



THE LEGEND OF  
**ZELDA**<sup>®</sup>



# Monster Manual

*For*

**DUNGEONS & DRAGONS<sup>®</sup>**

*5th Edition*

By /u/GOWRONATEMYBABY7 ON REDDIT



# ACKNOWLEDGEMENTS

I HAVE TO ATTRIBUTE A LOT OF THIS WORK TO THE TWO ZELDA WIKIS:

[HTTP://ZELDAWIKI.ORG](http://zeldawiki.org)  
[/MAIN\\_PAGE](#)

AND

[HTTP://ZELDA.WIKIA.COM](http://zelda.wikia.com)  
[/WIKI/ZELDAPEDIA](#)

MUCH OF THE ARTWORK AND LORE CAME FROM THOSE SOURCES, THOUGH A LOT OF IT (PROBABLY ABOUT 70%), I WROTE MYSELF. ANY IMAGES I DIDN'T FIND FROM THOSE WIKIS CAME FROM GOOGLE IMAGE SEARCHES, THOUGH SOME OF THEM I EDITED A BIT IN PHOTOSHOP. AS SUCH, I CAN'T REALLY ATTRIBUTE EACH ONE TO THEIR ORIGINAL ARTIST, BUT IF THERE'S SOME ART THAT YOU REALLY LIKE, I ENCOURAGE YOU TO REVERSE IMAGE SEARCH IT AND PAY THE ORIGINAL ARTIST SOME RESPECT!

---

ADDITIONALLY, THERE ARE LOTS OF MONSTER ABILITIES AND DESCRIPTIONS THAT CAME STRAIGHT OUT OF THE OFFICIAL 5E MONSTER MANUAL, WITH ONLY MINOR REVISIONS BY ME.

---

I'D ALSO LIKE TO THANK THE HOMEBREWERY ([HTTP://HOMEBREWERY.NATURALCRIT.COM](http://homebrewery.naturalcrit.com)) FOR THEIR AMAZING FREE SERVICE FOR HOMEBREWS, AND THE MANY REDDITORS WHO SCHOOLED ME ON D&D RULES AND HELPED TO MAKE THIS THING A LITTLE BIT MORE ACCURATE TO THE REAL GAME.

---

## AERALFOS

Despite their large wings, Aeralfos spend most of their time on the ground. They will take flight for brief periods, but almost always in order to attack an enemy. The Aeralfos is intelligent and capable of understanding language. In addition to its native Saurian tongue, it also makes guttural chirps and piercing screeches. These sounds can sometimes disorient or agitate other creatures who hear them. Aeralfos are capable of using martial weapons and simple tools.



## ANUBIS

The Anubis is essentially a mummified puppet. It hovers about 8 inches off the ground, lightly bobbing up and down in place. The Anubis remains dormant until another creature enters its line of sight. It will then form an instantaneous psychic link with that organism and will perfectly mirror its movements with the intention of obstructing the creature's progression forward. When the Anubis draws close enough to attack, it will do so with ferocity, breathing a stream of fire at its prey and then biting with its large concealed teeth.

They are immune to most forms of damage, with the exception of fire, to which they are extremely vulnerable. When attacked with any other form of weapon or magic, there is a chance that the Anubis may multiply and create a perfect copy of itself. This new Anubis will link with another nearby creature. If there are no other creatures within range however, this second Anubis will position itself next to its sister and will continue to mimic the movements of the original target.

Its devotion to its predatory instinct is so powerful, that the Anubis will even forgo its own safety in order to continue to match its target's actions. As such, it is possible to trap these creatures easily in restraints, or force them to immolate themselves on open flames.



---

## ANUBIS

Medium undead, unaligned

Armor Class 15

Hit Points 9 (2d8 + 0)

Speed Up to 60 ft. (Mimicking another creature)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+1)	2 (-4)	14 (+2)	1 (-5)

Condition Immunities all

Damage Immunities all, except fire

Senses darkvision 60 ft., passive Perception 12

Languages None

Challenge 2 (450 XP)

Magical Resistance. The Anubis has advantage on saving throws against spells and other magical effects.

### Actions

---

**Bite.** Melee Weapon Attack: -2 to hit, reach 5ft., one target. Hit: 8 (2d12 - 4) piercing damage.

**Fire Breath (Recharge 3).** The Anubis exhales fire in a 5-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

---

## ARMOS

The Armos is a peculiar creature. It appears as though it is a small stone statue (about 4 and a half feet tall) of a generic demonic form, holding a short sword and shield. While in this form, it remains immobile and is immune to magical detection of life. It will however emit a strong magical field around it and can be identified as such.

While in its statue form, the Armos will show no signs of life until a creature or object makes physical contact with it. Once contact has been made, the Armos will spring to life and begin hopping towards its perceived adversary. It will then strike at the opponent with its sword, or by biting them. If an Armos is struck in its eyes, it will be blinded and will then return to its dormant, statue-like state.

One of the unique elements of Armos physiology is a large blue crystal on its back. If this crystal is broken, the Armos will begin to spin rapidly and will move wildly towards its attacker. Once it has gotten close enough, the Armos will explode, causing serious damage to any living creatures or the environment within range of this final act.

Like most creatures made of stone (such as golems) the Armos is nearly impervious to most forms of spells and ordinary weapons. There only weak points are the eyes, which glow red or orange when awakened, and the crystal on the creature's back.

Most adventurers report finding Armoses surrounded by actual statues that share their same appearance. It is unknown whether the Armos itself somehow creates these replicas as a form of camouflage, or if they were constructed by another entity as a trap for the unwary.





# BEAMOS



## BEAMOS

Medium construct, unaligned

Armor Class 16 (natural armor)  
Hit Points 30 (6d8)  
Speed Immobile.

STR	DEX	CON	INT	WIS	CHA
1 (-4)	10 (+0)	10 (+0)	2 (-4)	20 (+5)	1 (-5)

Condition Immunities all  
Damage Immunities all non-magical damage  
(except its eye)  
Senses passive Perception 15  
Languages None  
Challenge 3 (700 XP)

**False Appearance.** While inactive, the Beamos remains motionless, it is indistinguishable from a normal statue.

**Immutable Form.** The Beamos is immune to any spell or effect that would alter its form.

### Actions

**Eye beam.** Ranged Spell Attack: +2 to hit, reach 30ft., one target. Hit: 14 (4d6) lightning damage.

Much like the Armos, the Beamos appears to be an inanimate statue to the unwary adventurer. Unlike the Armos however, the Beamos is incapable of movement from its fixed position on top of its columnar body.

The Beamos' only weak point is its eye which sits at the center of its half-spherical head. When destroyed, the Beamos will crumble and become inert.

The Beamos activates whenever any living creature enters its area of awareness (a 30 foot sphere around its body) and it will then scan for whatever has disturbed it by rotating its head rapidly. When it finds its target, it will lock on to them and fire a magical beam of lightning from its eyepiece.



# BOKOBLINS

**Bokoblin Bosses** Bokoblins tribes are ruled by a matriarchal society, however their military groups are lead by a single male boss. The boss is larger and stronger than the average Bokoblin, but still remains a fairly easy opponent for anyone with more than a cursory grasp of combat arts.



---

## BOKOBLIN GRUNT

Small humanoid (blinoid), chaotic neutral

Armor Class 12 (padded armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	8 (-1)	17 (+3)	15 (+2)	11 (+0)

Senses passive Perception 12

Languages Common, Blin

Challenge 1/8 (25 XP)

Pack Tactics. The Bokoblin has advantage on an attack roll against a creature if at least one of the Bokoblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 4 (1d4 + 1) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d4 + 1) piercing damage.

---

---

## BOKOBLIN (BOSS)

Small humanoid (blinoid), chaotic neutral

Armor Class 15 (leather armor, wooden shield)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	17 (+3)	15 (+2)	11 (+0)

Senses passive Perception 12

Languages Common, Blin

Challenge 1/4 (50 XP)

### Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) slashing damage.

---



# BUBBLES

Bubbles are one of Hyrule's most terrifying creatures. They resemble winged skulls, engulfed in colored flame. Bubbles have the ability to soar through the air with alarming speed and accuracy when attacking their prey.

When struck with a physical attack, there is a chance that the Bubble's flame will be extinguished for a short time, causing it to fall to the ground and move only by flailing its wings.

There are three types of Bubble, each with a different colored flame surrounding it. The different flames each have their own effect on whatever might the Bubble might come into contact with.



---

## BUBBLE

Small undead, chaotic evil

Armor Class 13

Hit Points 15 (6d6 - 6)

Speed 10 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	4 (-3)	2 (-4)	2 (-4)

Damage Immunities (Green Bubble only) slashing, bludgeoning, fire

Senses passive Perception 6

Languages Undercommon

Challenge 1/2 (150 XP)

Flame Body (Red Bubble only). Deals 7 (2d6) fire damage to anyone who makes contact with the Bubble.

Constitution Damage (Blue Bubble only). Deals 2 (1d4) Constitution damage to anyone who makes contact with the Bubble.

### Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) piercing damage.

---

### BUBBLE COLORS

Flame Color	Effect
-------------	--------

Red	7 (2d6) fire damage
-----	---------------------

Blue	2 (1d4) Constitution damage
------	-----------------------------

Green	Damage immunities
-------	-------------------





**Easily Corrupted.** Though Bublins are usually solitary, they are easily manipulated by strong willed, evil creatures. They can be recruited by magical or charismatic leaders and used en masse to form armies of alarming size. Most Bublins will quickly pledge their allegiance to one who asserts dominance over their natural bosses.



---

## BUBLIN GRUNT

Small humanoid (blinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7(2d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +4

Senses darkvision 50 ft., passive Perception 11

Languages Common, Blin

Challenge 1/4 (50 XP)

**Nimble Escape.** The Bublin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Club.** Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 3 (1d6 + 0) bludgeoning damage.

**Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 +2) piercing damage.



---

---

## BULBO (BUBLIN MOUNT)

Medium beast, neutral evil

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 60ft.

---

## BUBLIN BOSS

Medium humanoid (blinoid), neutral evil

Armor Class 16 (studded leather)

Hit Points 27 (6d8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	11 (+0)	8 (-1)	12 (+1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Blin

Challenge 2 (600 XP)

**Martial Advantage.** Once per turn, the Bublin Boss can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Bublin boss that is not incapacitated.

**Superior Tracking.** A Bublin Boss holding a grudge can track an enemy that has not taken care to cover its tracks up to 2 days travel ahead of the Bublin Boss. It will relentlessly pursue the creature it's tracking, and can travel without rest for up to 3 days.

### Actions

**Multiattack.** The Bublin boss will make a slam attack and a spear attack.

**Bublin Greatspear.** Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 12 (2d8 + 3) piercing damage.

**Slam.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



---

## CHILFOS

Chilfos carry large spears that they can use either in brutal two-handed attacks, or as ranged weapons. They emit an aura of cold around them and can damage anything that makes contact with their frigid form. Despite their large size, they are relatively agile, and can move quickly while in combat. Due to their icy nature, Chilfos are extremely susceptible to fire damage. The Chilfos' most dangerous attribute is its ability to create a frigid wall of ice. This can be used as a method of retreat, blocking aggressors from attacking, or as an offensive maneuver, as the extreme cold of the wall can be dangerous.

Chilfos will generally keep to themselves unless provoked, however once they have engaged with a perceived threat, they will attack mercilessly until the creature is destroyed. Chilfos also have the ability to generate new ice weapons if they have thrown their spears at an enemy.

---

## CHILFOS (CONTINUED)

### Actions

---

Ice Spear. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 9 (2d8) cold damage.

Ice Javelin. Ranged Weapon Attack: +7 to hit, reach 60/120 ft., one target. Hit: 14 (2d8 +4) piercing damage plus 9 (2d8) cold damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

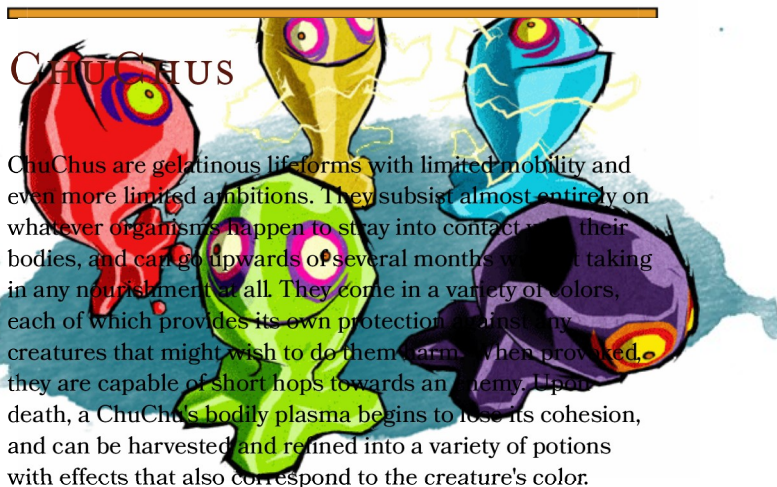
Wall of Ice (2/day). The Chilfos magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or its a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 15 Dexterity saving throw, taking 25 (7d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the Chilfos is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied.

Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 13 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

---

## CHUCHUS



Chuchus are gelatinous lifeforms with limited mobility and even more limited ambitions. They subsist almost entirely on whatever organisms happen to stray into contact with their bodies, and can go upwards of several months without taking in any nourishment at all. They come in a variety of colors, each of which provides its own protection against any creatures that might wish to do them harm when provoked. They are capable of short hops towards an enemy. Upon death, a Chuchus bodily plasma begins to lose its cohesion, and can be harvested and refined into a variety of potions with effects that also correspond to the creature's color.

### CHUCHU COLORS AND EFFECTS

Color Damage                      Potion Effect



## Cucco



The Cucco, native to Hyrule is a deceptively helpless fowl. Though they can be easily caught, killed, and eaten, there is a secret danger in molesting one of these feathered fiends. If a Cucco is wounded but not killed, it has the ability to summon a small horde of allies to help protect it from whatever predator has foolishly engaged it. This horde is incredibly dangerous and has been responsible for many deaths of Hyrule's indigent citizens who mistake this creature for a common chicken. Cuccos also possess surprising abilities of limited flight, and can support weight up to 200 lbs for the duration of a short glide.

## DARKNUT

Darknuts are one of Hyrule's deadliest creatures. These heavily armored humanoid warriors make formidable opponents for anyone who would stray across their path. Embued with magically enhanced strength and endurance, Darknuts make for the favored high guard of dark socerers and any other evildoers. They can be found in the deepest and most ancient dungeons in Hyrule, often guarding valuable and magical treasures.

The true form of the Darknut is a dark reflection of a human, though their enemies are rarely able to glimpse it. Built like an Orc, they have a dog-like face with large ears that allow them to hear creatures that might be foolish enough to attempt to creep past them.

They will, on occasion, shed their heavy armor in favor of a lighter build. Though still heavily protected against attacks, this allows the Darknut to increase its agility substantially and makes for an abnormally dexterous and swift opponent.

They seem to be masters of melee combat in all of its forms, but favor swords as their weapons of choice. A Darknut may be regularly equipped with a greatsword that can be wielded two-handed, or with a shield. These heavy weapons can incapacitate enemies through sheer force of the Darknut's blows. The lighter armored Darknut seem to have a mastery of fencing, and wield a lighter estoc weapon that makes quick jabs and parries.

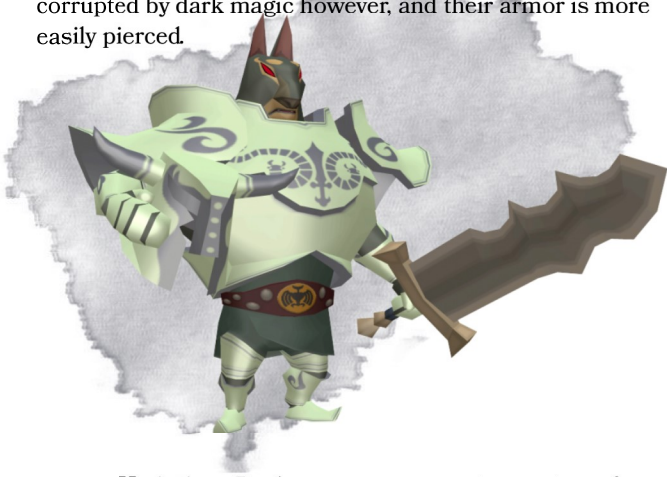


---

## Cucco

Tiny beast, unaligned

**Heavy Darknuts** In addition to the rare, more humanoid Darknut, there is also a more stocky and cumbersome variety often found in small groups. These top-heavy Darknuts work in packs to overwhelm their enemies, but they are only somewhat less deadly individually than their more evenly proportioned counterparts. These seem to be slightly less corrupted by dark magic however, and their armor is more easily pierced.



**Armor Variations** Darknut armor comes in a variety of colors that denote a strict hierarchical command structure. The Red Darknut (or "Mighty Darknut") is chief among their ranks, and wears a cape in addition to its horse-like helmet. One of these Mighty Darknuts commands a small army of soldiers. They keep three golden Darknuts as their lieutenants, which in turn each have command over five ordinary Darknuts. These battalions of Darknut soldiers are an impressive force, and can destroy entire villages with great ferocity and swiftness.

**Unarmored Dexterity** Beneath a Darknut's heavy armor, they wear chain mail with regal adornments and a crown that protects their face. The lightly armored Darknut boasts a wider range of special combat abilities, though it is naturally more susceptible to damage. In addition to their greater movement over land, the unarmored Darknut has the ability to easily parry attacks and reposition with deadly accuracy.




---

## DARKNUT (UNARMORED)

Medium humanoid, chaotic evil

Armor Class 17 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 50ft.

STR    DEX    CON    INT    WIS    CHA

16 (+3) 20 (+5) 18 (+4) 14 (+2) 10 (+0) 16 (+3)

Saving Throws Dex +8, Wis +3, Cha +6

Condition Immunities exhaustion, frightened

Damage Immunities necrotic, poison

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 8 (3,900 XP)

---

**Arcane Command** Darknuts also have the ability to magically compel other creatures to do their bidding. Their abilities are ineffective towards controlling beings with high intelligence, however it allows them to compel even a clan of



## DARKNUT (ARMORED)

Medium humanoid, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 285 (30d8 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Wis + 4, Cha + 7

Condition Immunities exhaustion, frightened, poisoned

Damage Immunities necrotic, poison

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 10 (5,900 XP)



**Magic Resistance.** The Darknut has advantage on saving throws against spells and other magical effects.

**Marshal Undead.** Unless the Darknut is incapacitated it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

**Spellcasting.** The Darknut is a 10th-level spellcaster.



---

## DARKNUT (HEAVY)

Medium humanoid, chaotic evil

Armor Class 18 (plate)  
Hit Points 53 (7d8 + 21)  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

Condition Immunities frightened  
Senses passive Perception 10  
Languages Abyssal, Common  
Challenge 3 (800 XP)

### Actions

Greatsword. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) slashing damage.



---

## MIGHTY DARKNUT

Medium humanoid, chaotic evil

Armor Class 20 (plate, shield)  
Hit Points 76 (8d8 + 40)  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	10 (+0)	10 (+0)	16 (+3)

Condition Immunities frightened  
Senses passive Perception 10  
Languages Abyssal, Common  
Challenge 5 (1,800 XP)

### Actions

Greatsword. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 10 (1d10 + 5) slashing damage.

Summon Soldiers (1/day). This Darknut summons one Golden Darknut to help. The summoned Darknut disappear if this Darknut is killed.



# DEAD HAND

The Dead Hand is one of Hyrule's most vile and hideous creatures. They dwell solely in the deepest and most evil infested parts of Hyrule's underworld. They emerge naturally in places that have been bathed in blood and death. Some say that they remain in those dark places so as to remind anyone who strays into them of Hyrule's dark past.

**Vile Arms** The Dead Hand slumbers beneath dirt ground, laying in wait for its prey. Its stalk-like arms protrude above the surface of the ground, their fingers outstretched, waiting to grab hold of anything that strays near enough to them.

Once the hands have gripped tightly around its prey, the Dead Hand's main body will explode out of the ground and begin to waddle towards whatever it has ensnared.

When the body draws close to its victim, the Dead Hand's decrepit head will lower slowly, opening its fetid maw to tear viciously at the flesh of its prey.

It is unclear how many arms a Dead Hand naturally has, as adventurers have reported seeing them with as few as four, and as many as sixteen. Regardless, the vile arms of the Dead Hand act in conjunction with



---

## DEAD HAND

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 112 (15d10 + 30)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+1)	14 (+2)	4 (-3)	15 (+3)	6 (-2)

Damage Immunities bludgeoning

Senses tremorsense 60 ft. passive Perception 13

Languages Abyssal

Challenge 4 (1,100 XP)

---

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 24 (4d8 + 6) piercing damage and 10 (4d4) poison damage.

---

### Reactions

**Emerge.** Whenever one of the Dead Hand's arms grabs a creature, it can use its reaction to emerge from the ground and use its bite attack.

---

the main body of the body of the dead hand to hunt.



# DEKU BABA

Deku Babas are voracious carnivorous flora, commonly found throughout the woods of Hyrule and adjacent realms. They rest, burrowed in the ground and surrounded by foliage, making them appear to be common plants. The trained eye however can identify them based on their decrepit leaves and the distinctive pit at their center, from which the Baba's hungry jaws will inevitably spring.

These devious plants will remain dormant for most of the day, until any creature they see fit to prey upon strays within its range. At this point they will burst from their hiding places in the ground and furiously snap at whatever they decided would make a good meal. Upon ingestion, the Deku Baba will emulsify and then decompose its food using strong acid, digesting whatever its swallowed and harvesting nutrients from it. Deku Babas have been known to spit this acid at their prey.

When the Baba's stalk becomes damaged, or if the head is entirely separated from its roots, a Deku Baba has the ability to wriggle along the ground and make a final assault on its enemies. The Baba will almost certainly die shortly after it becomes separated from its roots, but some have been known to writhe around for up to an hour before death.

## DEKU BABA

Small plant, unaligned

Armor Class 9

Hit Points 13 (3d6 +3)

Speed 10 ft. (When separated from its stalk.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	5 (-3)	1 (-5)	9 (-1)

Damage Vulnerabilities fire

Senses passive Perception 5

Languages none

Challenge 1/8 (25 XP)

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) piercing damage plus 3 (1d4 +1) acid damage.

**Spit Acid.** Ranged Weapon Attack: +4 to hit, range 20/40 ft. Hit: 6 (1d6 + 2) acid damage.





# DEKUS

Dekus are one of the prominent races found in Hyrule. They are ubiquitous throughout the land, second only to Hylians themselves. They are a plant race, characterized by dark, hard bark-like skin, copious green leafy "hair", glowing deep set eyes, and large round mouths that protrude significantly from their heads. They speak their own Deku language, but are known to interact regularly and congenially with outsiders, particularly when involved in trade.

Dekus heavily populate all woodland that is not infected with dark magic. They also regularly establish colonies in swamps. Common Dekus dig into the ground and carve out sumptuous hollows for themselves. They will interact with visitors by popping their heads out of the ground through an entry hole adorned with leaves. However, Deku royalty live in luxurious castles made of wood and some Dekus have been known to invest in realty for themselves.

While many Deku civilizations are insular and somewhat xenophobic, there are those gregarious scrubs who will happily adventure abroad or seek independence from one of their kingdoms in their own quiet part of a forest. Some of these independent Dekus might become corrupted by the dark magic that creeps through Hyrule's deep woods and become aggressive, mad Dekus.

**Deku Society** Dekus organize themselves into a strict hierarchical caste system with a royal family rueling over all of the Dekus in their kingdom. They are protective of Deku traditions and customs and will typically shun outsiders and bar their entry into their kingdoms. A Deku monarchy is absolute, and they will be surrounded by family, advisors, and guards.

Other Deku classes are the artisans and craftscrubs. The latter are known for crafting fine and intricate wooden artifacts and architecture. These constructs are decorated with Deku patterns and art. Dekus have an extensive musical tradition that includes both woodwind and percussion instruments. Dekus also have a merchant class, who typically vary physically somewhat from the average scrub, and make regular inroads with Hylian travelers and traders.

**Deku Defense** Though physically diminutive, Dekus have the ability to defend themselves. In addition to their ability to hide inside their hovels, they are unusually spry and can spin violently into enemies as though they were tops. They can also store a plethora of seed pods in a special organ inside their gullet and propel them through the air at great speeds. Dekus have been known to take up arms against invaders as well and can make use of simple weapons like shortswords, spears, and javelins.

**Communing With Nature** Dekus are sentient plants and as such have a deep connection to the woods. They can understand and communicate with many forms of wild animal life and have some magical abilities, born out of their woodland lifestyle. One of the unique powers granted to them from their attunement to magic is the ability to create a sphere of their own saliva and shoot it at enemies. This can stun smaller creatures and confuse predators that might be flying around a frightened Deku.

A "Business Deku."





---

## SCRUB (CONTINUED)

False Appearance. While the Scrub remains motionless, it is indistinguishable from a normal shrub.

### Actions

Spin. Melee Weapon Attack: +3 to hit, reach 5 ft., all creatures within range. Hit: 3 (1d4 +1) bludgeoning damage.

Spit. Ranged Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: If the target is a creature it must make on a Constitution saving throw with a DC of 10. On a failed save, the target has disadvantage on their next action.

Seed Blast. Ranged Weapon Attack: +4 to hit, reach 40/80 ft. one target. Hit: 7 (2d4 +2) bludgeoning damage.

---



---

## DEKU SHAMAN

Small plant, neutral good

Armor Class 10 (natural armor)  
Hit Points 26 (4d6 + 3)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	9 (-1)	16 (+3)	11 (+0)	16 (+3)	10 (+0)

Skills Medicine +5, Nature +2, Perception +5  
Senses passive Perception 13  
Languages Common, Deku  
Challenge 1/8 (25 XP)

---



*A Deku royal family with servants.*





## DINOLFOS

Medium humanoid (saurian), chaotic neutral

Armor Class 18 (natural armor, half plate)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	7 (-2)

Senses passive Perception 9

Languages Common, Saurian

Challenge 2 (450 XP)

### Actions

**Multiattack.** The Dinolfos makes one longsword attack and one gauntlet attack.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Gauntlet.** Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 8 (2d6 + 1) piercing damage.

**Fire Breath (3/day).** The Dinolfos exhales fire in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

## DINOLFOS

Dinolfos are one of the several saurian creatures found in Hyrule. They stand roughly the same height as the average human, and have the ability to wield many weapons. They are typically heavily armored, and boast an array of dangerous attacks that make them a formidable opponent.

These include large armored gauntlets, sharp teeth, and a fiery breath weapon. They are solitary creatures, and lurk in dungeons or caves, coveting shiny treasures.

## DODONGOS

Dodongos are fierce, reptilian beasts. They dwell in deep caverns and relish the heat of fire and subterranean lava flows. They can see with great detail, even in total darkness.

Their thick armored hides make them incredible hearty. They



---

## DODONGO

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	15 (+2)	8 (-1)	18 (+4)	4 (-3)

Damage Immunities Fire

Senses Darkvision 120 ft. passive Perception 14

Languages none

Challenge 2 (500 XP)

---

### Actions

**Bite.** Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 17 (4d6 + 3) piercing damage.

**Swift Tail Spin.** Melee Weapon Attack: +0 to hit, reach 5ft., all targets in range. Hit: 5 (2d6 -2) bludgeoning damage.

**Fire Breath (Recharge 5-6).** The Dodongo exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 25 (5d8 + 2) fire damage on a failed save, or half as much damage on a successful one.

---



---

## EYEGORE

The Eyegore is a magical construct. They are found only in Hyrule's most ancient dungeons and were used as sentries to protect holy sites and magical artifacts and relics. They are closely related to the Beamos and many of the same charms were used to animate the Eyegore as its stationary counterpart.

---

## EYEGORE

Large construct, unaligned

## FLARE DANCER

The Flare Dancer is one of Hyrule's most deeply magical creatures. It appears to be a humanoid figure, albeit constructed almost entirely of flames. In reality, the Flare Dancer is a tiny orb-shaped being with small legs and a short stalk on its head. It uses arcane magic to cloak itself in flame and form the image of a humanoid shape, complete with arms, legs, a torso, and a head.

While in this form the Flare Dancer's central body is nearly invulnerable to damage. However if it can be dislodged from its flaming body, it will lose control of its magic and scurry about on the ground, desperately trying to find safety.

In addition to its dangerous body made of flames, the Flare Dancer has several weapons at its disposal. Its hands and feet appear to be sharp blade-like appendages which can be used to skewer its enemies.

**Conjured by Magic.** Certain spells and magic items can conjure creatures similar to the Flare Dancer. The same enchantments and evocations that the central organism uses to create its body can be used by skilled sorcerors. Nevertheless, it is the spherical life form at the Flare Dancer's body is in complete control of its actions when engulfed in flame.

**Elemental Nature.** A Flare Dancer doesn't require, food, drink, or sleep. Its fiery body however does require oxygen with which to burn. If separated from this source of combustion, the Flare Dancer will become inert once more. Water may also cause this same effect. The world around the Flare Dancer responds to its presence the same as it would to any source of flame. Combustible objects or environments will catch fire when exposed to the Flare Dancer's heated form.



---

## FLARE DANCER

Medium elemental, neutral

Armor Class 18 (9 for the Core)  
Hit Points 44 (8d8 + 8)  
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	26 (+8)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks  
Damage Immunities fire, poison  
Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained  
Senses darkvision 60 ft., passive Perception 10  
Languages Ignan  
Challenge 3 (800 XP)

---



## FREEZARD

The Freezard has similar elemental properties to the Flare Dancer. However, it is a much less elegant creature. Rather, a Freezard appears to be a large mass of ice. Though it does not "dance" like its fiery kin, it does move about with a sort of grace. While the Flare Dancer's movement resembles the flickering flames from which it is created, the Freezard glides across the ground like ice slipping along a smooth surface.

It emits a strong force of chilling energy all around it as it moves and leaves a trail of cold air behind it. Some Freezards choose to remain immobile, but all of these creatures possess the ability to shoot a blast of freezing magic from their icy maw that can trap unsuspecting enemies in a block of ice.

Though they are somewhat intimidating, and certainly dangerous, the Freezard is a relatively weak creature. Its frail body is indeed made of ice, and as such, they are extremely susceptible to flames. A Freezard has the ability to function however even if much of its body has been chipped away. Similarly, if melted completely, the Freezard has the ability to slowly reassemble itself if it remains in a suitable environment for its reconstitution.

## GARO

The Garo are an ancient race of humanoids found in the Ikana region in the East of Termina. They are clothed in brown robes with green eyes that glow out from under their hoods. They are an ancient race and are masters of a form of stealth combat. Though found in Ikana, legend has it that they were originally sent there from a foreign nation to spy on the region.

There is evidence to suggest that all of the Garo spies in Ikana have in fact died, eons ago, and what remains are merely empty shells that inhabit their robes. This evidence includes the fact that Garos have the ability to turn themselves completely invisible when motionless, leading many residents of Termina to regard them as ghosts.

They also seem to have some affinity for fire magic, and when engaged in combat with an enemy, have been known to generate a ring of flame around them that prevents escape from the battle.

**Garo Masters** The Garo seem to have a strict hierarchical system of command, with a Garo Master acting as their leader.



**Garos in Combat** The Garos are skilled sword fighters. They wield two schimitars or, less often, two daggers. Their incredibly dextrous fighting style makes them difficult to hit.

Their style of combat is focused on jumping, and dodging attacks. Accordingly, they have little experience being successfully blocked during a fight. They are extremely susceptible to repostes under these circumstances.

## GARO

Medium humanoid, lawful evil

Armor Class 15 (leather armor)

Hit Points 16 (3d8 +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +6, Perception +3, Stealth +6, Survival +3

Senses passive Perception 11

Languages Common, Ikana, Garo

Challenge 2 (450 XP)

**Flame Barrier** Upon entering combat, the Garo may magically erect a flaming barrier around it and its opponent. Whenever a creature finishes moving through the barrier on a turn, willingly or otherwise, the creature must make a DC 13 Constitution saving throw, taking 11 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire dissipates when the Garo is incapacitated or dies.

**Keen Hearing and Sight.** Garos have advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Sneak Attack** Once per turn, the Garo deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Garo that isn't incapacitated and the Garo doesn't have disadvantage on the attack roll.

## Actions

**Multiattack** The Garo makes two schimitar attacks.

**Schimitar.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Lunging Attack:** +10 to hit, reach 15 ft., one target. Hit: 8 (1d6 + 4) piercing damage. If the target is hit by the lunging attack, it may make a Dexterity saving throw (DC 18). If successful, the Garo deals no damage, and the target may make an attack on the Garo.



## GERUDO

The Gerudo are one of the prominent humanoid races of Hyrule and the surrounding region. Two major colonies of Gerudo are known to exist. The principle group of Gerudo resides in the desert of Western Hyrule, but another, smaller colony can be found along the coasts of Termina. The Gerudo have a striking appearance which distinguishes them from Hylians. They have an olive-brown skin tone, golden eyes, and typically have bright red hair. They also tend to have severely pointed noses, sometimes in place of the pointed ears of the Hylians.

**Gerudo Society.** The Gerudo live in an almost entirely female-dominated society. They fill all the same traditional gender roles that might be occupied by men in Hylian society. A single male Gerudo is born every hundred years and serves as King to his people. The infrequency of the male Gerudo's birth implies that they may be somewhat long lived, and have significant resiliency in their biology to allow for repeated breeding with a single male. It is unclear what role the King actually has in the governance of Gerudo society, but they seem to at least have direct control over Gerudo military forces. The Great King Ganondorf used the Gerudo army in an attempt to conquer Hyrule.

Due to the unique gender makeup of their population, the Gerudo are typically distrustful and disdainful of men from other races. Nevertheless, some Hylian men boast of being accepted into Gerudo society. Very few are able to support this claim with a special card identifying them as being honorary members of Gerudo society. This is apparently obtained through ritualistic combat, by which the foreign male might prove their worth. Indeed however, the majority of these claims of Gerudo membership are likely false.

**Gerudo Spirituality.** The Gerudo have a deep and rich spiritual life. In addition to their regular worship of Din, Nayru, and Farore, they also display a strong connection to the Goddess of the Sand. Some theologians believe that the Goddess of the Sand is in fact Din herself, reincarnated. This is evidenced by the Hylian legend that indicates that Din created the land of the world, as well as the fact that Din's piece of the legendary Triforce is the Triforce of Power, which was possessed by the Great King Ganondorf.

**Gerudo Architecture.** The Gerudo have proved themselves as competent architects and masterful builders. Their desert kingdom is constructed of flat, square, stone buildings, emerging from the rockface of the natural desert landscape. Gerudo inventors are also quite advanced, and the Gerudo of Termina have developed complex technical wonders including motorized ships, and water pumping technologies.

**Pirates and Thieves.** The Gerudo have a reputation throughout Hyrule as being thieves, and those in Termina are generally thought to be pirates. While there is truth to these accusations, it is hardly fair to make such broad generalizations about such a large population of people. Rather, Gerudo civilization is founded on principles of strength and rugged survivalism, necessarily engendered by the harsh environments in which they live. They value decisive actions and cunning, and have little respect for the pomp and tender meekness of Hylian society. As such, they have a contentious relationship with Hylians, and demonstrate little respect for them.







## GERUDO WARRIOR

Medium humanoid, chaotic neutral

Armor Class 17

Hit Points 66 (12d8 +12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	13 (+1)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +10, Int +4

Skills Acrobatics +10, Deception +4, Perception +3, Stealth +10

Senses passive Perception 10

Languages Common, Gerudo

Challenge 5 (1,800 XP)

**Cunning Action.** On each of her turns, the Gerudo can use a bonus action to take the Dash, Disengage, or Hide action.

**Assassinate.** During her first turn, the Gerudo has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Gerudo scores against a surprised creature is a critical hit.

**Evasion.** If the Gerudo is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, the Gerudo instead takes no damage if she succeeds on a saving throw, and only half damage if it fails.

**Sneak Attack.** Once per turn, the Gerudo deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Gerudo that isn't incapacitated and the Gerudo doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The Gerudo Warrior makes four scimitar attacks.

**Schimitar.** Melee Weapon Attack: +10 to hit, reach 5ft., one target. Hit: 14 (2d6 + 7) slashing damage.



## GERUDO GUARD



# GIBDO

Gibdos are flesh eating, mummified corpses of Hylian warriors who have been corrupted by evil, dark magic. They are not found in all graveyards or crypts, but only those which have been perverted by evil. While most Gibdos are mindless beasts that will attack anything that strays into their tombs, there are some which display a modicum of sentience. They can be deceived by disguises and will not attack someone who appears to be a Gibdo themselves. In those cases, Gibdos might indeed prove helpful to clever travelers.

**Preserved Wrath.** The long burial rituals that accompany a Gibdo's entombment help protect its body from rot. In the embalming process, the newly dead creature's organs are removed and placed in special jars, and its corpse is treated with preserving oils, herbs, and wrappings. After the body has been prepared, the corpse is typically wrapped in linen bandages.

**Gibdo Attacks.** Gibdos are generally armed with the martial weapons with which they were buried. They will wield these with great strength. They also have the ability to petrify their opponents, and paralyze them for a short time by emitting a terrifying scream. Gibdos also curse those they touch. In the days following a Gibdo's touch, a victim's body rots from the outside in, until nothing but dust remains.

**Sensitivity to Sun and Fire.** Gibdos are generally resistant to most damage. However, they are extremely susceptible to fire and to sunlight. The former can completely burn away a Gibdo's withered, rotting body. The latter however can paralyze them, much the same way that they paralyze their victims with their scream.

**Undead Nature.** A Gibdo doesn't require air, food, drink, or sleep.

## GIBDO

Medium undead, lawful evil

Armor Class 11 (armor scraps)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 1 (325 XP)

## Actions

**Multiattack.** The Gibdo can use its *Dreadful Glare* and makes one attack with its rotting fist.

# GORONS

The Gorons are a large humanoid race found throughout Hyrule's mountainous and cavernous areas. They subsist almost entirely on a diet of rocks and minerals found in their subterranean environment. Gorons have been known to construct massive underground kingdoms, both inside preexisting cave systems and by way of new construction and tunneling. Despite their hulking appearance, Gorons are a peaceful and spiritual race. When provoked however, they will make use of their great stature to engage an enemy. Many travelers judge Gorons on their appearance and assume that they are unintelligent. However, Gorons have demonstrated advanced industrialization techniques that they use to mine and mould their expansive kingdoms.

They are presumably silicon-based due to a strict diet of rocks and, possibly as a result, they develop rocky growths on their backs as they age. Their apparent immunity to drowning would also stem from this, as the silicate minerals and rocks are extremely common and contain oxygen. However, their enormous density, leaves them unable to float or swim.

The average Goron is a bit smaller than a Hylian when standing fully erect. There are certain Goron warriors however, who consume a strict diet of bomb-flowers (indigenous flora of their natural habitat) that grow to be nearly twice the size of the average Hylian. They possess enough physical strength to shatter large boulders and carve out tunnels using only their fists, without suffering any significant fatigue afterwards. Particularly large Gorons like Dangoro possess even more strength in addition to their size, to the point of managing to create quakes by stomping on the ground.

There are some few Gorons that grow to gigantic sizes. Two such behemoth Gorons known as Biggoron and Medigoron were known to live in and around Hyrule's Death Mountain. Due to their extreme size, Gorons of this stature are not known to move with regularity. Instead, they take up occupations that require the use of their hands, such as smithing. Indeed, Biggoron and Medigoron were legendary blacksmiths who crafted notoriously powerful weapons and armor for Gorons and Hylians alike.

All Gorons that are seen are male and are referred to as such. They call each other "brother" and never once has a Goron referred to another as "she" or "her". Also, many young Gorons are found to have a father, but no second parent has ever been mentioned. This has led to some speculation that Gorons may in fact be grown directly out of rock, perhaps with some magical influence involved.

It is interesting to note that this gendered exclusivity is the mirror image of the Gerudo. There are other similarities between the two races, including their respective worship of the goddess Din, stemming from their deep relationship with the land. This has led some historians to posit that these two races may have indeed been created by the goddesses to represent the two opposing extremes of gender.

**Goron Culture** Gorons generally have a friendly, brotherly







# COMMON GORON

Medium humanoid, lawful good

Armor Class 13 (natural armor)  
Hit Points 55 (10d8 + 10)  
Speed 20 ft., roll 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	13 (+1)	12 (+1)	15 (+2)

Damage Immunities fire, poison, bludgeoning, and slashing from nonmagical attacks  
Condition Immunities poisoned  
Senses darkvision 120 ft., passive Perception 11  
Languages Common, Goron  
Challenge 1 (300 XP)

**Pack Tactics.** The Goron has advantage on an attack roll against a creature if at least one of the Goron's allies is within 5 feet of the creature and the ally isn't incapacitated.

**False Appearance.** While the Goron remains curled up and motionless, it is indistinguishable from an ordinary rock.

## Actions

**Multiattack** The Goron makes two punching attacks.

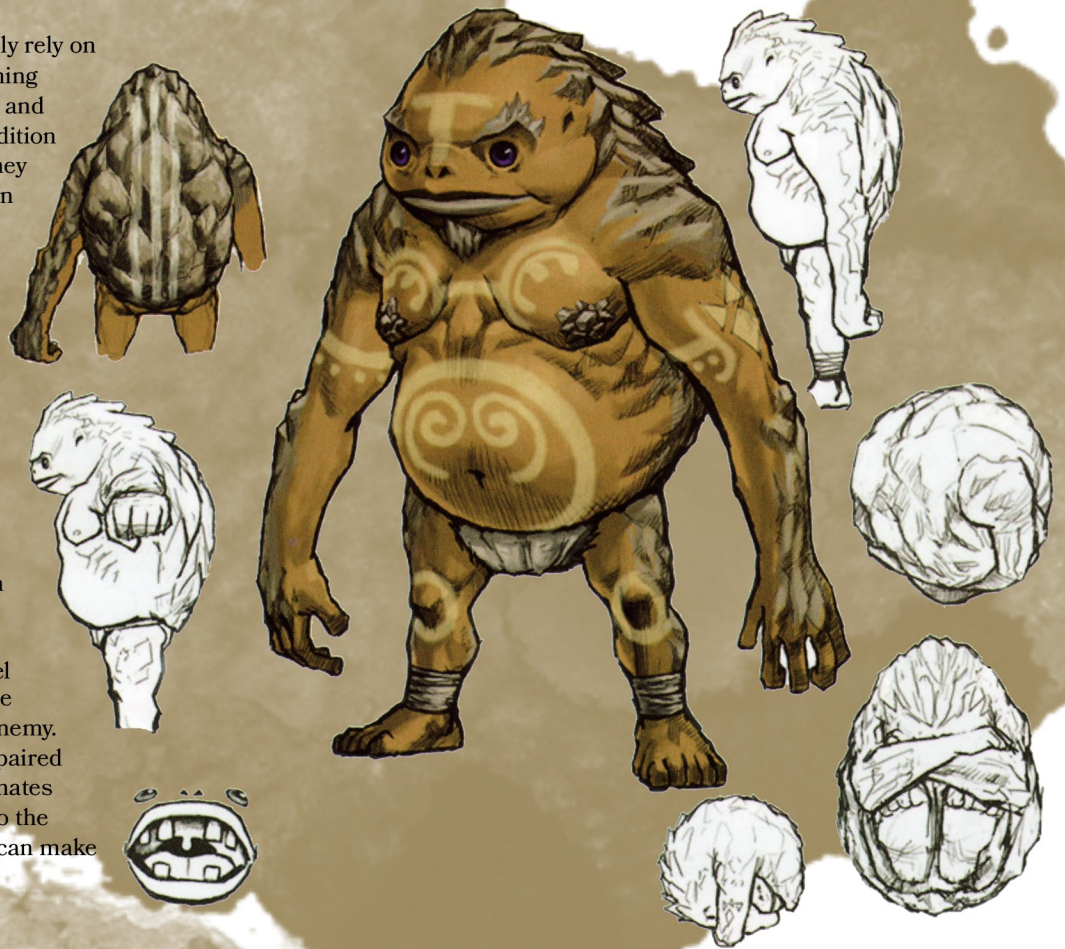
**Punch.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 10 (2d6 +3) bludgeoning damage.

**Rolling Defense.** While the common Goron is not trained in using its rolling as an attack, they can disengage from combat as an action by curling up and rolling away. It may not attack during a turn in which it uses rolling defense. This provides the Goron with +3 AC and allows it to take the Disengage action as a bonus action on each of its turns.

**Gorons in Combat** Gorons typically rely on their impressive girth and overwhelming strength in a fight. They use punches and stomps to crush their enemies. In addition to this method of combat (at which they exceed) Gorons have also been known to use large weapons such as hammers and even axes in a battle.

Gorons also have the ability to curl themselves into a ball and roll forwards. This can serve as both a defensive tactic, as their hard, rocky backs are nearly impenetrable with normal weapons, or as an offensive technique since they can bowl over their enemies when rolling quickly. Some Gorons use this technique to travel great distances. In fact, racing while curled up in a ball is a common and popular form of Goron sport and entertainment.

While curled up, Gorons can propel themselves into the air and then come crashing downwards to damage an enemy. Some Gorons utilize this technique, paired with an explosive shockwae that emanates from their bodies upon slamming into the ground. Only skilled Goron warriors can make use of this particular ability however.





# GUAY

The Guay is a dark, crow-like bird that is commonly seen flying above spacious areas. They flock in places such as deserts, lakes, and farmland. While the Guay is generally small, most varieties of Guay are slow in flight. These birds are seldom seen alone, and are typically always seen in large flocks. Occasionally however, lone Guays have been known to fly over populated areas.

Guays will hone in on a target and pursue them as long as they are within close proximity. This behavior can work to the target's benefit the majority of the time, as when defeated, the Guay will often drop large quantities of Rupees. They store these Rupees in their feathers and talons. Their dives make them easy to defeat with short-ranged weapons such as swords, though they can also just as easily be killed with long-ranged weapons such as a bow.

Some Guay will attempt to defecate on their prey before diving in for an attack. Guay droppings have a poisonous quality to them, and can drain the stamina of those exposed to them.



---

## GUAY

Tiny beast, unaligned

Armor Class 12  
Hit Points 4 (1d4 + 1)  
Speed 10 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4  
Senses passive Perception 10  
Languages none  
Challenge 0 (10 XP)

Keen Sight. The Guay has advantage on wisdom (Perception) checks that rely on sight.

### Actions

Peck. Melee Weapon Attack: -2 to hit, reach 5 ft., one target. Hit: 4 (3d4 - 2) piercing damage.



## HIPLOOP



Hiploops are raging insect-like creatures that attack anyone by ramming into them if they pass directly in front of them. Hiploops occasionally wear metal masks, shielding their vulnerable faces; however, their backsides remain vulnerable. This behavior is similar to the Helmasaur. They are regularly found dwelling in the woods of Hyrule, but seem to be more common in the forests of Termina. They are a common enemy to the Deku people, who have devised strategies for defeating them.

---

### HIPLOOP

Small beast, unaligned

Armor Class 14 (10 without mask)

Hit Points 5 (1d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	14 (+2)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages None

Challenge 1/2 (100 XP)

**Keen Smell.** The Hiploop has advantage on Wisdom (Perception) checks that rely on smell.

**Removable Masks.** When within 5 feet of the Hiploop, a creature may attempt to remove its mask as an action. The mask will be removed on a successful DC 13 Dexterity check, but prompts a biting attack from the Hiploop.

### Actions

**Bite.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 4 (2d4 - 1) piercing damage.

---

## HUMANS

Several of the races in the realm of Hyrule can be described as being human, or at least humanoid. The Gerudo, the Garo, the Ikana, the Sheikah, and the Hylians can all be grouped under the larger umbrella term of human. They are physically differentiated from the other major races in Hyrule such as the Dekus, Gorons, and Zora. There exists a very small subset of humans who are distinctly identified when compared to Hylians or Gerudo by their rounded ears.

These "round-eared" humans do not claim heritage with any of the other known races.

There are a number of humans that are round-eared but are otherwise similar to the Hylians in appearance and culture, and often live with them





## HYLIANS (HYLIA)

Hylians are a humanoid race indigenous to the realm of Hyrule. They are characterized by fair skin, straight hair, and most notably, their sharply pointed ears. Though they would seem to have originated in the land of Hyrule, Hylians have expanded throughout the surrounding lands and continents. As such, they are the dominant race found throughout the world. While there are self-contained city states of Hylians throughout the world, the capital city of their race is clearly centered in Hyrule. They tend towards a peaceful life in a variety of occupations including farming, craftsmanship, trading, the arts, and manual labor.

Hylians have long, elf-like ears that supposedly enable them to hear special messages from the goddessess. It is known that Hylians have an extended life-span, to the point of living for centuries. Their heritage also gives them unique psychic and magical abilities. The Hylians have therefore given birth to many heroes through the ages.

**Diverse Populations.** Hylians from Termina are often called "Terminans" by travelers; however, this is technically incorrect. "Terminan" could apply to anyone from the Termina region, including other races such as Gorons, Zoras, Deku Scrubs, etc. So-called "Terminans" seem different from the people of Hyrule, such as being more technologically-advanced, but this by no means implies a different race. It is interesting to note that no Terminan Hylians seem to use magic, implying they either have no need to or are incapable of doing so. Of course it is possible that they can use magic, however they simply do not rely on it as much due to their technology.

The parallel world of Lorule is also inhabited by Hylians or their Lorulean equivalent. Like the Hylians of Hyrule and Termina, they have pointy ears as well as psychic and magical abilities, though their eye and hair colors are darker than their Hyrulean counterparts such as is the case of Lorule's Princess Hilda who has dark purple hair and red eyes which differ from Princess Zelda's blonde hair and blue eyes. The Lolians also are known to be darker (though not outright evil) or possess a personality that is the opposite of their Hylian counterpart. the Lorulean Royal Family of the past is said to have be willing to take extreme measures to protect and/or preserve their kingdom, such as destroying their Triforce to end the civil wars it caused, only to bring chaos and ruin to Lorule due to its destruction.

**Martial Traditions.** The Knights of Hyrule can be traced back to the academy of knights in Skyloft. They are the ancient knights protecting the Royal Family of Hyrule. During the Imprisoning War, most of them were killed. They did however, become prominent again over time. Apparently, only descendants of the Knights of Hyrule can wield the legendary Blade of Evil's Bane, the Master Sword. The armies of Hyrule are highly trained and competent in combat, but due to the Hylian's relatively small population, they have been known to be overwhelmed by larger forces such as bands of blinoids.





**The Hylian Monarchy.** Hylian civilization is ruled by an ancient monarchy that stretches back thousands of years. Tradition dictates that the first daughter of each Hylian King be named Zelda, who is said to carry the spirit of the goddess Hylia. In addition to standard matters of governance and keeping the peace, the Hylian royal family is also tasked with the care and curation of the sacred *Triforce*, a holy symbol said to grant its owner access to *the sacred realm*, home of the goddesses. One who wields all three pieces of the *Triforce* is also said to be granted supernatural and fantastic powers that allow them, if evil, to subjugate the people of Hyrule. The Hylian Royalty are in direct possession of the *Triforce of Wisdom* which is passed down from generation to generation. It is their most sacred and prized possession.

They are protected by a contingent of specially trained soldiers that form an honor guard. The children of the royal family are typically cared for and kept safe by a Sheikah nursemaid.

Throughout their long history, the Royal Family of Hyrule passed down many powers and sacred objects, including the magical abilities that they inherited from their ancestor Hylia, the Light Force, the Goddess Harp, the Triforce of Wisdom and the Ocarina of Time. Others things passed down within the family include the legend of the Sacred Realm and the Picori. They maintain contact with the sky beings known as the Oocca, who are said to have helped in the early development of Hyrule, assisting in the construction of the Temple of Time to protect the entrance to the Sacred Realm, the family watching over the temple until it falls into ruin. They also hold Picori Blade in their possession.

Members of the Royal Family are known to be buried within Hyrule Castle Graveyard and a Royal Tomb located in a graveyard behind Kakariko Village. For many generations, they have been protected by their ancestor's chosen guardians: the mysterious Sheikah tribe. Their crest is newer variation of the Goddess Crest used to represent their ancestor during the age in which she ruled over the Surface located below the floating island of Skyloft. The crest depicts a Loftwing, alone the symbol of Skyloft, and the sacred relic of the Golden Goddesses: the Triforce.

The King of Hyrule recently unified the country during the long and bloody Hyrulean Civil War. The Sheikah, the Zora, and the Goron races have also sworn fealty to the Royal Family. The Zora have formed an alliance with the Royal family, and Darunia of the Gorons considers the Hylian King to be his "sworn brother."





---

## HYLIAN SOLDIER/CLERIC

Medium humanoid, lawful good

Armor Class 18 (half plate mail, shield)  
Hit Points 13 (2d8 + 4)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12  
Languages Common  
Challenge 1/4 (50 XP)

Pack Tactics. The soldier has advantage on an attack roll against a creature if at least one of the soldier's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

Longsword (Soldier Only). Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 7 (1d8 + 2) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Spellcasting (Cleric Only). The Cleric is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Cleric has the following spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy  
1st level (3 slots): bless, cure wounds, sanctuary



---

## HYLIAN CAPTAIN

Medium humanoid, lawful good

Armor Class 20 (plate, shield)  
Hit Points 52 (8d8 + 16)

## IRON KNUCKLE

The Iron Knuckle is a fearsome creature found in the dungeons of Hyrule. They are extremely rare and powerful. Their origins are unknown, but legends say that the first Iron Knuckles were the most elite guards of Hyrule's old kings or priests. This legend stems from the fact that Iron Knuckles have been found protecting the ancient temples of Hyrule. One thing is certain; Iron Knuckles are possessed of deep and arcane magic that gives them animated life.

The Iron Knuckle appears to be a hulking, humanoid creature wielding massive axes. Their thick armor makes them extremely difficult to defeat. Though they move slowly, their attacks are extremely dangerous and are often unleashed in a flurry of flailing swipes, belied by their generally slow movement.

**Mysterious Form.** No one is entirely certain what is contained within an Iron Knuckle's armor. Some travelers insist that there is in fact no occupant of the armor, and that indeed, they are animated solely by dark sorcery. When damaged, there does appear to be some humanoid shape beneath their broken armor, but upon death, the

Iron Knuckle vaporizes into a blue-green flame and vanishes. Others have reported Hylians being abducted by witches and imprisoned in Iron Knuckle armor and forced to do the bidding of their captors.

### ***Stoic Guardians.***

Though they appear to be somewhat similar to Darknuts,

Iron Knuckles are distinctly different from their more agile counterparts. In addition to the extreme mobility of the Darknut in comparison to the Iron Knuckle, the latter is not nearly as aggressive.

In fact, an Iron Knuckle will remain perfectly still, standing guard over its assigned object or area. They will not make aggressive movements towards any creature unless provoked, either by being attacked or by that creature trespassing into an area it has been tasked with protecting. Once awakened however, the Iron Knuckle will attack, without mercy or respite, until it is destroyed.





## KARGAROK

The Kargarok is a large Hylia bird. It has a large sharp beak with a red hood and wattle. Though it is clearly avian, its wings appear to be somewhat reptilian and leathery. In addition to their formidable beaks, they also have sharp talons that they use to attack their prey.

They are large enough to carry tiny or small creatures through the air and intelligent enough to be trained to do so for the purposes of transportation. Their impressive size gives them enough heft to be able to knock a rider from their horse.



---

## KARGAROK

Small beast, neutral evil

Armor Class 13

Hit Points 7 (1d6 + 3)

Speed 10 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	7 (-2)	8 (-1)

Skills Perception +2

Senses passive Perception 8

Languages none

Challenge 1/8 (25 XP)

**Keen Sight.** The Kargarok has advantage on wisdom (Perception) checks that rely on sight.

**Carriers.** The Kargarok can carry and transport any small creature or object up to 85 pounds in its talons. If it does, its flying speed is reduced to 20 ft. Any creature may attempt to cause it to drop whatever it's carrying with a ranged attack within range of the Kargarok. The Kargarok's AC is 18 during this attempt.

### Actions

**Peck.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 6 (3d4 -1) piercing damage.

**Divebomb.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) bludgeoning damage. If the target is a creature, it must make a DC 12 Dexterity saving throw. If unsuccessful, the target is knocked prone.



## KEESE

Keese are a variety of Hylia bat. They are not particularly



# KOKIRI



The Kokiri are a humanoid race native to the woods of Hyrule. They are physically indistinguishable from normal Hylians, sharing their pointed ears and fair skin. Though their hair is straight, it seems to take on hues that conform to the colors of leaves including reds, yellow, and even green in some cases. The defining physical trait of the Kokiri however is that they appear to be children, and remain in this limited stage of development for their entire lives, which are purported to be infinite.

They are timid and kind, and generally hesitant to interact with outsiders. They never leave their small enclave around the Great Deku tree. This is because they fear the outside world, but moreover upon leaving the forest, they will die unless protected by powerful magic. They can also be identified by their traditional green tunics and pointed caps.

**Magical Origins.** Kokiris are said to be the children of the Great Deku Tree, a large and ancient spirit in the form of a gigantic tree at the center of their forest. They are also called "the spirits of the forest". Others theorize that the Kokiri are actually Hylian children who wandered into the forest got lost, and subsequently were embraced by the ancient magic that permeates the Hylian woods. Due to their extreme long life, the Kokiri seem to have limited memory capacity, and possess no knowledge of how they originally came to exist. Instead, they live peacefully in the woods and concern themselves with the protection and preservation thereof.

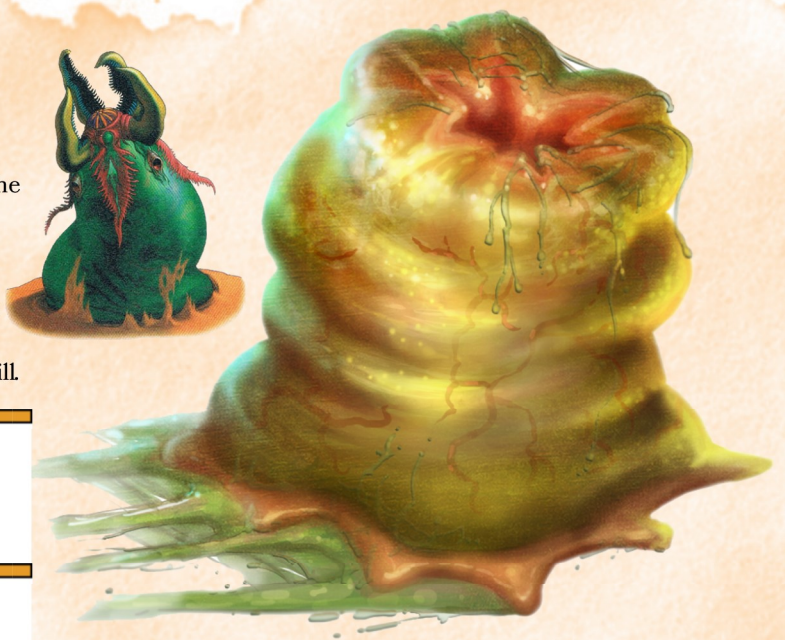


**Fairy Children.** In addition to their necessary symbiosis with the Great Deku Tree, the Kokiri's existence appears to



## LEEVER

The Leever is a small worm-like creature that burrows in the sands of the Gerudo desert. They emerge from the ground when they sense movement above them. They have sharp teeth and jaws that extend from their heads and they spin rapidly in circles to disorient and catch their prey. They are capable of lunging out of the sand and disappearing again with great swiftness that makes them difficult to track or kill.



---

## LEEVER

Small monstrosity, unaligned

---

## LIKE LIKE

Medium ooze, unaligned

Armor Class 8  
Hit Points 53 (8d8 + 8)  
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	13 (+1)	2 (-4)	2 (-4)	1 (-5)

Damage Resistances acid  
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone  
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6  
Languages none  
Challenge 3 (950 XP)

**Amorphous.** The Like Like can move through a space as narrow as 1 inch wide without squeezing.

**Spider Climb.** The Like Like can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

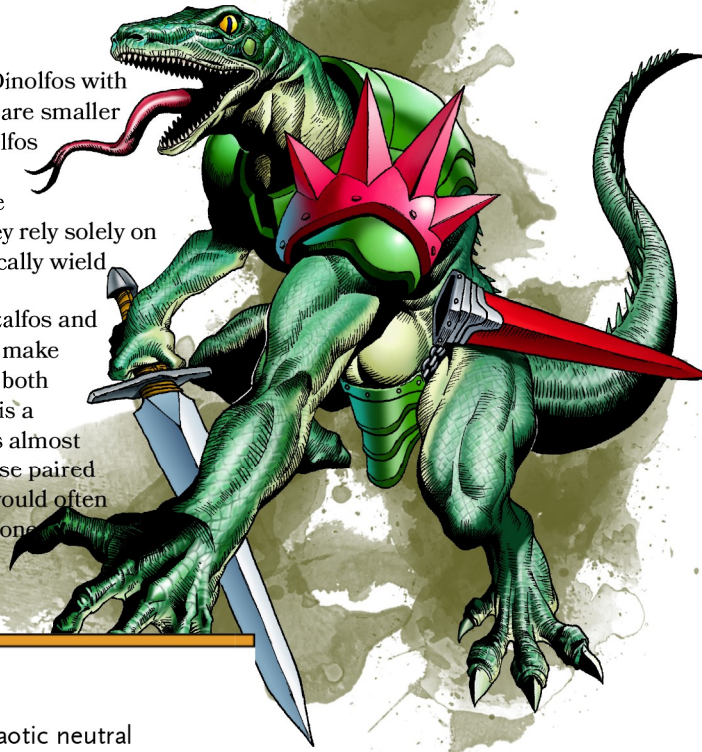
## Actions

**Engulf.** The Like Like moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Like Like enters a creature's space, the creature must make a DC 17 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Like Like. A creature that chooses not to be pushed suffers the consequence of a failed saving throw. On a failed save, the Like Like enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) acid damage at the start of each of the Like Like's turns. When the Like Like moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Like Like. When that creature emerges however, it will have lost anything it was holding at the time within the Like Like. These items can only be retrieved after the Like Like has been killed.

# LIZALFOS

The Lizalfos is very similar to the Dinolfos with a few significant differences. Lizalfos are smaller and significantly more agile than Dinolfos and they do not possess the Dinolfos distinctive gauntlets, nor are they able to breath fire like their larger kin. They rely solely on their use of martial weapons and typically wield a longsword with no shield.

Another key difference between Lizalfos and Dinolfos is their behavior. While both make their lairs in subterranean areas, and both covet gold and treasure, the Dinolfos is a solitary creature whereas the Lizalfos almost always pairs itself with a partner. These paired duos are not necessarily mated, but would often appear to be so, and they will protect one another with intense ferocity.



---

## LIZALFOS

Medium humanoid (saurian), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	11 (+0)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages Common, Saurian

Challenge 1/2 (100 XP)

**Cunning Action.** On each of its turns, the Lizalfos can use a bonus action to take the Dash or Disengage actions.

**Paired Tactics.** The Lizalfos has advantage on an attack roll against a creature if its partner is within 5 feet of the creature and isn't incapacitated.

### Actions

**Longsword.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 6 (1d8 + 2) slashing damage.

---

# MAGMA SPUME



The Magma Spume is truly a pitiable creature. It resembles a large toad, but it lives in the lava found in active volcanoes. The harsh environment in which they live belies their generally pathetic, bloated and weak bodies. They are





## MAGTAIL

Like the Magma Spume, the Magtail lives inside pools of liquid rock. Unlike the Magma Spume however, the Magtail is quite dangerous. They attack with large mandibles that are strong enough to crush rocks, which they consume. Their rocky exoskeleton protects them from attacks just as well as it protects them from the lava in which they live. Their only weak point is their single eye on the front of their heads, but its protected by its jaws.

---

## MAGTAIL

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 12 (2d6 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities fire

Senses blindsight 30 ft., passive Perception 8

Languages None

Challenge 1/4 (50 XP)

**Magma Rejuvenation.** If the Magtail's hit points are lowered to 0, it curls into a ball. If it subsequently rolls into lava, it will regain all of its health.

## Actions

**Bite.** Melee Weapon Attack: -1 to hit, reach 5ft., one target. Hit: 11 (4d6 - 3) piercing damage plus 7 (2d6) fire damage.

---

## MINIBLIN

Miniblins are small rodent-like humanoid blins. They have large heads, massive teeth and small limbs. Due to their small stature, they are excellent at hiding, but when they sense an enemy, they will swarm and overwhelm them, attacking viciously with their small tridents.

They are generally timid, but they have an extreme love of gold and treasure and will attack a much stronger opponent in order to steal even a few rupees. They rely on their numbers in combat. The attacking stream of miniblins seem to be endless to frustrated and weary adventurers.





# MOBLINS

Moblins are the largest and most fearsome of all the blinoid species. They are cruel and evil and far more aggressive than their smaller relatives. They also display the greatest prowess in combat and are the most difficult to defeat of all the blinoid races. Their appearance varies fairly drastically from clan to clan. Some Moblins appear to be humanoid pigs, whereas others more closely resemble bulldogs. These discrepancies can be attributed to the Moblins' sinister origins.

**Created by Magic.** While at one time they may have been a distinct and naturally evolved blinoid species, they have been perverted and mutated over time by vile dark magic. This transfiguration also accounts for their extremely aggressive nature and their hatred of nearly all other living things. Moblins have been known to attack and kill other blinoids, even when they are under the command of another, more powerful creature.

**Strength Above All Else.** Moblins value strength more than any other quality and typically only respect those who display extreme power and skill in combat. Their tribes are ruled by the largest and most fearsome among them. This leader rules absolutely and can only be disposed through a ritualistic challenge by combat.

**Servants of a Dark Master.** Though Moblins are physically extremely hearty, they are weak willed and can be easily overpowered by powerful sorcerors or dark wizards. They are the preferred warrior race of the Dark King Ganon, who they strongly resemble in their snub-nosed appearance. Armies of Moblins will tear through Hylian cities and towns with brutal efficiency, and rarely meet their match from the likes of average Hylian soldiers.

**Moblin Lairs.** Hordes of Moblins, leftover from forgotten campaigns of outlaw warlords have been known to establish colonies in varying locations throughout the Hylian wilds. In an apparent attempt to return to their natural roots, many Moblin clans organize themselves in Hyrule's deep woods. Moblins have also been found rampaging through the Hylian countryside however in nomadic fashion, looting and pillaging to survive.



## MOBLIN GRUNT

Medium humanoid (blinoid), chaotic evil



## SPEAR MOBLIN

Medium humanoid (blinoid), chaotic evil

Armor Class 17 (half plate) 19 (shield)  
Hit Points 39 (6d8 + 12)  
Speed 30 ft.

STR DEX CON INT WIS CHA  
15 (+2) 14 (+2) 14 (+2) 12 (+1) 10 (+0) 13 (+1)

Senses darkvision 60 ft., passive Perception 10  
Languages Common, Blin  
Challenge 3 (700 XP)

**Martial Advantage.** Once per turn, the Spear Moblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Spear Moblin that isn't incapacitated.

### Actions

**Multiattack.** The Spear Moblin makes two spear attacks.

**Spear.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

**Leadership** (Recharges after a Short or Long Rest). For 1 minute, the Spear Moblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Moblin. A creature can benefit from only one Leadership die at a time. This effect ends if the Spear Moblin is incapacitated.

**Giant Moblin.** The most fearsome of all Moblins is the giant Moblin. This mutated beast stands nearly three times the height of a normal Hylian and wields a giant club. Their strength is so great that they can cause tremors in the surrounding ground when they strike it with their weapons. They are solitary creatures, and rarely associate with other Moblin hordes. Rather, they eek out a small area to call their home and defend it with great ferocity. These giant Moblins are rarely ever seen on the battlefield in larger Moblin-fought campaigns.

## GIANT MOBLIN

Large humanoid (blinoid), neutral evil

Armor Class 16 (natural armor)  
Hit Points 97 (13d10 + 26)  
Speed 30 ft.

STR DEX CON INT WIS CHA  
22 (+6) 14 (+2) 15 (+2) 14 (+2) 11 (+0) 15 (+2)

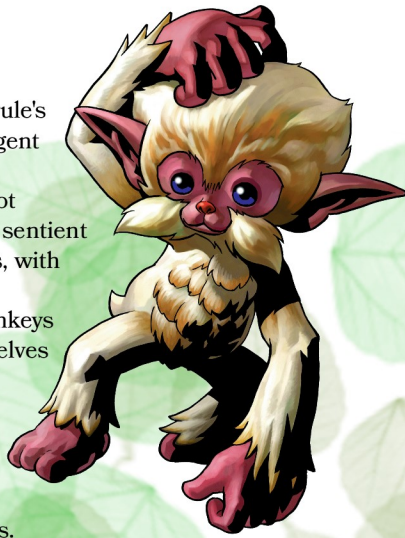
Saving Throws Int +5, Wis +3, Cha +5  
Condition Immunities exhaustion, frightened  
Senses darkvision 60 ft., passive Perception 10





## MONKEY

Monkeys are common in Hyrule's woods. They are fairly intelligent and can understand many languages, though they cannot communicate with any other sentient species other than the Dekus, with which they have a complex relationship. While most monkeys are content to keep to themselves some are curious and will intrude upon even the most sacred areas in the forest. Monkeys are generally weak but they are clever and can solve puzzles and disarm traps.



## MONKEY

Tiny beast, unaligned

Armor Class 12  
Hit Points 2 (1d4)  
Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	14 (+2)

Senses passive Perception 11  
Languages Monkey  
Challenge 0 (10 XP)

Pack Tactics. The monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

Bite. Melee Weapon Attack: -1 to hit, reach 5ft., one target. Hit: 1 piercing damage.

## MORTH

The Morth is a round, spiny creature with orange spikes all over its purpleish-black body. Morths have a single large multicolored eye in the center of their bodies. It is unclear whether or not the Morths are a distinct lifeform or if they are merely the larval stage of various woodland creatures that are found in Hyrule.

Regardless of their origin, the Morth displays unique behavioral characteristics that distinguish them from other creatures found in the woods. The spines that cover their small bodies serve two purposes. The first, and perhaps most frustrating, is that the spikes allow the Morth to adhere strongly to nearly any surface. There are actually microscopic hook-like growths on each of its spikes that make them very difficult to remove them from whatever they are stuck to. When stuck to another creature, it makes it extremely



# MOTHULA



The Mothula is an apex predator of the Hylian woods. It lives exclusively in quiet enclaves where the canopy breaks and sunlight is allowed to reach the forest floor. It seems to be physically similar to the Magtails found in Hylian caves, but due to their widely different natural habitat, it is extremely unlikely that the two creatures have any common heritage. Nevertheless, the Mothula attacks its prey in the same way as the Magtail; with giant mandibles on the front of its face which also protect its large, single eye.

Due to the Mothula having only one eye, it has no depth perception. This informs its attack patterns, which involve wildly swooping and diving at its prey in an attempt to catch it. This is typically a satisfactory strategy, as the Mothula's large size and impressive speed are suitable enough to capture most forest creatures like monkeys or common Dekus.

**Wingless Mothulas.** Juvenile Mothulas have no wings. They scuttle along the forest floor in search of food. Adult Mothulas have been known to lose their wings in combat with rivals, or if they attempt to make a meal of a creature in the forest that puts up a substantial fight.

Without wings, the juvenile Mothula has much more difficulty obtaining food. As it has difficulty surprising its prey, the juveniles rely on more vicious attacks. They rapidly snap their mandibles at any movement, in a hope of snagging something for them to devour.

**Mothulas and Morths.** It is not entirely clear that the Morth is the larval stage of the Mothula, however this is some evidence to suggest that this is the case. The most clear indicator of this is that the Mothula has been known to expell Morths when in battle. It certainly appears that the Mothula has created these small spiky creatures, but it may in fact simply store them within its abdomen.

The relationship between the two creatures may be an example of symbiotic mutualism. The Mothula provides a safe incubating environment for the Morth, and when incubated, the Morth is used by the Mothula to slow down or paralyze the Mothula's prey. The Morths then get to feast on any leftovers from the Mothula's meal.





# OCTOROK

The Octorok is a native Hylian cephalopod. They are found in any nearly any large body of water including rivers, swamps, lakes, and even along the ocean coast. They are noticeably absent however from *Lake Hylia*. This may be because of the Octorok's vaguely evil nature not being able to exist in that blessed and sacred locale.

Octoroks have sticky suction cups on the bottom of their large tentacles. They use these to capture prey and suck them under the water, suffocating them. They also have large circular, protruding mouths that they use not only to suck in their food, but also to shoot out projectiles. These projectiles can be stones found at the bottom of the Octorok's home body of water, or they can be large solid deposits built up inside the Octorok's gullet for this purpose.

Once they reach adulthood, Octoroks begin to grow a hard shell on top of their heads. This provides them with some meager protection, but it is not until the Octorok reaches a more advanced age that the shell grows large enough to provide them with any substantial defense. Before the shell reaches this stage of development, the Octorok's principle means of defending itself is to simply retreat beneath the surface of the water.



---

## BIG OCTOROK

Large beast, neutral evil

Armor Class 18 (natural armor)  
Hit Points 30 (4d10 + 8)  
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	20 (+5)	17 (+3)	7 (-2)

Skills Perception +4  
Senses darkvision 60 ft., passive Perception 17  
Languages none  
Challenge 1 (300 XP)

Hold Breath. While out of water, the Octorok can hold its breath for 1 hour.

### Actions

Rock Shot. Ranged Weapon Attack: +4 to hit, reach 50/150 ft., one target. Hit: 16 (4d6 + 2) bludgeoning damage.

Tentacles. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Octorok can't use its tentacles on another target.

---

Rock Shot. Ranged Weapon Attack: +5 to hit, reach 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

---





## OCCA

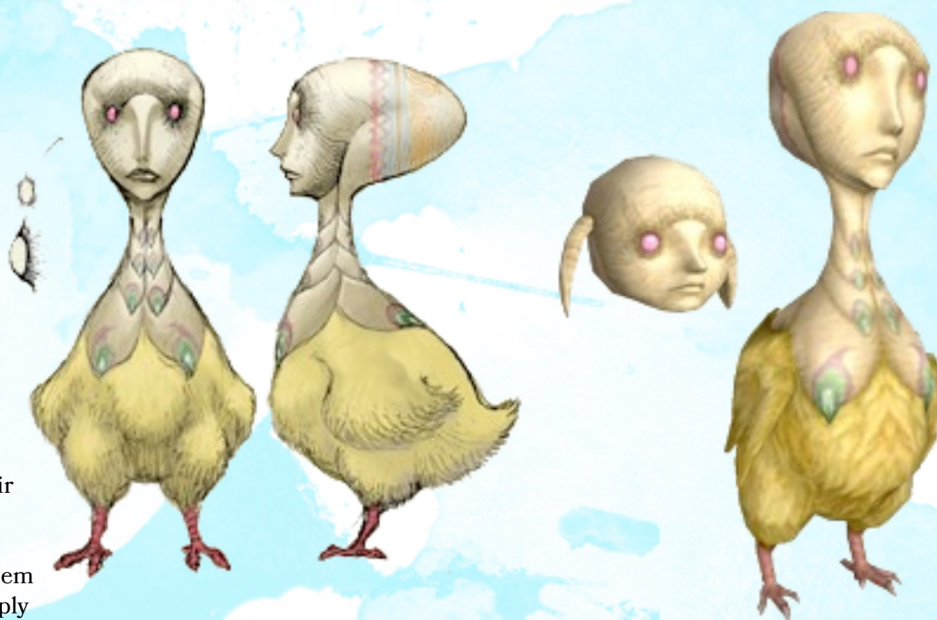
Occas are a magical race of avians that possess some disconcerting humanoid characteristics. Most notable is the Occca's face which appears to have fetures extremely similar to the average Hylian. Their faces differ from Hylians however in that they have small beady red eyes which can retract slightly into their skulls allowing for protection during their limited range flights. Below the head, the Occca seem to have features similar to the average Cucco, but with yellow feathers on their abdomen and wings, and oddly colored tan feathers with green tips on their breasts. Their petite talons are not large enough to provide them with any defensive advantage. Rather, they simply use them to cling to their high perches so that they will not be blown off by strong winds. They are fairly helpless creatures.

**The City in the Sky.** The Occcas are an ancient and magical race that predate the modern Hylians who have developed the land. Their origins date back to the time when the Hylians still lived in the Skyloft. Occcas may have once lived around Hyrule's surface, but they have since migrated and reside almost exclusively in what they call *the City in the Sky*. This city is a large collection of buildings that float in the skies high above Hyrule.

It is unlikely that the Occca constructed the city, but its origins are unknown. It is possible that it was originally built for the Hylian people who would later go on to found Clock Town in the region of Termina. The only evidence for this however is that there is advanced technology found in the City in the Sky, including the massive propellers which keep it in the air. If there is any connection between this city and the people of Termina, it has been completely lost to time.

**Ancient and Magical Origins.** Some historians theorize that the Occca are in fact the descendents of Hylians who remained in Skyloft even after the majority of the population returned to the surface. Others belive them to be the original race created by the Goddess Hylia, and that the Occca themselves in fact created the Hylians in her image.

Oocca artifacts appear to have been designed for creatures with a more humanoid stature, including the legendary *Dominion Rod* which is said to have been used to control creatures and inanimate objects. These would seem to be consistent with their hypothetical magical origins, implying that at one time the Occca were a more powerful, humanoid race. While this theory is not widely believed, it is commonly accepted that the Occca played some role in helping the Hylians to migrate from Skyloft back to the Surface.



# PHANTOM RIDER



## PHANTOM RIDER

Medium aberration, lawful evil

Armor Class 15  
Hit Points 44 (8d8 + 8)  
Speed 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+1)	8 (-1)	8 (-1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 9

Languages understands all languages but cannot speak

Challenge 5 (2,000 XP)

**Incorporeal Movement.** The Rider can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

**Spectral Weapons.** When attacking with a melee weapon, the target's AC is reduced by 4.

### Actions

**Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (3d6 + 1) slashing damage + 3 (1d6) cold damage.

**Great Lance.** Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 22 (6d6 + 1) piercing damage + 7 (2d6) cold damage. If the target is a creature, it must succeed on a DC 14 strength save or be knocked prone.

**Life Drain.** Melee Spell Attack: +4 to hit, reach 5ft., one target. Hit: 10 (2d8 + 1) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



# POE



Poes are the restless spirits of the Hylion dead. They take on a variety of forms, but are all known to carry bright lanterns. The lanterns contain the soul of the Poe. The "body" of the Poe is merely a projection of the soul's will and hatred. The most common Poes appear to be vaguely humanoid, with oversized heads, short arms and round bodies. They are clad in tattered robes with large hoods that completely obscure their faces. Bright eyes that can be any color shine from within the dark area beneath the hoods. All Poes emit high pitched shrieks and the occasional piercing cackle.

Some Poes have a more humanoid appearance, with elongated torsos and visible, withered and rotting faces and dark blue skin. It is thought that these are the spirits of the recently deceased, who have not yet been fully transformed into Poes. There are also smaller Poes known as "Imp" Poes. Some believe these to be the spirits of dead Hylion children, however there is no direct evidence to suggest that this is the case other than their small stature. Imp Poes are known to carry large scythes with them, in addition to their lanterns, which they clutch with their feet.

**Corrupted Ghosts.** Though they share many of the same characteristics with ghosts, Poes are distinctly different from their more benign relatives. Both are spirits of dead creatures that have not transcended to the Sacred Realm, but Poes have been corrupted and twisted by evil dark magic. They are hateful and cruel, and will mercilessly pursue those who they haunt.

**Residual Power.** The residual essence of the soul of the Poe can be harvested once the Poe has been vanquished. This physical ectoplasmic residue can be collected in any container and can be used in the brewing of incredibly powerful potions. Due to the extremely difficulty with which Poe souls can be obtained, they are highly valuable and sought after by alchemists and potion makers. Depending on the method of preparation, the potion made from a Poe's soul can either heal, or horribly poison any creature that ingests it.



## POE

Medium undead, chaotic evil

Armor Class 16

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	11 (+0)	17 (+3)	12 (+1)	20 (+5)

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 100 ft., passive Perception 11

Languages any language it knew in life, Abyssal  
Challenge 4 (1,100 XP)

**Ethereal Sight.** The Poe can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The Poe can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

### Actions

**Withering Slash.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

**Lantern Attack.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 14 (4d6) bludgeoning damage plus 7 (2d6) fire damage and if the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

**Rapid Spin.** Melee Weapon Attack: +0 to hit, reach 10 ft., all targets in range. Hit: 7 (2d6) bludgeoning damage plus 5 (2d4) fire damage.

**Fireball.** Ranged Spell Attack: +6 to hit, reach 50/100 ft., one target. Hit: 16 (3d6 +6) fire damage and if the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

**Etherealness.** The Poe enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrorifying Visage.** Each non-undead creature within 60 feet of the Poe that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the Poe is incapacitated, the target is immune to this effect for 24 hours.





## REDEAD



The ReDead is among Hyrule's most common, and most feared, undead creatures. They are soulless corpses of the Hylian dead, possessed by cruel and evil dark magic. ReDeaths can be created with the enchantments of evil sorcerers, or might come about naturally in those places that contain large amounts of dark magical energy.

They have no will of their own, and no drive towards any goal other than consumption of flesh. Even though they have a voracious and insatiable need to devour the living, ReDeaths will not die from starvation, remaining in a perpetual undead state, waiting for another victim.

Regardless of how they appeared in life, ReDeaths all resemble withered, decrepit corpses. Their faces have solidified into a wood-like substance which obscures the nose and eyes. Their faces only show round, hollow black voids

## SHADOW BEAST

The Shadow Beast is a mutated monstrosity from the Twilight realm. They appear to be vaguely humanoid but with an overly large head and arms. Their black skin is mottled with angular Twili runes that periodically glow red. They wear flat stone shell-like helmets on their heads that have hairy protuberances extending from the bottom and top. These masks obscure the beast's eyes, if it has them, but leaves its mouth exposed.

**Twilight Corruption.** It is unclear if the Shadow Beast is a unique lifeform or is a Twili, corrupted by the dark magic which plagues their realm. Regardless, the Shadow Beast displays deranged and vicious behavior, and will not hesitate to brutally attack anything it perceives as an enemy.

**Group Attacks.** The Shadow Beast never attacks alone. Instead, they will always appear in groups of three. When two of the three Shadow Beasts is slain, the third will unleash a horrible cry that momentarily paralyzes normal creatures, but revives its fallen comrades back to half health. This pattern will continue unless all three members of the cadre can be killed before the last member revives its partners.

**Twilight Barriers.** When the Shadow Beasts appear, dropping from the sky through a tear between the boundaries of Hyrule and the Twilight Realm, they will immediately erect a force field around them and their opponents. This barrier cannot be damaged or destroyed but vanishes when the Shadow Beasts are slain.





## SHEIKAH

The Sheikah are one of the ancient races of Hyrule. They are visually similar to common Hylians (with the exception of their red eyes) but have a distinct and secretive culture and society. Though all Hylians have a certain sensitivity towards magic, the Sheikah are more finely attuned to its mysteries. They have long since mastered the ability to perform great illusions, and they carefully walk the line between good and evil with their magic.

The Sheikah are masters of combat and stealth. They fight with martial as well as many exotic weapons. Traditional Sheikah arms include throwing kunai, naginatas, and glaives. Though the Sheikah could rely solely on their martial prowess, they also possess powerful magical skills. These allow them to vanish, and create powerful blasts of magical energy. Their magic seems to have some connection to music, as many Sheikah are known to be competent musicians. Their magic is attuned to their instruments, and they can use them to cast spells.

**Sworn Protectors.** The Sheikah swore long ago to protect the Hylian royal family and its interests, carrying out special orders in secret. As such, some have come to call them "The Shadows of the Hylians". Due to their oath of service to the Hylian royals, it is presumed that many Sheikah perished in the Hylian civil war. Indeed, they are nearly extinct today, and many believe their existence to be a myth.

**Ancient Interlopers.** At some point in Hyrule's history, there was a schism between the royal family and the Sheikah. It is unclear what the cause of this rift was, but a great betrayal from either the royal family or the Sheikah themselves is likely at fault. Subsequently, a faction of Sheikahs were exiled from Hyrule. Many believe that these exiles used their magic to cross the boundaries between realms and entered the Twilight realm, thereby becoming the ancestors to the modern Twili.

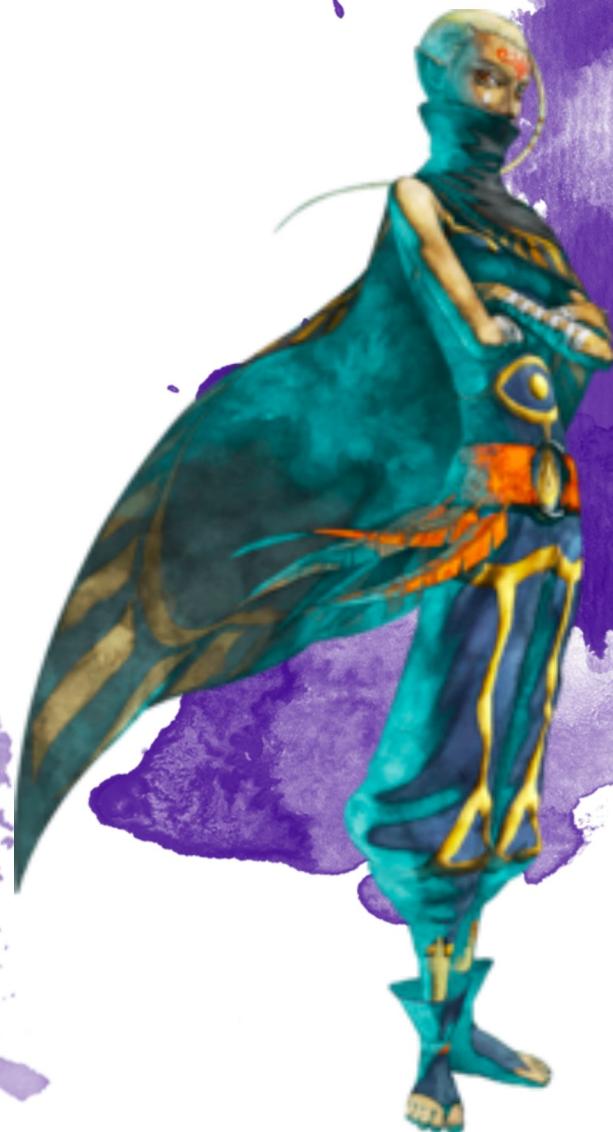
**The Legendary Impa.** The leader of the Sheikah tribe is always given the ceremonial name of Impa. Impa serves as the personal bodyguard and caretaker to the children of the royal family. She also makes decisions for the tribe as a whole. One legendary Impa of the past was responsible for forming the official alliance between the Sheikahs and the royals, and was also responsible for founding the Sheikah community at Kakariko Village.

**Kakariko Village.** The ancient homestead of the Sheikahs is Kakariko Village in the East of Hyrule. This bustling town was once occupied entirely by the secretive tribe, but has since been opened to all races. Founded by the legendary Impa, it was a future Impa who opened the town's borders, following the near extinction of the Sheikah in the Hylian Civil War. Some Sheikahs remained in the town and intermingled with the new population, but others left and founded another colony somewhere in the Northern Hylian wilds. The location of this Hidden Village is unknown to outsiders.

**A Dark Past.** The Sheikah have always dabbled in the dark magical arts and have potentially had a long and bloody history of secret campaigns carried out in the name of the Hylian royal family. Kakariko Village was the locus of these clandestine activities. Many believe that the Sheikah were the architects of the Shadow Temple, also known as the "House of the Dead" and that they used it to carry out dark rites.

**The Man Who Could See The Truth.**

One of the many legends of Kakariko



## SHEIKAH WARRIOR

Medium humanoid, lawful neutral

Armor Class 16  
Hit Points 78 (12d8 + 24)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	22 (+6)	15 (+2)	16 (+3)	17 (+3)	11 (+0)

Saving Throws Dex +8, Int +4  
Skills Acrobatics +6, Deception +4, Perception +5,  
Stealth +11  
Damage Resistances poison  
Senses passive Perception 18  
Languages Common, Sheikah, Old Hylian  
Challenge 4 (1,100 XP)

**Assassinate.** During their first turn, the Sheikah has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Sheikah scores against a surprised creature is a critical hit.

**Cunning Action.** On each of its turns, the Sheikah can use a bonus action to take the Dash, Disengage, or Hide actions.

**Evasion.** If the Sheikah is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Sheikah instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack.** Once per turn, the Sheikah deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Sheikah that isn't incapacitated and the Sheikah doesn't have disadvantage on the attack roll.

### Actions

**Kunai.** Ranged Weapon Attack: +8 to hit, range 60/120ft., one target. Hit: 11 (2d4 + 6) piercing damage and the target must succeed on a DC 15 Constitution saving throw, or take 4 (1d8) poison damage on a failed save and becomes poisoned. That creature may make a DC 15 Constitution saving throw on each subsequent turn or remain poisoned and take an additional 4 (1d8) poison damage until a successful save or the creature is cured by other means.

**Naginata.** Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 20 (4d10) slashing damage.



*The emblem of the Sheikah people.*





## SHELL BLADE

The Shell Blade is an aquatic lifeform found in most fresh water sources around Hyrule. They are large molluscs with hard, spiny shells. They rest peacefully on the bed of whatever body of water they live in until they detect another creature within reach of their attacks. When they sense their prey is near, the Shell Blade will propel itself rapidly backwards by blowing out a stream of compressed bubbles. The Shell Blade uses this technique to gore its prey on the sharp spikes at the base its shell. Once its target has been killed, it will slowly rotate, open its shell and consume the creature. The fleshy muscle inside its shell is extremely susceptible to damage.



### SHELL BLADE

Small beast, unaligned

Armor Class 13 (natural armor, 7 when its shell is open)

Hit Points 7 (1d6 + 4)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	18 (+4)	1 (-5)	3 (-4)	2 (-4)

Damage Immunities (when its shell is closed) slashing, piercing from nonmagical attacks

Damage Vulnerabilities lightning

Senses blindsight 30 ft., passive Perception 6

Languages None

Challenge 0 (10 XP)

Amphibious. The Shell Blade can breath air and water.

### Actions

Spikes. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 2 (1d4) piercing damage.

Bite. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 6 (1d12) piercing damage, the Shell Blade opens its mouth.



*A Skull Kid Puppet.*

## SKULL KID

The Skull Kid is an extremely elusive and timid creature. They are found in the deepest and darkest parts of Hylian forests, and are typically wholly solitary. Many travelers have reported seeing several Skull Kids in the Lost Woods, near the home village of the Kokiri.

Skull Kids appear to be humanoid with a childish form that inspired their name. It is unknown whether they are a distinct race, or are rather Hylian or Kokiri children who became lost in Hyule's forests and were corrupted and mutated by the powerful magic therein. The reported consistency between the various Skull Kids seen throughout



---

## SKULL KID

Small fey, chaotic neutral

Armor Class 13  
Hit Points 8 (1d6 + 5)  
Speed 30 ft.

STR DEX CON INT WIS CHA  
4 (-3) 17 (+3) 20 (+5) 13 (+1) 18 (+4) 18 (+4)

Skills Insight +4, Nature +8, Persuasion +5, Stealth +6  
Senses passive Perception 14  
Languages Common  
Challenge 1/8 (25 XP)

**False Appearance.** While the Skull Kid remains motionless, it is indistinguishable from normal shrubs.

**Cunning Action.** On each of its turns, the Skull Kid can use a bonus action to take the Dash, Disengage, or Hide actions.

**Spellcasting.** The Skull Kid is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +4 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): dancing lights, druidcraft, guidance, mending, minor illusion

1st level (4 slots): animal friendship, cure wounds, purify food and drink, speak with animals

2nd level (3 slots): animal messenger, invisibility, gust of wind

### Actions

**Blowgun.** Ranged Weapon Attack: +5 to hit, range 40/80ft., one target. Hit: 5 (1d4 +3) piercing damage.

**Arboreal Puppetry** (Recharge 5-6). The Skull Kid summons 5 (1d8 +1) Skull Kid Puppets into any unoccupied spaces of their choice within 50 feet.

---

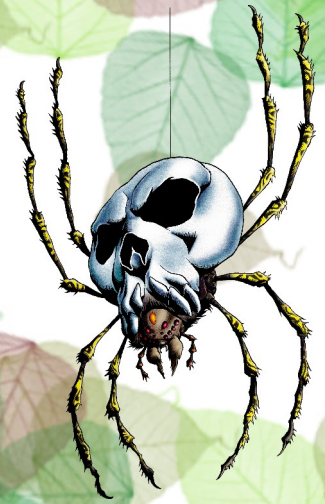
## SKULL KID PUPPET

Small construct, unaligned

Armor Class 5  
Hit Points 2 (1d6 - 1)  
Speed 25ft.

STR DEX CON INT WIS CHA  
10 (+0) 1 (-5) 8 (-1) 1 (-5) 1 (-5) 1 (-5)

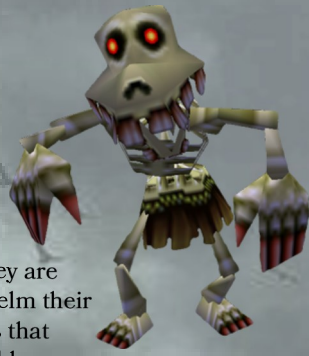
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
Damage Vulnerabilities fire  
Senses passive Perception 5  
Languages None  
Challenge 0 (1 XP)





## STALCHILD

Stalchildren are small, skeletal, humanoid creatures. They have glowing red eyes, and oversized arms and heads with large teeth and no lower jaw. They are extremely weak, but can overwhelm their enemies as they attack in hordes that spring out of the ground. Stalchildren only appear at night, and are destroyed if caught in sunlight, or if they fall into moving water.



There are some who believe that Stalchildren are in fact the reanimated skeletons of dead Hylian children. This would seem to be impractical however, as Stalchildren appear in such great numbers as to discredit this theory. Rather, it is likely that Stalchildren, like their larger kin, the Stalfos, are simply assemblages of the bones of any dead creature. They are almost certainly created by magical means, and may be able to be summoned by dark wizards.

**Undead Nature.** A Stal troop doesn't require air, food, drink, or sleep.

## STALFOS

Like Stalchildren, Stalfos are skeletal humanoids. Most believe them to be reanimated Hylian dead, but they are likely magical in origin. Their bodies are created by a magical assemblage of the bones of any dead creature. Unlike Stalchildren, Stalfos are quite dangerous. They wield martial weapons with great competence, and their skeletal nature affords them certain special defenses in combat. They are also surprisingly dextrous considering their shambling appearance.

Stalfos are created by the enchantments of dark sorcerers. These enchantments can be employed in traps, as they can remain inactive until triggered by the approach of some intruding creature. The same magic that formed the Stalfos in the first place may be designed to reconstitute the creature any number of times after having been destroyed. This can only be achieved if the bones from which the Stalfos was made have not been obliterated completely.

As such, they can often be found in dungeons or other ancient locations throughout Hyrule. They do not share the Stalchildren's weakness to sunlight, nor their incompatibility with water. They can function normally in both environments, however it is uncommon for a band of roving Stalfos to be spotted roaming the Hylian overworld.

**Obedient Servants.** Stalfos raised by spells are bound to the will of their creator. They follow orders to the letter, never questioning the tasks their masters give them, regardless of the consequences. Because of their literal interpretation of commands and unwavering obedience, Stalfos adapt poorly to changing circumstances. They can't read, speak, emote, or communicate in any way except to nod, shake their heads, or point. Still, Stalfos are able to accomplish a variety of relatively complex tasks.

A Stalfos can fight with weapons and wear armor, can load and fire a catapult or trebuchet, scale a siege ladder, form a shield wall, or dump boiling oil. However, they must receive careful instructions explaining how such tasks are accomplished.





## STALFOS

Medium undead, lawful evil

Armor Class 15 (armor scraps)

Hit Points 25 (3d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, piercing

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Understands the language of its creator but can't speak

Challenge 2 (450 XP)

**Charge.** If the Stalfos moves at least 10 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### Actions

Longsword. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) slashing damage.

## STALHOUND

The Stalhound is similar to the Stalfos and is assembled by the same morbid sorcery. Stalhounds display roughly the same intelligence as flesh and blood dogs. They do not require as many bones to form as the Stalfos, nor as complex magic.

**Undead Nature.** A Stalhound doesn't require air, food, drink, or sleep.



## STALHOUND

Medium undead, unaligned

Armor Class 12

Hit Points 9 (1d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	20 (+5)	3 (-4)	6 (-2)	2 (-4)

Damage Vulnerabilities bludgeoning

Damage Immunities poisoning

Condition Immunities exhaustion, poisoned



## STALKIN (CONTINUED)

Damage Vulnerabilities bludgeoning, slashing, piercing

Damage Immunities poison,

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 6

Languages Understands the language of its creator but can't speak

Challenge 0 (15 XP)

Pack Tactics. The Stalkin has advantage on an attack roll against a creature if at least one of the Stalkin's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

Spear. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) piercing damage.

## STALTROOP

Staltroops are similar to Stalkins, however they are much more rare. They are what Stalkins are often mistaken for; the reanimated skeletons of once living humans. They are created by dark magic, and used as undead legions with which to attack the living. Though they resemble Stalfos, and have been given a similar name, they are indeed a different creation altogether.

**Animated Dead.** Whatever sinister force awakens a Staltroop infuses its bones with a dark vitality, adhering joint to joint and reassembling dismantled limbs. This energy motivates a Staltroop to move and think in a rudimentary fashion, though only as a pale imitation of the way it behaved in life. An animated Staltroop retains no connection to its past, although resurrecting a Staltroop restores its body and soul, banishing the hateful undead spirit that empowers it.

**Habitual Behaviors.** Independent Staltroops temporarily or permanently free of a master's control sometimes pantomime actions from their past lives, their bones echoing the rote behaviors of their former living selves. The Staltroop of a miner might pick up a pickaxe and start chipping away at stone walls. The Staltroop of a soldier might strike up a post at a random doorway. Left alone in a ballroom, the Staltroops of nobles might continue an eternally unfinished dance.

When Staltroops encounter living creatures, the necromantic energy that gives them compels them to kill unless they are commanded by their masters to refrain from doing so. They attack without mercy and fight until destroyed, for Staltroops possess little sense of self and even less sense of self-preservation.

**Undead Nature.** A Staltroop doesn't require air, food, drink, or sleep.

## STALTROOP

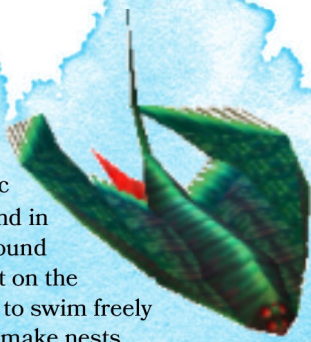
Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

## STINGER

The Stinger is an aquatic life form that can be found in bodies of fresh water around Hyrule. They tend to rest on the floor but have the ability to swim freely through the water. They make nests in flooded ruins, where they wait in shallow water for prey.



## TAKKURI

The Takkuri is a large crow-like bird native to the Termina region. They are highly intelligent and covet treasure above all else. They will swoop down with clumsy slowness and will attempt to knock over their targets. If they can knock them out, they will rifle through their belongings with their beaks, searching for rupees that they will then drag away in their mouths and talons, to store in their nests. If a traveler can locate a Takkuri nest, which are typically at high and inaccessible places, they can find large amounts of pilfered rupees.

---

## TAKKURI

Small beast, neutral evil

Armor Class 12  
Hit Points 9 (2d6 +2)  
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	12 (+1)	14 (+2)	7 (-2)

Skills Perception +4  
Senses passive Perception 12  
Languages Understands common  
Challenge 1/8 (25 XP)

Keen Sight. The Takkuri has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

Dive Bomb. Melee Weapon Attack: -2 to hit, reach 15 ft., one target. Hit: 4 (1d4 +2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or it is knocked prone.

Beak. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Pilfer. Melee Weapon Attack: +3 to hit, reach 5 ft., one prone target. Hit: the Takkuri steals 1d20 +5 rupees from its target.

---

---



## STINGER

Small beast, unaligned

Armor Class 11  
Hit Points 4 (1d6 + 1)





## TEKTITE

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 8 (1d6 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	20 (+5)	2 (-4)	3 (-4)	3 (-4)

Skills Stealth +5

Damage Immunities fire (Red Tektites only), cold (Blue Tektites only)

Senses passive Perception 6

Languages None

Challenge 0 (15 XP)

Spider Climb. The Tektite can climb difficult



## TORCH SLUG

Small beast, unaligned

Armor Class 8

Hit Points 9 (2d6 + 2)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	13 (+1)	3 (-4)	1 (-5)	7 (-2)

Condition Immunities None

Senses passive Perception 5

Languages None

Challenge 1/8 (30 XP)

**Illumination.** The Torch Slug sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Water Susceptibility.** For every 5 feet the Torch Slug moves in water, or for every gallon of water splashed on it, it takes 3 cold damage.

### Actions

**Touch.** Melee Weapon Attack: +0 to hit, reach 5ft., one target. Hit: 10 (3d6) fire damage plus 3 (1d6) acid damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.



"THE PEOPLE OF OUR TRIBE...A TRIBE THAT MASTERED THE ARTS OF MAGIC...WERE LOCKED AWAY IN THIS WORLD LIKE INSECTS IN A CAGE. IN THE SHADOWS WE REGRESSED, SO MUCH SO THAT WE SOON KNEW NEITHER ANGER NOR HATRED...NOR EVEN THE FAINTEST BLOOM OF DESIRE. AND ALL OF IT WAS THE FAULT OF A USELESS, DO-NOTHING ROYAL FAMILY THAT HAD RESIGNED ITSELF TO THIS MISERABLE HALF-EXISTENCE!"

— Zant the Usurper





**Abilities.** The Twili and the Shadows are the only creatures that can enter areas of Twilight or bring anything into it. They also seem to possess great magical skill, some examples being levitation, telekinesis, portal creation, object manipulation, and the ability to hide in human shadows. It is unknown if all Twili can perform these abilities, or if they are exclusively wielded by the higher Twili caste.

**Advancements.** The Twili appear to possess many strange technologies that are seemingly more advanced than that of the Hylians, and even more advanced than technology from Termina. One example would be their use of teleportation through the use of Twilight Portals. In the Twilight Realm, the Twili use platforms for transportation that appear from nowhere and are completely transparent, except for the glowing green shapes seen all around anything that is of Twilight origin (portals, artifacts, etc.).

Another example is doors that open by themselves. These doors have only one green shape when inactive, but when opened, the green shape extends, highlighting more details. Another, more likely possibility, however, is that the many wonders of the Twilight Realm are caused by the magic of their ancestors put to a more peaceful use.

**Government.** The Twili are ruled by a single person who rules from the palace of Twilight. Despite being a monarchy, there is evidence that theirs is not hereditary, but an elective monarchy, which is to say that the new king or queen is chosen from either the general populace by a consent of the people, or there are many royal houses and each has a turn of a potential monarch being elected from a parliament. This could explain how Zant had been a servant of the rulers of the Twilight for many years but was still applicable for being voted for king.

---

## TWILI WARRIOR

Medium humanoid, neutral good

Armor Class 16 (splint mail)  
Hit Points 45 (6d8 + 18)  
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+2)	16 (+3)

Saving Throws Str +6, Con +5, Int +4, Cha +5  
Skills Deception +5, Intimidation +5, Perception +4, Stealth +6  
Senses darkvision 120 ft., passive Perception 16  
Languages Common, Old Hylian, Twili  
Challenge 3 (1,000 XP)

**Innate Spellcasting.** The Twili's spellcasting ability is Charisma (Spell save DC 14). The Twili can innately cast the following spells, requiring no material components:

3/day each: alter self, command, detect magic  
1/day: plane shift (self only)

### Actions

**Multiattack.** The Twili makes two melee attacks or uses its Psychic Ray twice.

**Spear.** Melee Weapon Attack: +6 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4)



## VIRE

Vires are small fat winged demons. They have blue flesh, two sets of eyes, and sharp claws and fangs. They hover through the air very slowly, but when they perceive a threat, they will retreat with extreme speed, belied by their round appearance and otherwise slow movement.



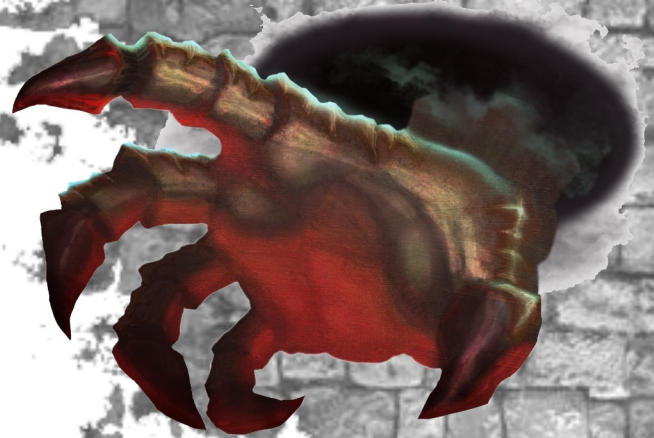
## WALLMASTER

The Wallmaster is one of the most horrifying and mysterious creatures in Hyrule. They are thought to come from the same plane as the Phantom Riders, yet they have the ability to manifest themselves in a physical form. This suggests that they are not native to the Phantom Realm, but perhaps have gained access to it after having developed here.

Wallmasters spring forth from dark portals between dimensions. They can appear on any surface large enough to hold them. They will attempt to grab their victims and drag them back through the portal to their realm, where they will presumably then feed on the creature they've captured.

Wallmasters seem to claim entire dungeons in Hyrule as their territory, and when already satiated, they will simply "play with their food". They do this by dragging their victim into their dimensional portal, but not killing them. Rather, they open an adjoining portal in another random room of the dungeon and deposit their victim there. This can be extremely disorienting.

Though Wallmasters can float, they also crawl around on their large, powerful fingers. They attack their prey by pulling them into their dimension, but also by hovering and slamming into them.



---

## VIRE

Small fiend, unaligned

Armor Class 13  
Hit Points 14 (2d6 + 8)  
Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	19 (+4)	4 (-3)	7 (-2)	2 (-4)

Senses passive Perception 8  
Languages None  
Challenge 0 (15 XP)

Disengage. On each of its turns, the Vire can use a bonus action to take the Dash, Disengage, or Hide actions.

## Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d8 -2) slashing damage.

---



## WIZZROBE



The Wizzrobe is one of Hyrule's most fascinating and most dangerous creatures. They bear a vague resemblance to Poes, but are clearly different creatures. They are essentially humanoid with shadowy arms that look like the twisted branches of trees. They hover about 5 feet off the ground and can teleport at will, making them difficult to track during a battle. They are fairly weak however, and once hit with an attack, will often flee to protect themselves.

The Wizzrobe has the ability to cast some traditional magical spells. These include beams of fire and psychic energy. Their primary action in a battle however is their ability to summon other creatures to fight for them. These are not actual creatures, but rather approximations thereof. These summons can take on nearly any form and appear in groups as large as five at a time. These apparitions will fight for the Wizzrobe until death. They disappear when the Wizzrobe is killed, incapacitated, or escapes combat.

## WIZZROBE SUMMON TABLE

d20 Summon	d20 Summon
1 Five Bokoblin Grunts	11 Six Hiploops
2 Four Bublin Grunts	12 Eight Keese
3 Three Red ChuChus and Three Green ChuChus	13 Two Lizalfos
4 Three Yellow ChuChus	14 Ten Miniblins
5 Three Blue ChuChus	15 Three Moblins
6 One Heavy Darknut	16 Two Spear Moblins
7 One Dinolfos	17 One Juvenile Mothula
8 One Dodongo	18 Four ReDeads
9 Two Freezards	19 Two Stalfos
10 One Gibdo	20 Two Red Tektites and Two Blue Tektites

## WOLFOS

The Wolfos is a humanoid wolf that lives in the woods of Hyrule. There are also White Wolfos, which live in snowy climates. Some have reported seeing Wolfos running across Hyrule's fields, but only at night. Wolfos seem to be nocturnal, and hide during the day, though they are not sensitive to sunlight. Hylians have myths and legends of Werewolves just like many other cultures. Contrary to what most Hylians believe, Wolfos are absolutely not Werewolves. Neither are they corrupted or mutated humans, nor wolves. Rather, the Wolfos is its own, independently developed life form.

Despite their terrifying appearance, Wolfos are actually quite timid by nature. They will generally avoid a conflict if at all possible, but if they perceive that there is a threat to them or to their den, they will attack with animalistic ferocity. Their lairs are found deep in the woods, and they have been known to take up residence in the ruins of ancient Hylian buildings and temples. Some adventurers theorize that long ago, the Wolfos lived in harmony with the Hylians who occupied these temples, and that they were conscribed to guard them. They posit that the modern Wolfos have languished over time in terms of intelligence, but that they retain a faint memory of that ancient charge.



---

## WOLFOS

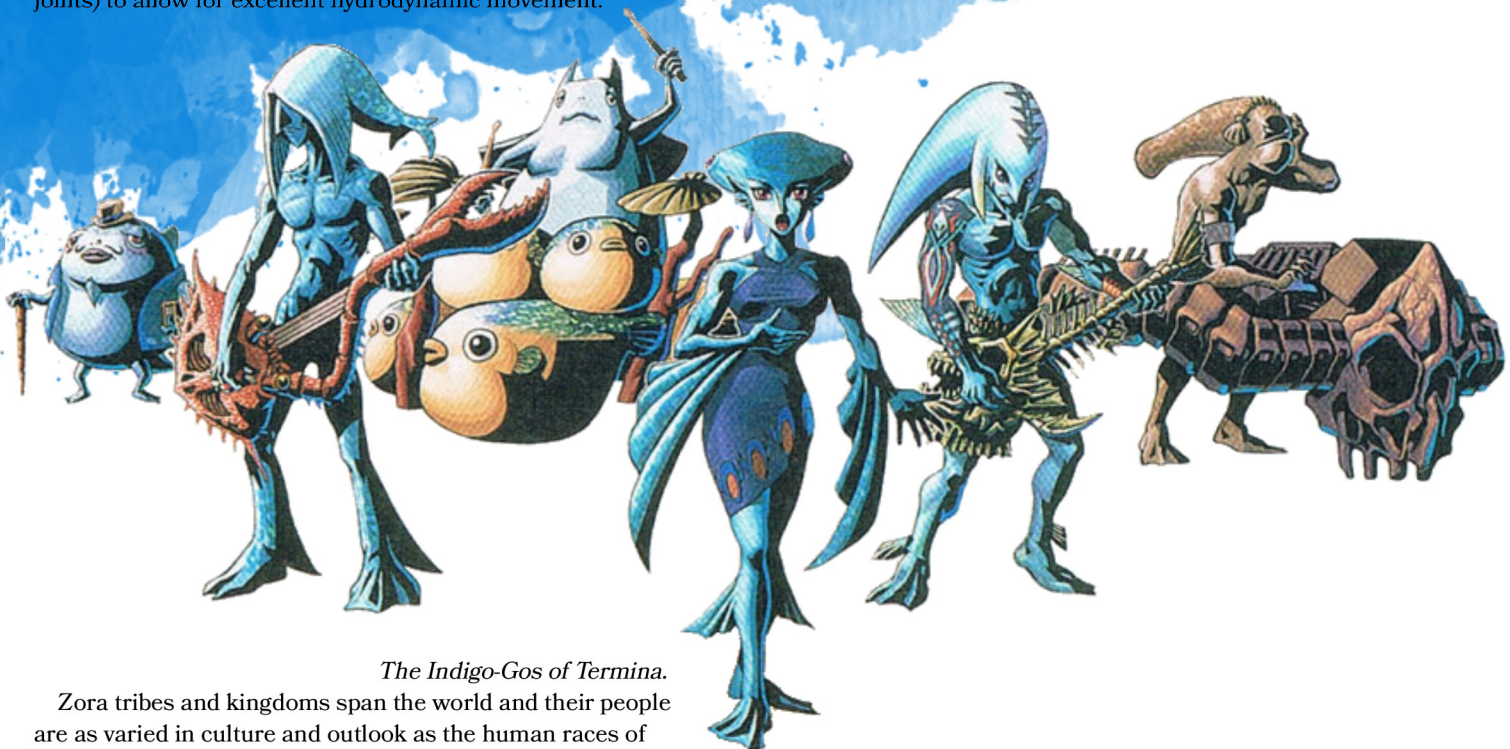
Medium beast, neutral



## ZORA



The Zora are one of the ancient humanoid races of Hyrule. They are an aquatic species with blue skin, and webbed hands and feet. They have fins on their arms and hips, and large tail-like appendages on the backs of their heads. Their bodies are mostly smooth (with some fish-like scales on their joints) to allow for excellent hydrodynamic movement.



*The Indigo-Gos of Termina.*

Zora tribes and kingdoms span the world and their people are as varied in culture and outlook as the human races of the surface. In Hyrule, they live in an extremely secretive and insular society. As such, land folk and Zoras rarely meet



**Zora Royalty.** Zora government is monarchical, as illustrated by King Zora XVI, the sole ruler of the Zoras in Hyrule; and Queen Rutela, the ruler of the Zoras in Termina. Queen Rutela's husband, another King Zora, died some time ago. The Zora Royal Family is responsible for maintaining order among their people, overseeing care of their patron deity, Lord Jabu-Jabu, located in Hyrule, and assuring that the waters upon which he and all creatures rely are clean and pure.

**River Zoras.** The common Zoras such as those who live in Zora's Domain and the Great Bay are wary of, though typically friendly towards outsiders. There is

however another species of Zora which are mistakenly referred to by Hylians as "River Zoras", though they do not exclusively lair in rivers. These Zoras are distinguished by their reddish coloration. They are significantly more xenophobic and aggressive. They will attack outsiders or anyone they perceive as a threat on sight. Much like their more amenable kin,

River Zoras also dwell in undersea caves filled with treasures and trophies taken from their victims and sunken ships. They are known to tie the rotting corpses of dead enemies and drowned sailors to strands of kelp to mark the borders of their territory.

These Zoras are a discreet society, but they have been known to intermingle with other Zora kingdoms. In fact, Queen Rutela and her heir Prince Ralis are thought to be descended from River Zoras due to the red tone of their scales. Some travelers boast having made their way successfully to the rulers of certain River Zora societies, claiming that they are organized into similar monarchies to the Hylian Zoras, but that their culture is based more on piracy and violence.

**Clever Crafters.** Zoras are skilled artisans and craftspeople and are known to create valuable artifacts. These include unique musical instruments that are designed to function both on land and under water. They also have been known to entrust special magically enhanced breathing apparatuses on their most trusted non-Zora allies. These can take the form of enchanted Zora scales worn around the neck, and more rare Zora tunics and armor that can grant the wearer abilities nearly identical to the Zora themselves.

**Zora Warriors.** Zoras will not hesitate to take up arms in defense of their homes or to fight for an ally of their royal family. Zoras prefer to fight with martial weapons like spears and lances, but there are also Zora sorcerers. River Zoras tend to rely on magical attacks more than other Zora groups, and most peculiarly, have been known to throw fireballs at their enemies on land. Most Zora spellcasters rely on consistently water-based attacks and can create huge waves to wash away aggressive armies. They are also imbued with certain electrically conductive abilities which can be particularly damaging to other aquatic life forms.



*King Zora XVI and his daughter*





## ZORA WARRIOR

Medium humanoid, lawful good

Armor Class 15 (half plate)  
Hit Points 45 (7d8 + 14)  
Speed 25 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2  
Damage Vulnerabilities lightning  
Senses passive Perception 10  
Languages Common, Zora  
Challenge 2 (450 XP)

Amphibious. The Zora can breath air and water.

### Actions

**Multiattack.** The Zora makes three attacks: two with its fins and one with its harpoon.

**Fins.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 +4) slashing damage.

**Harpoon.** Melee or Ranged Weapon Attack: +6 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 15 (2d10 +4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the Zora or be pulled up to 20 feet towards the Zora.



## ZORA SORCERER

Medium humanoid, lawful neutral