually magical.

Natural Botanist. Koroks have Advantage on Intelligence (Nature) checks regarding plants. They also gain Advantage on any checks related to giving care to a plant, such as Wisdom (Survival), or even Wisdom (Medicine).

DEKU SCRUBS

Deku Scrubs are also ambulatory plants, although they're only distantly related to Koroks. Deku Scrubs usually have dark bark, and spring or autumnal leaves. They have yellow or orange eyes, and a combined mouth/nose structure.

Size. Most Deku Scrubs are small. However, some can grow to be medium or even large. The stats here are for small Deku Scrubs.

Ability Score Increase. Your Constitution score increases by 1.

Type. Plant (Deku).

Speed. Deku Scrubs have a burrow speed of 10 feet, and a walking speed of 25 feet.

Symbiosis. Deku Scrubs grow large flowers called Deku Flowers, specifically bred to

allow a Deku Scrub to climb into them. While inside a Deku Flower, a Deku Scrub doesn't require food or water as long as the flower is healthy. Deku Scrubs gain Advantage on Dexterity (Stealth) checks to remain undetected inside a Deku Flower.

A single adult Deku Flower can only hold one Deku Scrub, no matter its size. It takes a week for a Deku Flower to grow to maturity. They prefer damp soil and grow best in swamps or near rivers and lakes.

Launch. Deku Scrubs can burst out of a Deku Flower high into the air. As an action, they may make a Strength (Athletics) check to perform a high jump, and add 20 feet to the end result.

Glide. Deku Scrubs are very light, and can use their foliage to glide through the air at a speed of 15 feet per round. Each 15 feet forward also includes 5 feet of downward movement.



Nut Spitter. Deku Scrubs spit nuts at enemies as a natural defense. This is a ranged natural attack that deals 1d4+Dexterity bludgeoning damage. Deku Scrubs only have enough nuts to spit ten times per day before their supplies are

exhausted, although they can grow new nuts up to their capacity as part of a long rest.

Flexible. Deku Scrubs are incredibly flexible, capable of squeezing into spaces less than a foot across if they need to. Spending longer than a minute in such a tiny space will take its toll, however - every minute spent in a space smaller than its head, a Deku Scrub must make a DC 12 Constitution saving throw or take one level of fatigue. Each successful save increases the DC by 1. Each time a save is failed, the DC resets back to 12.



GORONS

As mighty as the mountain, and as cool as stone, the Gorons have lived alongside the Hylians and the Zora for centuries of peace and quiet prosperity. They are a welcoming people, one built on Brotherhood and love. One cannot ask to have a better friend than a Goron.

MIGHTY AS THE MOUNTAIN

Gorons are a highly visible race when they want to be seen, and nearly invisible when they do not. Gorons are taller than a human, and have several times the mass. They are seemingly made out of the stone itself. They even eat the stuff. This means that they are strong, strong, strong! They can heave boulders aside that it would take ten Hylian men to move. Their rocky exterior means that if they don't move one would think they were rocks themselves. This extends also to their innate toughness. Gorons have been known to bathe in Lava.

STURDY AS THE STONE

Yet, despite their incredible physical power, the Gorons rarely exercise it outside of labor and sport. In fact, Gorons are best described as gentle. While they may work hard, play hard, and even drink hard, Gorons are always compassionate and considerate of others, and take great pains to not cause harm to their squishy friends. Gorons make those easily too. With a Goron you will always have a friend who will look out for you and offer both a shoulder and a mug to cry on.

BROTHERS ALL

There is always the rumor that there are *no* Goron women, and that Gorons just sprout up out of the ground like their Bomb-Flowers. This is, oddly, accurate. Gorons are extremely prudish on the concept of gender, and prefer not to speak of anything relating to it at all, and that is because they don't really understand it. Gorons who reach maturity can create eggs in their belly, and then spit them out into a magma pit. Over time the egg will grow and then hatch into a new Goron.

Gorons are all part of the same kingdom under Death Mountain, but their monarchy is very informal, almost to the point of their government being more a Boy's Club than anything else. Justice is swift and definite, but never cruel.

KEEP ROLLING

Gorons who find themselves adventuring are somewhat rare. Gorons can be swayed to take up the call to adventure by an immediate threat to their loved ones, or by a cause great enough to inspire them.

Gorons typically do not adventure unless either they are on Goron business, they have been exiled, or they have empathized with an outsider or his cause.

GORON TRAITS

Ability Score Increase. You increase your Constitution score by 2 and your Strength score by 1.

Age. Gorons reach adulthood at the same rate as humans, and live for around four centuries.

Alignment. Gorons are generally Lawful.

Size. Gorons are medium-sized, but extremely heavy. They are between 6 and 7 feet tall, and easily between 150 and 600 pounds.

Speed. Your base walking speed is 25 feet.

Earth Adaptation. All Gorons feel at home in rocky environments, gaining advantage on Wisdom (Survival) checks in them.

Darkvision. Gorons can see in the dark out to a distance of 60 feet, seeing in dim light as though it were bright light and pitch darkness as though it were dim light.

Power Slam. Your melee weapon can deal one extra die of its damage when you hit with it. Once you use this ability you can't use it again until you take a short rest.

Roll. As an action you can roll over an enemy. You move in a straight line up to twice your speed (but at least 10 feet) and stop adjacent to the target. The target must make a Dexterity saving throw (DC 8 + Strength modifier + proficiency modifier) or take 1d12+Strength modifier bludgeoning damage. If you travel downhill your base speed increases to 40 (for a total of 80 feet of movement). Rolling downhill also adds 1d12 extra bludgeoning damage to the roll on a hit. This increases to 2d12 at level 5, 3d12 at level 10, and 4d12 at level 15.

Stone Skin. You have advantage on Stealth checks to hide when you are next to natural, unworked stone.

Lavaborn. You have resistance to fire.

Languages. All Gorons speak their native language (Goron), and typically Hylia. Goron, as a language, is deep and rumbling so that you can hear its vibrations through light stonework





TWILI

Long ago, when the world was young, there was a war to claim the Triforce of the Goddesses. The ancestors of the Twili managed to enter the Sacred Realm and nearly claim the Triforce, only to be cursed, and then banished to the Twilight Realm. While the way between worlds has opened again, no one is quick to trust these people of Shadow.

ONE WITH THE SHADOWS

The Twili have been changed by their time in the Twilight Realm, becoming more and more shadowlike. They were once similar to Hylians, and this is still apparent in their humanoid forms. Their skin is usually black and either white, pale gray, green, or blue. Their hair is often bright orange, pink, or sometimes blonde, and their eyes are a pupil-less blood red.

Despite their distinct skin colors and humanoid appearance, the Twili have a great

variety in individual appearance, as though they were cast like shadows. Some, such as the Usurper Zant, have very flat faces, or elongated limbs. Others appear more round, or squat, with exaggerated facial features. A few though, such as the late Queen Midna, are recognizable for their surprisingly unaltered proportions.

Twili tend to dress in black and near-black colors, trimmed with their distinctive glowing patterns.

SOMEBODY'S SHADOW

The first peaceful Twili observed near the end of their invasion of Hyrule under Zant could be easily described as shy. Twili are non-confrontational by nature, and will try to escape danger rather than confront it. Most Twili found in Hyrule in this era however, are far bolder. It is believed that Twili reflect the emotions of those around them, and so living among boisterous humans will inevitably create extroverted Twili.

Despite this, there is always a level of cunning to which Twili aspire. They enjoy playing tricks and telling lies. The nicer Twili will fess up to this and make a joke of the whole thing. Less kind Twili may also have a sinister agenda they are advancing with their deception.

A DARK THRONE

The Twili only ever have one monarch, the King or Queen of Twilight. This individual is selected from the servants of the previous monarch. The most worthy and faithful servant is granted the power of Twilight (which is marked by pupils appearing in

their eyes), and acknowledged as the sole ruler of the realm.

Interestingly, outside of the monarch of the Twilight Realm and the Twilight Gods, the Twili tend to organize their little communities in Hyrule on more democratic lines. Law is made by consensus, and duties apportioned according to strengths.

DARK ILLUMINATION

The exact reasons for the sudden emigration to Hyrule is unknown, but it would appear that many Twili have taken up the adventurer lifestyle out of an odd sense of nostalgia. Many Twili will say that they adventure in order to reconnect with their ancestors, by traveling through the world that was once their home.

A few have taken to the notion that Hyrule *is* their home, and that it is their rightful realm. Many of these beings seek to punish those who live in Hyrule for the crime of stealing it away from the Twili and banishing them into the darkness.



TWILI TRAITS

Ability Score Increase. You increase your Charisma score by 2. You increase your Intelligence score by 1.

Age. Twili have a lifespan twice as long as humans, reaching maturity in their late teens and living until their second century.

Alignment. Twili are typically Lawful Neutral, with good and evil tendencies.

Size. Twili are medium.

Speed. Your base walking speed is 30 feet.

Languages. All Twili speak the language of Twilight as well as one other language, usually Hylian. Twilight always sounds like it is echoing in an empty chamber.

Superior Darkvision. Your Darkvision extends to a 120ft radius.

Shadow Magic. You know the Minor Illusion cantrip.

At 3rd level you may cast the spell Invisibility. You must take a short rest in order to use this again.

At 5th level you gain the Darkness spell once. You must take a long rest in order to use this again.

Interloper's Curse. The Twili's ancestors' transgressions have been passed to the current generation. Twili have Disadvantage against Radiant Damage effects, and direct sunlight on their bare skin causes 1d6 radiant damage per round.

Shadow's Blessing. Twili have Advantage to saving throws against Necrotic Damage.

CHAPTER 3 CLASSES

In the land of Hyrule there are myriads of people of all shapes, sizes, attitudes, and skill levels. Classes represent broad sets of skills some beings possess that set them on a higher level than others. But not all classes are appropriate in all places. This is a rough guide to how classes interact with the Legend of Zelda.



BARBARIANS are beings who traditionally live outside of civilized society. They come from harsh lands where one must be harsher in order to survive. Some learn to harness the awesome power of their own inner fury to increase their power, and allow them the luxury of throwing themselves headlong into battle, while others see their wild nature as only a reflection of real Nature, and seek to understand it.

Many Gerudo who seek power pursue the Barbarian path of Rage, while many Gorons see the benefits of accepting one's nature. A few River Zora and many of the lesser monsters who followed Ganondorf are also

barbarians, simply because they usually aren't disciplined enough for other forms of combat. It is said that some Hylians in the cold North practice the Barbarian ways as well as a means of survival, or because they've been so far from civilization so long, they've forgotten it.



BARDS are eclectic mages. They tend to pick up whatever is around them, be it stories or sword skills. Usually Bards are drawn from the curious and the clever, those who love a good mystery, or just love telling a tale over a roaring campfire. Bardic magic is magic of senses, and they can either manipulate or encourage those they travel with.

The Sheikah typically used Bards whenever they needed magical assistance, seeing them as natural spies and agents. Some of the Deku races, as well as a few Zora and Hylians, take up the Bard's journey. Gorons, surprisingly, hold Bards in high honor for their ability to get people dancing.

CLERICS are those who have felt a special calling from the Gods. The Three Goddesses



ears in the world, the leaders of their worship, and their primary agents.

Hylians are renowned for their devotion to the Three Goddesses, as well as veneration for Hylia, their patron. The Hero of Time is sometimes afforded a similar level of respect, especially in Lon Lon. The Zora worship Lord Jaboon, the Whale God, who notably swims the entire length of their kingdom in a year. The Koroks provide most of the young Deku Tree's Clerics. The Twili often speak in hushed tone of the Twilight Gods, but usually do not elaborate further, while the Gerudo have almost no clerics, feeling that the Gods abandoned them long ago.

receive the most worship, as virtually everyone accepts their existence. Every race also has one or more lesser deities who may or may not be physically present in the land of Hyrule. Clerics are typically the Gods' eyes and



DRUIDS can be found in any place where the power of nature is deeply felt. Druids represent the old ways, and their knowledge of the times before even the Hylians appeared to tame the land is vast. Druids tap directly into the very lifeblood of the world around them, using the absolute might of nature in order to defend it from the depredations of civilization.

Most Druids can be found amongst the Dekus, particularly the Koroks and the Deku Scrubs. Gorons and Zora Druids are also not uncommon, as are those few Hylians who have turned away from civilization.

FIGHTERS are seen in every culture, for every culture has some sort of martial tradition. Fighters represent those few who rise above mere soldiery and become heroes of legend.

Gerudo and Hylians each feature many Fighters, although the Gerudo typically favor Champions, as do Gorons, whereas Hylian Fighters will generally follow the path of the Eldritch Knight. Zora Fighters will also pursue Eldritch Knight.





MONKS

represent those people in society who hone their own physical form to perfection. Beyond any martial training, the exercises and routines required to master the Monk's powers are both

excruciating and deeply spiritual. Those who pursue this path are seekers of perfection.

Gerudo, Sheikah, and Twili all favor this class. Gerudo will usually focus on the raw power of Open Fist and Four Elements, while Sheikah and Twili both have their reasons for favoring Shadow. Some Zora will also follow Four Elements. Many Rito enjoy the discipline being a Monk affords.



Devotion, Justice, and the Divine.

PALADINS are more than mere warriors. They are sworn to a cause greater than their own. These beings are more feared by the remaining followers of Ganon than any other, and for good reason. Paladins channel the raw power of

Paladins come from every major race, save only for the Twili, who in general don't get too worked up over things. Plenty of Hylians, Gorons, and even Kokiri have found the path of the Paladin to be to their liking.

RANGERS are the last line between civilization and savage wilderness. You will inevitably find them at the boundaries and crossroads of Hyrule, striking at their foes through the wild. Bounty hunting comes naturally to these peerless trackers, and many train wild animals to fight by their side.



Many rangers hail from the Deku Woods, where the wildlife is always encroaching upon the plant-folk who live there. Many Gerudo and some Zora find the training beneficial when confronting hostile environments, and though Hylians are usually bastions of civilization, there will always be a few who stick to the borderlands. Sheikah will sometimes favor the Ranger class for its tracking abilities, and its proficiency with combat.



ROGUES walk the fine line between scoundrels and outright criminality. And they love every minute of it. The skills a Rogue picks up aren't always the skills stories like to praise, but they get the job done, and done right. Being a Rogue

means being a consummate professional, no matter how unprofessional your work may be.

Sheikah, Kokiri, and Twili thrive as Rogues. Sheikah often follow the Assassin branch. Kokiri are drawn to the excitement of leaping across rooftops and demonstrating their skill in picking pockets with their tiny hands. Twili are naturally gifted with magic, and love the hijinks an Arcane Trickster can get up to.



SORCERERS represent those people in Hyrule who are inherently magical. Many are descendants of Dragons, Demons and Gods, whose bloodlines have become weak enough not to openly manifest, while still blessing their

descendants with power. Sorcerers are often considered holy in Hyrule, particularly the

Hylians, whose own Royal Family claimed the lineage of Hylia herself. But mortals were never truly meant to have such power, and those who cannot control it are often doomed to be destroyed by it.

Despite their Royal Family, there are few, if any, Sorcerers among Hylians (some say by Sheikah design). Male Gerudo are often either Sorcerers or Warlocks, magic being seen as a job for the “weaker sex”, as their Matriarch once put it. Sorcerers are fairly common amongst the Zora, who share a healthy relationship with their deity, and the Twili possess a number of sorcerers themselves.

WARLOCKS are outcasts in almost any society they find themselves in. Warlocks make magical pacts with unorthodox powers, some of which are the antithesis of Hyrule's own Goddesses. Warlocks may strike a bargain for power with the Demons, extraplanar embodiments of Evil, the Faeries, capricious but otherwise neutral beings who dole out their power to agents, and the mysterious Twilight Gods. More often than not Warlocks must hide their true nature from friend and foe alike.

Gerudo men often make pacts as



Warlocks, though it is somewhat distrusted by the Matriarchy for its “Ganondorf”-like overtones. The Twili have no issue at all with Warlocks, so long as they gain their pacts from the Twilight Gods. A number of Deku Scrubs have also been seduced by the allure of the Faery Court.

WIZARDS are scholars of magic. They seek to know as much as they can about it, and they will sacrifice years of their lives in order to unlock the power of magic. They are also considered the “proper” spellcasters, much more civilized than sorcerers or druids. The ultimate goal of any Wizard is to know everything, or barring that, to be able to cast anything.

Hylians often train as Wizard if they do not find the Clerical lifestyle to their liking. Oddly, the only other race with a large number of Wizards are the Gorons. Despite the unfounded rumors of their intelligent level, Gorons are actually quite inventive, as their alchemical and mechanical prowess can attest. Gorons find Wizardry intellectually stimulating, and there are several colleges in and around Death Mountain.



CHAPTER 4 BACKGROUNDS

For every legendary swordsman, there's a farmer's son with a stick. For every master thief, there's a street-rat dreaming of something better. For every wizard, a school child hard at work. For every cultist scheming there was once a nobleman cast out from his home. Before they were adventurers, they had lives.

ACOLYTE

A religious devotee. Acolytes tend to live somewhat sheltered lives as priests and aides in major religions, until the call to adventure sounds.

Many Hylians grow up as Acolytes in the Temple of the Goddesses, or as shrine caretakers of the Heroic Deities, Link and Zelda. Zora Acolytes are worshippers of Jaboon, and are rarely seen outside of Zora's Domain. Almost no Gerudo become acolytes to any religion.

CHARLATAN

A special sort of criminal who specializes in taking advantage of others. Charlatans are most often found in small towns and cities where they can disappear into the crowd following a successful con.

While anyone can become a Charlatan, many Twili and Kokiri take up "the Game" because of the mischief it causes.

CRIMINAL

Someone who breaks the law for fun and profit. Criminals come from every walk of life and every type of environment, and they range from petty thievery to outright murder.

Anyone can become a criminal, given a certain set of circumstances.

ENTERTAINER

An actor, singer, dancer or other who provides enjoyment through their performances to others. Every culture enjoys the entertainer's work.

Hylians and Zora typically enjoy poetry, acting, and singing/music to other arts, whereas Kokiri and Gorons prefer dancing and instruments. Gerudo and Twili enjoy magic, as well as skillful displays such as fire-eating and juggling, preferably fire-juggling.

FOLK HERO

Before stepping onto the world stage the hero first saved a lone village near to their heart. A Folk Hero may rise from anywhere he or she is needed; wherever a monster pillages or a child cries out, they'll be there.

Anyone can be a folk hero.

GUILD ARTISAN

A man or woman of business. Artisans learned a trade and practice it well, usually

accompanied by a union of like-minded individuals.

Most Artisans will be found anywhere there is a city large enough to support their trade. Availability of materials and the needs of locals will factor into this very heavily. Many Gerudo artisans, for example, take up stone and leather crafting, while Kokiri, despite their home environment being what it is, generally do not take up woodworking.

HERMIT

One who lives alone. Hermits prefer the peace and quiet of solitude to the bustle of towns and villages. For whatever reason they have reentered society once more.

Many Gerudos and Dekus will become hermits in order to train their bodies and minds, or to discover some hidden truth.

NOBLE

An aristocrat. Nobles exist in all societies, even if they aren't legally defined as such. There is always a cultural, spiritual, or economic elite.

The Hylians have an official hierarchy of noble titles, as do the Zora. Gorons and Dekus are more informal, usually only having a King or Mayor, and one or two princes and princesses. Twili and the people of Lon Lon elect leaders, and so do not have a legalized nobility. Gerudo Nobility is simply the higher ranking Warriors.

OUTLANDER

A survivor of the wilderness. An outlander, like the hermit, tends to live alone though

not exclusively. They live in the wilds for years at a time away from greater civilization. They live off the land and survive using their wits.

Every race has its members who chose to live apart from urban civilization.

SAGE

A scholar. Sages are a class of learners who delve into the deepest mysteries and the murkiest of Apocrypha to bring Truth to the people, or a sizeable grant to their institution.

The urbanized Hylians possess the most sages by virtue of the existence of libraries in many cities. Gerudo Wise Women, the smiths of the Gorons, and the various religious priests and priestesses of the Zora will be sought out on sagely matters.



SAILOR

One who lives on the sea. Sailors make their way in the world as traders, merchants, naval personnel, smugglers, and pirates when times get lean. They can be found near any major body of water.

While the Gerudo and North Hylians field impressive navies, the Zora's truly epic Merchant Fleet dwarfs all with its sheer numbers.

SOLDIER

A fighter in the many wars. With the Second Hylia Civil War into its second century there are current and ex-soldiers practically coming out of the woodwork, and no end in sight for work.

Every race fields Soldiers of some sort. Hylia soldiers are considered the most gallant looking of the lot, as their varied uniforms make every battle appear to be a macabre carnival.

URCHIN

A child of the streets. Urchins can be found in the dirty streets begging for coin, pocketing what isn't theirs, and generally trying to grow up to be Criminals and Thieves.

Every race which relies upon urbanized society will find urchins in their poorer streets.

CHAPTER 5 GODS AND DOMAINS

Religion in the lands of Hyrule is of great importance to her people. Most tend to worship, or at least pay homage to, the Three Golden Goddesses, at least in some form. The Gerudo are often considered the only major exception to this rule.




The Hylians have always revered Hylia, the Goddess for whom their people were named, and in more recent years Zelda and Link have been similarly venerated. The Hero of Time has become something of a Patron Saint to Lon Lon and the Wardens in particular. Ganon, the third wielder of the Triforce, is only worshiped by cults made up of his former minions.

The Great Deku Tree, Lord Jaboon, and Lady Vakii are worshiped by those races whom they have guided and protected for centuries. Rumor has it that the Sheikah, or perhaps a splinter group, have returned to the worship of a mysterious Raven-like deity from before the unification of Hyrule.

Finally, there are those deities who do not, technically, dwell within Hyrule nor have had an active role in its existence until this point. The Twilight Gods are the mysterious benefactors of the Twili, and presumably reside within the Twilight Realm. Demons have always been the enemy of humanity and life in general, and so only the mad and the desperate have traditionally served their interests on the mortal plane. And the Great Faeries, though often known to guide the Hero of Time, are the most mysterious of the lot, as their true motives remain unknown.



GREATER DEITIES	ALIGNMENT	DOMAINS	SYMBOL
Din, Goddess of Power, Goddess of the Sand	CG	Light, War	
Farore, Goddess of Courage, Goddess of the Wind	NG	Light, Nature	
Nayru, Goddess of Wisdom, Goddess of Time	LG	Light, Knowledge	

NATURE DEITIES	ALIGNMENT	DOMAINS	SYMBOL
The Great Deku Tree	TN	Life, Nature	
The Goddess Hylia	NG	Knowledge	
Lord Jaboon	LN	Tempest	

Raven, of the Sheikah TN

Trickery, Death



Lady Vakii, Daughter of Valoo LG

War, Tempest



HEROIC DEITIES

ALIGNMENT

DOMAINS

SYMBOL

Ganon, Great God of Evil CE

Death, War



Link, God of Heroes CG

Life, War



Zelda, Goddess of Magic NG

Knowledge, Light



OTHERWORLD DEITIES

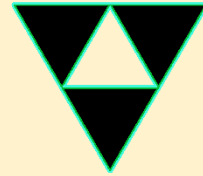
ALIGNMENT

DOMAINS

SYMBOL

The Gods of Twilight CN

Light, Trickery



The Great Faeries CN

Trickery, Nature



The Infernal Demons CE

War, Trickery



CHAPTER 6 THE GODS

Each of the Gods are worshiped and understood by their followers, and misunderstood by those who do not give worship.

THE GODDESSES

The Three Golden Goddesses (Din, Farore, and Nayru) are the most powerful deities within the Legend of Zelda mythos, and are

responsible for the creation of the world and all things that live within and without it.

Din is the Goddess of Power, and sometimes also equated with Fire and Sand, particularly by the Gerudo, and is considered to be the one to create the form of the world.

Farore is the Goddess of Courage, and at times of the Wind and Nature, being the one to create the life force that pervades the world.

Nayru is the Goddess of Wisdom, and also believed to be the Goddess of Time in addition, evidenced by her role as the creator of Law within the universe.

THE GODS OF THE PEOPLES

While the Three Goddesses are acknowledged by most, many people in Hyrule and beyond favor deities that are more directly involved in their lives. These deities are often living beings within the realm, and often seek out mighty followers to aid their people.

The Great Deku Tree has always stood at the center of Kokiri, Korok, and Deku life. Since the dawn of time he has watched over the forests and woodlands of the world, serving the Light as best as he could as a bulwark against Darkness, even if that defense cost him his life. The Deku Tree has incarnated several times after such events, and is still a young sapling at the moment, slowly regaining his lost wisdom and power.

The Hylians have revered the demigoddess Hylia since the dawn of their civilization. It was her piety and her pleas for aid that moved the Three Goddesses to aid Hyrule in its early struggles against the Demons who once threatened its existence. She is considered the St Queen of Hyrule, and many chapels pay homage to her memory.

Lord Jaboon has lived a long time, nearly as long as the Deku Tree, passing his memory and his power to his heir once every thousand years. Jaboon has long been the *de facto* ruler of the Zora, serving as the true force of power behind the throne of the Zora Royal Family. He is a gentle giant of the sea, and contents himself with

safeguarding the secrets of the Zora. Every year is marked by Lord Jaboon's migration from one Domain to another, with Lake Hylia being the first and final stop of each year.

When the Zora were threatened by the creatures of the deep during the Great Flood, it was the mighty dragon Valoo who used his power to transform them into the Bird-like Rito. When the flood receded, many chose to remain thus, and their worship and reverence have since moved from Valoo to his daughter and heir, Vakii. Vakii granted the Rito the natural ability to fly, bypassing the need for every Rito to seek a scale from her. Some of this has been retained as a tradition, however. Lady Vakii watches over the Rito, and at times the Gorons, from atop Death Mountain, and is content to remain there until the end of her days.

In many old ruins once used by the ancient Sheikah, there can be seen a mysterious image: A Raven bearing the eye-mark of the Sheikah. This mysterious Raven is rumored to have been a primordial deity the Sheikah gave sacrifices unto, until the foundation of Hyrule and the Royal Family. Rumors speculate that many Sheikah have fallen back into blasphemous practices, all under the Eye of the Raven.

THE HEROIC DEITIES

While their spirits may be removed entirely from the waking world, there is an undeniable draw to the worship of the old Wielders of the Triforce, either as genuine religious reverence, or merely as figures of awe and respect.

The Wardens of Hyrule, upon their founding, chose to invoke the memory of the

Hero of Time, seeing him as their ultimate idol and the embodiment of everything they stood for. His green tunic has been incorporated as an informal uniform for the Wardens, and his imagery is often used by their organization. He is considered the Patron Saint of the Wardens, the Kokiri, Lon Lon, and several military forces under the Royal Families.

The memory of the Princess Zelda remains strong in the hearts of her people. She is seen as an angel of mercy and compassion, as well as change and magic. Many mages throughout the realm invoke her spirit as a guide in their magical studies, and as a safeguard against the undead, a frequent nemesis of relic-seekers.

The Great King of Evil Ganon, sometimes called Ganondorf, is largely considered a blight upon Hyrule's past, yet even he has some adherents. There are a few who genuinely respect his need for power, seeing it as a natural force of humanity. These are usually unpopular people in Hyrule, and even rarer in Ganondorf's homeland of the Gerudo Desert, where the worship of him is punishable by death. Most of his monstrous minions still revere him as a God.

THE OTHERWORLDLY DEITIES

Some deities lie outside of the understanding of even their adherents. Some reside not in this plane, but a different one wholly divorced in sense and morality from Hyrule's. Whatever their form, some deities are simply odd, perplexing, or absolutely insane.

The Twili have long worshiped a race of gods simply referred to by them as the Twilight Gods. They are always referred to in the plural, and no distinction is made between them. It is believed that these beings are the true natives of the Twilight Realm, and took to caring for the Twili when their ancestors were banished to that realm. These beings replace the Old Ones for the Warlock's Patrons.

It is often said that in the Hero of Time's travels he was often aided by the Great Faeries. These beings granted him powerful items and rare magical powers in his quest to defeat Ganon. Often forgotten is the fact that Ganon threatened even the Great Faeries, and that outside of these instances the true motivations of the Faeries could be described as mysterious at best. No one knows the true heart of the Fae, perhaps not even their worshipers. These beings replace the Archfey for the Warlock's Patrons.

The Demons were the first recorded enemy of the people of Hyrule, and it is believed they shall be the last. Demons largely exist within their own, separate dimension from Hyrule, only incarnating within the world in order to strike crooked bargains with foolish mortals and advance their own fiendish desires. While a Demon can be trusted to uphold a contract, they can never be trusted to uphold the spirit of the promise. These beings come in a variety of sizes, shapes, colors, and demeanors, and are often shape shifters as well, demanding extreme caution when dealing with them in any capacity. These beings replace the Fiends for the Warlock's Patrons.