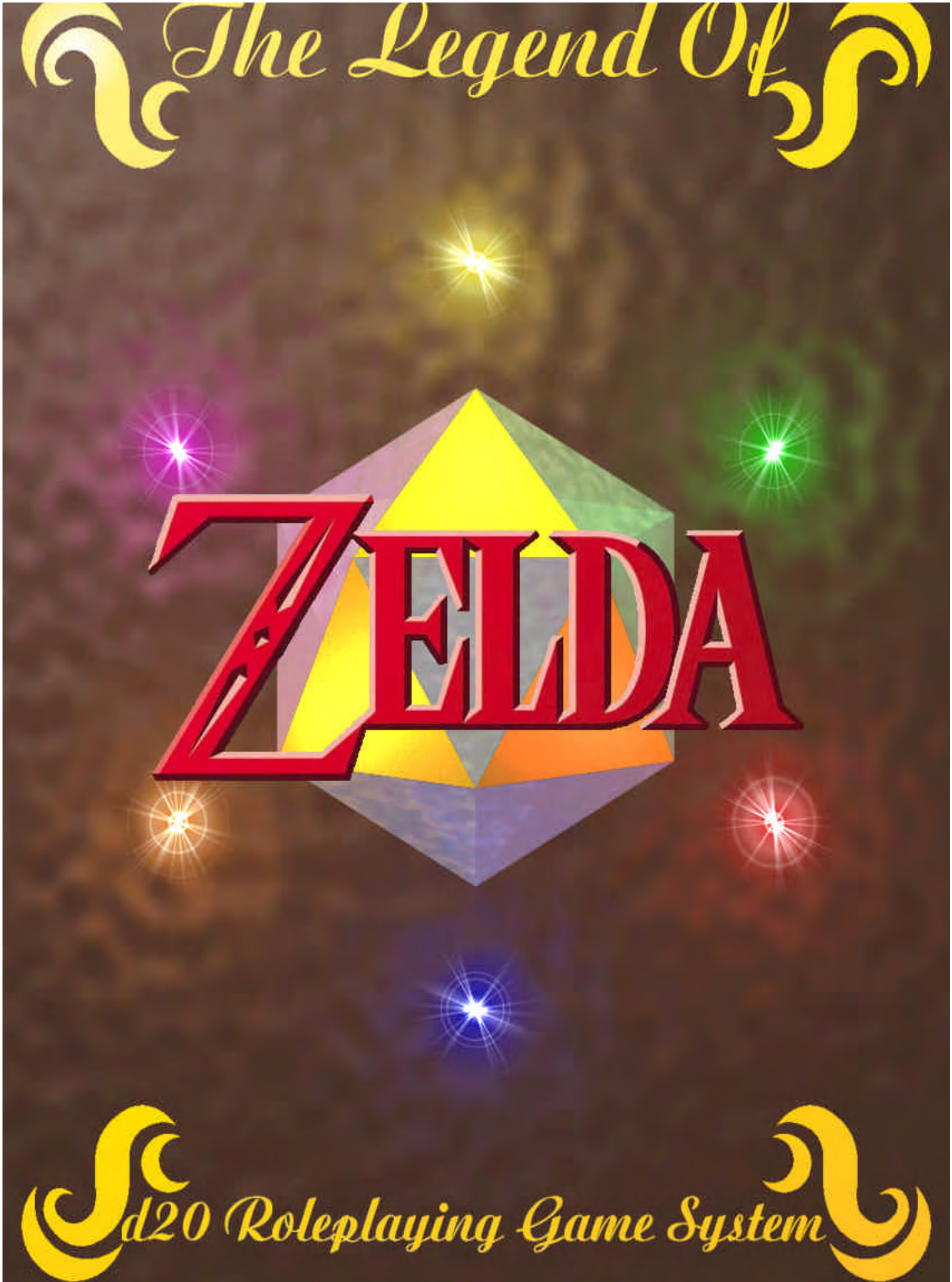

The Legend Of
ZELDA
d20 Roleplaying Game System

Table of Contents

Chapter 1 Introduction..... 10
Chapter 2 The Legend of Zelda 14
The Setting 14
Hyrule 14
Termina..... 15
Kaholint Island 15
Labrynna 15
Holodrum 16
The Great Sea 16
Themes and Moods..... 16
Good versus Evil..... 16
Other Themes 17
A Golden History 18
Legends Untold 20
-Matt "Rooks" Blasi 21
Chair Person & Lead Game Mechanics..... 21
Chapter 3 Tribes of the Land 22
Deku..... 22
Deku Racial Traits..... 23
Gerudo..... 24
Gerudo Racial Traits..... 25
Gorons..... 26
Goron Racial Traits 27
Hylians..... 29
Hylian Racial Traits 29
Kokiri..... 30
Kokiri Racial Traits 32
Moblins 33
Moblin Racial Traits..... 33
Rito 34
Rito Tribal Traits..... 36
Subrosians..... 37
Subrosian Racial Traits 37
Tokay 37
Tokay Racial Traits..... 39
Zora 40
Zora Racial Traits 41
Chapter 4 Mantle of the Hero..... 44
Classes, Multiclassing and Advancement 44
Base Attack Bonus 44
Defense Bonus 44
Magic 45
Academic..... 45
Game Rule Information 47
Class Skills 47
Class Features..... 47
Artisan 48
Game Rule Information 49
Class Skills 49
Class Features..... 49
Drifter..... 50
Game Rule Information 52
Class Skills 52
Class Features..... 52
Noble..... 53
Game Rule Information..... 54
Class Skills..... 54
Class Features 55
Performer..... 56
Game Rule Information..... 57
Class Skills..... 57
Class Features 57
Warrior 58
Game Rule Information..... 59
Class Skills..... 59
Class Features 59
Wilderfolk 60
Game Rule Information..... 61
Class Skills..... 61
Class Features 61
Wizzrobe 62
Game Rule Information..... 63
Class Skills..... 63
Class Features 63
Chapter 5 Tricks of the Trade 65
Performances..... 65
Acquiring Performances 65
Using Performances..... 66
Performance Breakdown 66
Performance List..... 67
Battle Prelude 67
Battle Mourning..... 67
Defensive Euphony 67
Waltz of the Elements 67
The Fall of Invincibility 67
Abilities of the Goddesses..... 67
Skilled Inspiration..... 67
Gerudo Luck 67
Favor of the Tri-Force 67
Sight of the Far Prey..... 67
Sight of the Nether Reaches 68
Shield Concerto..... 68
Scarecrow Shuffle..... 68
Time 68
Din's Fury..... 68
Farore's Insight 68
Naryu's Judgement 68
Virtuous Aid..... 68
Magic's Lament 68
Magic's Euphony..... 68
Beyond Ability..... 68
Call to War 69
Torrent of Sorrow 69
Wind Concerto 69
Shield of the Elements 69
Armor of the Tri-Force..... 69
Gale Force 69
Forest Innuendo..... 70
Eyes Asunder..... 70
Haste of the Shiekah..... 70
Glorious Charge 70
Conjoining Vulnerability..... 70
Zoran Charm 70
Graceful Deflection 71
Thunderous Cacophony 71
Encouraging Aid 71
New Feats 71

Imbued Feats 71
Tri-Force Feats 71
Tribal Feats 71
Feat List 72
Aging Resistance [Tribal] 72
Alert Tracker [Tribal] 72
Armor of Din [Tribal] 72
Attunement [General] 72
Bestial Connection [Imbued] 72
Beast's Mounted Combat [Imbued] .. 73
Bioelectric Shock [Imbued, Tribal] ... 73
Blade of the Dolphin's Fin [Tribal] 73
Blazing Great Cleave [Imbued] 73
Custom Spell [Tri-Force] 73
Cycle of Courage [Tri-Force] 74
Cycle of Power [Tri-Force] 74
Cycle of Wisdom [Tri-Force] 74
Darkness' Spring Attack [Imbued] ... 74
Dazzling Rapid Shot [Imbued] 74
Deep Fast [Tribal] 74
Desert Hunter [Tribal] 74
Divine Deflect Arrows [Imbued] 74
Divine Empathy [Imbued] 75
Elemental Seed [Imbued, Tribal] 75
Empathic Expansion [Tribal] 75
Enlightened Precise Shot [Imbued] .. 75
Extra Spells [Tri-Force] 75
Fast of the Brave [Tribal] 75
Fast of the Cleansing [Tribal] 76
Fast of the Sands [Tribal] 76
Fast of the Wise [Tribal] 76
Fire Affinity [Tri-Force, Tribal] 76
Fire Aspect [Tri-Force] 76
Fire Aversion [Tri-Force, Tribal] 76
Fire Focus [Tri-Force] 77
Fire's Power Attack [Imbued] 77
Flaming Cleave [Imbued] 77
Flower Stem [Tribal] 77
Flowing Acrobatics [Imbued] 77
Focus [General] 77
Forest Affinity [Tri-Force, Tribal] 77
Forest Aspect [Tri-Force] 78
Forest Aversion [Tri-Force, Tribal] 78
Forest Focus [Tri-Force] 78
Forest Empathy [Tribal] 78
Farore's Spirited Charge [Imbued] ... 78
Gift of the Royal Line [Imbued, Tribal] 78
Greater Meditation [Tri-Force] 78
Greater Power Seed [Tribal] 78
Hide of Legends [Tribal] 79
Hide of Mountains [Tribal] 79
Hide of Mythology [Tribal] 79
Hunter's Mounted Archery [Imbued] 79
Illuminated Far Shot [Imbued] 79
Imbue Arrow: Fire [Imbued] 79
Imbue Arrow: Spirit [Imbued] 80
Imbue Arrow: Water [Imbued] 80
Imbue Bolt: Light [Imbued] 80
Imbue Bolt: Shadow [Imbued] 80
Imbue Stone: Forest [Imbued] 80
Improved Attunement [Tribal] 80
Improved Power Seed [Tribal] 80
Improved Seed Shot [Tribal] 80
Improved Speed Roll [Tribal] 81
Improved Water Skipping [Tribal] 81
Legendary Temperature Resistance [Tribal] 81
Light Affinity [Tri-Force, Tribal] 81
Light Aspect [Tri-Force] 81
Light Aversion [Tri-Force, Tribal] 81
Light Focus [Tri-Force] 81
Light's Point Blank Shot [Imbued] ... 81
Luck of the Goddesses [Tribal] 81
Luck of the Hylian [Tribal] 82
Meditation [Tri-Force] 82
Meditation Master [Tri-Force] 82
Moblin Sniffer [Tribal] 82
Narrow Consumption [Tribal] 82
Nomad's Ride-By Attack [Imbued] ... 82
One Mind [Tribal] 83
Power Athletics [Imbued] 83
Power Roll [Tribal] 83
Power Seed [Tribal] 83
Pure Blood [Tribal] 83
Quick Stop [Tribal] 83
Radiant Awareness [Imbued] 83
Rain's Disarm [Imbued] 83
Reckless Blows [General] 84
Scent Reflex [Tribal] 84
Shade's Mobility [Imbued] 84
Shadow Affinity [Tri-Force, Tribal] ... 84
Shadow Aspect [Tri-Force] 84
Shadow Aversion [Tri-Force, Tribal] . 84
Shadow Focus [Tri-Force] 84
Shadow's Dodge [Imbued] 84
Shark Charge [Tribal] 85
Skilled Rider [General] 85
Slippery [Tribal] 85
Slow Dehydration [Tribal] 85
Soul's Stunning Fist [Imbued] 85
Speed Roll [Tribal] 85
Speed Seed [Tribal] 85
Spikes of Darmani [Imbued, Tribal] . 85
Spirit Affinity [Tri-Force, Tribal] 86
Spirit Aspect [Tri-Force] 86
Spirit Aversion [Tri-Force, Tribal] 86
Spirit Focus [Tri-Force] 86
Spirit's Improved Unarmed Strike [Imbued] 86
Steed's Trample [Imbued] 86
Swift Learner [General] 86
Tailless Tokay [Imbued, Tribal] 86
Temperature Resistance [Tribal] 87
Thirst of the Sands [Tribal] 87
Thundering Sunder [Imbued] 87
Twilight Secrecy [Imbued] 87
Water Affinity [Tri-Force, Tribal] 87
Water Aspect [Tri-Force] 87
Water Aversion [Tri-Force, Tribal] 87
Water Focus [Tri-Force] 88
Water's Expertise [Imbued] 88
Wave's Trip [Imbued] 88
Whale Slam [Tribal] 88
Special Armour 88
Mundane Equipment 89
Chapter 6 Character Detail 91
Languages 91
Focus 91
Choosing Focus 92
Light 92
Shadow 93
Dark 93
Changing Focus 94
Magic & Focus 94
The Goddesses & the Tri-Force 94
The Goddesses 95
Din, Goddess of Power 95
Nayru, Goddess of Wisdom 95

Farore, Goddess of Courage 95
Guardian Spirits 96
Creating a Guardian Spirit 96
Becoming a Guardian Spirit 97
ECL 97
Immunities 97
Spell Resistance 98
Sacred Attacks 98
Blessings 98
Basic Statistics 98
Name 98
Gender 99
Age 99
Height & Weight 101
Fleshing Out the Character 102
Appearance 102
Background & History 102
Chapter 7 Magic of the Tri-Force..104
The History of Magic 104
The Creation of Magic 104
Magic Flourishes 105
The Aspects Refined 105
Magic In the Now 106
Uses throughout history 106
The Power of the Tri-Force 106
Latent Magic 106
Active Magic 106
The Forces Behind Magic 107
Tri-Force of Power 107
Aspect of Fire 107
Aspect of Shadow 107
Tri-Force of Wisdom 107
Aspect of Water 107
The Aspect of Light 107
Tri-Force of Courage 108
Aspect of Forest 108
Aspect of Spirit 108
The Triumvirates of Elements and Spirits 108
The Tri-Force Today 108
Using the Magic 109
Magic points and Spell Pools . 109
Opposed and Adjacent Aspects 109
Spell Structure 109
Casting Time 110
Magic point Cost 110
Range 110
Aiming a Spell 110
Saving Throw 112
Spell Resistance 113
The Spell's Result 113
Duration 113
Components 114
Concentration 114
Counterspelling 116
Caster Level 116
Optional Rule: Racial Aspect Modifiers 116
Spell failure 116
Special Spell Effects 117
Custom Spells 118
A SPELL'S CENTER 118
AREA OF EFFECT 118
EFFECTS 118
RANGE 118
CASTING TIME 118
SAVING THROWS 119
UNIVERSAL 119
FIRE 120
SHADOW 120
LIGHT 121
WATER 122
FOREST 122
SPIRIT 124
COUNTERING SPELLS 124
Psionics and Power Conversions ... 125
Spell Format 126
Learning Spells 127
Spell List 127
Fire Aspect 127
Level 0 127
Level 1 127
Level 2 128
Level 3 128
Level 4 128
Level 5 129
Level 6 129
Level 7 129
Level 8 129
Level 9 129
Forest Aspect 130
Level 0 130
Level 1 130
Level 2 130
Level 3 131
Level 4 131
Level 5 132
Level 6 132
Level 7 132
Level 8 133
Level 9 133
Light Aspect 133
Level 0 133
Level 1 133
Level 2 134
Level 3 134
Level 4 134
Level 5 135
Level 6 135
Level 7 135
Level 8 135
Level 9 135
Shadow Aspect 136
Level 0 136
Level 1 136
Level 2 136
Level 3 136
Level 4 137
Level 5 137
Level 6 137
Level 7 138
Level 8 138
Level 9 138
Spirit Aspect 138
Level 0 138
Level 1 139
Level 2 139
Level 3 139
Level 4 140
Level 5 140
Level 6 140
Level 7 140
Level 8 140

Level 9 141
Water Aspect *141*
Level 0 141
Level 1 141
Level 2 141
Level 3 141
Level 4 142
Level 5 142
Level 6 142
Level 7 143
Level 8 143
Level 9 143
Spell Information 143
Spell Revisions *143*
Power Revisions *146*
New Spells *148*
Farore's Aura 148
Farore's Command 148
Farore's Fury 149
Farore's Protection 149
Farore's Shout 149
Farore's Whisper 150
Fire Blast 150
Fire Immunity 150
Forest Blast 150
Forest Immunity 151
Light Blast 151
Light Immunity 151
Shadow Blast 151
Shadow Immunity 151
Spirit Blast 152
Spirit Immunity 152
Water Blast 152
Water Immunity 152
Chapter 8 Ranks of Prestige 153
Prestige Classes, Multiclassing, and Advancement 153
Arcanist 153
Requirements *153*
Class Skills *154*
Class Features *154*
Armsmaster 155
Requirements *155*
Class Skills *155*
Class Features *155*
Artificer 156
Requirements *156*
Class Skills *156*
Class Features *156*
Gerudo Blademaster 157
Requirements *157*
Class Skills *157*
Class Features *158*
Deku Burrower 158
Requirements *159*
Class Skills *159*
Class Features *159*
Dustrider 160
Requirements *160*
Class Skills *161*
Class Features *161*
Kokiri Forester 161
Requirements *162*
Class Skills *162*
Class Features *162*
Illuminator 163
Requirements *163*
Class Skills *163*
Class Features *164*
Knight of Hyrule 165
Requirements *165*
Class Skills *166*
Class Features *166*
Lawmaster 167
Requirements *167*
Class Skills *167*
Class Features *167*
Zoran Leaguer 168
Requirements *168*
Class Skills *168*
Class Features *168*
Zoran Minstrel 169
Requirements *169*
Class Skills *169*
Class Features *169*
Orator 170
Requirements *171*
Class Skills *171*
Class Features *171*
Pirate of the Great Sea 172
Requirements *172*
Class Skills *172*
Class Features *173*
Pyromancer 174
Requirements *174*
Class Skills *174*
Class Features *174*
Scavenger 175
Requirements *175*
Class Skills *175*
Class Features *176*
Shadowmaster 177
Requirements *177*
Class Skills *177*
Class Features *177*
Sheikah 179
Requirements *179*
Class Skills *179*
Class Features *179*
Soldier 181
Requirements *181*
Class Skills *182*
Class Features *182*
Spellcrafter 182
Requirements *182*
Class Skills *182*
Class Features *183*
Stalker 183
Requirements: *183*
Class Skills *183*
Class Features *184*
Steel Savant 185

Requirements *185*
Class Skills *185*
Class Features *185*
Stoneroller 186
Requirements *186*
Class Skills *186*
Class Features *187*
Stormcaller 188
Requirements *188*
Class Skills *188*
Class Features *188*
Summoner 189
Requirements *189*
Class Skills *189*
Class Features *190*
Treasure Hunter 191
Requirements *191*
Class Skills *191*
Class Features *191*
Wardancer 193
Requirements *193*
Class Skills *193*
Class Features *193*
Wilder 194
Requirements *194*
Class Skills *195*
Class Features *195*
Chapter 9 Legendary Gazetteer ...196
Hyrule 196
The Kingdom of Hyrule *196*
The Land 196
The People 197
The History 197
The Myths 197
Places of Interest 198
North Hyrule *198*
The Land 198
The People 199
The History 199
The Myths 201
Places of Interest 202
The Lost Woods *203*
The Land 203
The People 204
The History 204
The Myths 204
Places of Interest 205
Death Mountain *205*
The Land 205
The People 206
The History 206
The Myths 207
Places of Interest 207
Gerudo Desert *209*
The Land 209
The People 209
The History 209
The Myths 210
Places of Interest 211
Zora's Domain *212*
The Land 212
The People 212
The History 213
The Myths 213
Places of Interest 213
Crescent Island 214
The Land 214
The People 214
The History 214
The Myths 215
Places of Interest 215
Great Sea 216
The Land 216
The 216
The History 216
The Myths 217
Places of Interest 217
Holodrum 218
The Land 218
The People 218
The History 219
The Myths 219
Places of Interest 220
Koholint Island 222
The Land 222
The People 222
The History 223
The Myths 223
Places of Interest 223
Labrynna 228
The Land 228
The People 228
The History 228
The Myths 229
Places of Interest 229
Sea of Storms *231*
The Land 231
The People 232
The History 232
The Myths 232
Places of Interest 232
Subrosian Underworld 233
The Land 233
The People 234
The History 234
The Myths 234
Places of Interest 235
Termina 235
Southern Swamp *235*
The Land 235
The People 236
The History 236
The Myths 237
Places of Interest 237
Snowhead *238*
The Land 238
The People 239
The History 239
The Myths 239
Places of Interest 240
Great Bay *240*
The Land 241
The People 241
The History 241
The Myths 242
Places of Interest 242
Ikana Canyon *243*
The Land 243
The History 243
The Myths 244
Places of Interest 245
Central Termina *246*
The Land 246

The History 246
The Myths 248
Places of Interest 248
Chapter 10 Icons of Mystery 249
Ganondorf Dragmire 249
Agahnim 249
Link 250
Incarnations 250
Princess Zelda 250
Incarnations 251
Koume & Kotake 251
Impa 252
Princess Ruto 252
Quill 253
Blind the Thief 253
King Darunia 254
Rauru 254
Saria 255
Nabooru 255
Chapter 11 Through the Ages 257
The History of Hyrule and it's Environs 257
The Time Before 257
The Second Era 259
The Third Era 260
Chapter 12 Dangers and Daring...263
Armos 263
Combat 263
Construction 263
Beamos 264
Combat 264
Bubble 264
Combat 264
Deku Baba 265
Combat 265
Deku 265
Combat 265
Deku Society 265
Faerie 266
Combat 266
Faeries as Characters 266
Gel 266
Combat 267
Geldman 267
Combat 267
Gerudo 267
Combat 268
Gerudo Society 268
Gibdos 268
Combat 269
Goriya 269
Combat 269
Goriyas as Characters 270
Goron 270
Combat 270
Goron Society 271
Helmasaur 271
Combat 271
Ironknuckle 271
Combat 272
Construction 272
Kargaroc 272
Combat 273
Keese 273
Combat 273
Kokiri 273
Combat 274
Lava Dragon 274
Combat 274
Leever 274
Combat 275
Like-Like 275
Combat 275
Lizalfos 276
Combat 276
Lynel 276
Combat 277
Lynels as Characters 277
Moblin 278
Combat 278
Moblin Society 278
Octorok 278
Combat 278
Peahat 279
Combat 279
Poe 279
Combat 280
Pols Voice 280
Combat 280
ReDead 281
Combat 281
Rope 281
Combat 282
Stalfos 282
Combat 282
Tail 282
Combat 282
Tektite 282
Combat 283
Tokay 283
Combat 283
Tokay Society 284
Tokay as Characters 284
Trap 284
Combat 284
Vire 284
Combat 285
Wallmaster 285
Combat 285
Ceilingmaster 286
Floormaster 286
Zol 286
Combat 286
Zora 286
Combat 287
Nightmare Monsters 287
Aquamentus 287
Combat 287
Arrghus 287
Combat 288
Digdogger 288
Combat 288
Dodongo 289
Combat 289
Gleeok 289
Combat 290
Gohma 290

Combat 291
Helmasaur King 291
Combat 291
Kholdstare 291
Combat 292
Lanmola 292
Combat 292
Manhandala 293
Combat 293
Moldorm 293
Combat 294
Mothula 294
Combat 294
Trinexx 294
Combat 295
Vitreous 295
Combat 295
Volvagia 296
Combat 297
Chapter 13 Treasure and Glory 298
Magic Items 298
Armor 298
Weapons 298
Charms 300
Rings 302
Rods 304
Wonderous Items 304
Artifacts 307
Minor Artifacts 307
Essences of Time and Nature 308
Essences of Nature 308
Essences of Time 308
Harp of Ages 309
Instruments of the Sirens 311
Majora's Masks 313
Master Sword 313
Ocarina of Time 313
Pendants of the Tri-Force 313
Rod of Seasons 313
Tri-Force 314
The Tri-Force of Courage 314
The Tri-Force of Power 314
The Tri-Force of Wisdom 314
Combining the Tri-Force 314
Chapter 14 Creating the Legend .. 316
Where to Start 316
Before the Game 316
Finishing Preparations 318
During the Game 319
After the Game 319
How to Create a Legend 320
Theme 320
Other Themes 324
Mood 325
Description 325
Tone 326
Conflict 327
Motivation 328
Piecing it Together 328
Compiling 328
Creating the Unknown 329
Terrain 329
Population 329
Generation Example 330
Tribes & Populations 331
Other Personas 332
NPC Classes 332
Apprentice 332
Class Skills 333
Class Features 333
Highborn 333
Class Skills 334
Class Features 334
Lowborn 334
Class Skills 335
Scrapper 335
Class Skills 335
Class Features 335
Chapter 15 Appendix 337
The End of A Long Road 337
Dedications 337
Chair Person, Lead Mechanics Designer, Lead Formatter & Editor: 337
Art Direction & Team Artist: . 337
Monster Design & Compilation: 337
Magic System Lead Design, Historian & Timeline: 337
Gazeteer Lead Design & Co-Mechanics Coordinator: 337
Assistant Monster Designer & Magic Item Designer: 337
Special Thanks & Considerations: 337
OPEN GAME LICENSE Version 1.0a 338



Chapter 1 Introduction

Welcome to the *Legend of Zelda D20* role-playing game! The net book that you are reading off your screen or holding in your hands is a gateway to enjoying thrilling adventures in the world of the *Legend of Zelda* through the D20 system. This book is meant to provide all the information necessary to play in any land or in any time and Age of the world created through the various *Legend of Zelda* games. Within this volume, you will find tons of useful information on the various races, cultures, lands, histories, and of course, legends that make up this incredibly enriched world. Do you want to play a kokiri from the Lost Woods? No problem, it is in here! What about playing a hylian noble, plotting intrigue in the court of princess Zelda? It is covered! Moreover, with all the lush detail that has been paid to Hyrule, Termina, and various other lands, you will have ample breathing room for staging your campaigns either within the existing stories of the video games, or within your own unique plotlines. With so much detailed information at your fingertips, you'll be able to move the timeline of the series forward or backward as you wish, create entirely new legends all your own, or even play through the plots and times of the chronicled Zelda video games!



However, where do you start? How exactly do you navigate and use this tome of gaming goodness? Provided below is a brief summary of the various chapters in the book, what they cover and how to use them.

Chapter 2: The Legend of Zelda: This chapter takes an introductory look at the setting as a whole and describes the basic themes used in creating Zelda campaigns. It also takes a very brief look at the lands covered in later chapters of the book, as well as a reference to the video games used as reference for this book. A great introduction to a fantastic world!

Chapter 3: Tribes of the Land: The world of the Legend of Zelda is incredibly large, and within it are the myriad tribes of all the lands. From gorons to hylians, subrosians to moblins, this chapter will provide all the cultural and game-mechanic information needed to play as your favorite race.

Chapter 4: Mantle of the Hero: You have picked your tribe. Now, you will need to know what your character is capable of doing. Included in the chapter are eight new and original core classes designed to perfectly fit the world of Zelda. This chapter contains all the information you need on how to choose a class, what they do, and how to play them.

Chapter 5: Tricks of the Trade: Within this chapter, you will find a slew of information that will help to further detail your character. Included are new skills and feats, as well as performances, items, equipment, goods, and service, currency descriptions and details of the various economic systems at work, and a great deal more.

Chapter 6: Character Detail: You have a tribe and class picked. You are almost ready for adventuring!

However, who is your character? What makes them tick? How tall are they? How much do they weigh? Within this chapter, you will find plenty of character detail to work with, including descriptions on the Goddesses, focus, and character history.

Chapter 7: Magic of the Tri-Force: Wizzrobes hurl bolts of fire and ice, powerful magic arms glow with enchantment, and wards guard sacred temples barring entry to all save those who have the key. The Tri-Force of the world, created by the Goddesses, fuels all magic in the world. However, what does magic do? How does it work? Contained within this are the rules and systems for magic in the Zelda D20 game. The system is totally original and brand new, created specifically to perfectly suit the feel and setting of Zelda. Included within are magic rules, explanations, histories, and various systems and explanations of everything you could ever want to know about magic in Zelda.

Chapter 8: Ranks of Prestige: Your zoran performer has acquired wealth, prestige, and notoriety. However, what is next? Take the next step with a Prestige class! Within this chapter, you will find over twenty new and original Prestige classes, specifically built and designed for the world of Zelda D20! Included are all the rules, systems, and source material you will need.

Chapter 9: Legendary Gazetteer: Hyrule, Termina, and the fabled Koholint Island. These location and several others have been covered in the video games. Nevertheless, what are these lands really like? What is the countryside like? What towns, villages, and fortresses adorn their terrain? What creatures and characters live within their boundaries? The Legendary Gazetteer contains a wealth of information on all the lands that have ever been touched upon in the video game sources. Here you will find accurate information about the lands, countries, populations, economic systems, and geography of the world with loads of richly detailed information to use in your campaigns. This chapter truly makes the world of Zelda D20 come alive.

Chapter 10: Icons of Mystery: The Zelda Universe is full of mysterious and legendary characters, spread throughout the various times. Some, like Link and Ganon, are almost immortal in their scope, appearing in almost every story ever told. Others are no less memorable to the tales. Here you will find descriptions of some of the most influential of characters, friend or foe alike, along with relevant stats for those you are most likely to encounter in battle, either for or against.

Chapter 11: Through the Ages: The Zelda Universe is a complex tangle of times, dates, storylines and histories. How do the events of the original *Legend of Zelda* game correspond with the events of the *Wind Waker*? When exactly does *A Link to the Past* take place? No need to muddle through the history tangle any longer. In this chapter, we clearly and cleanly explain and elaborate the timeline of the world, as well as detailing the characters, heroes, legends, artifacts, and events of each Age. Included within are detailed accounts of what occurred during what age, the changes wrought through the land, and various titbits of Zelda lore that will certainly enrich your game.

Chapter 12: Dangers and Daring: Octoroks, keese, and ironknuckles. These monsters and more roam the lands and dungeons throughout the lands. In this chapter, we present you with a complete guide to the monsters of the Zelda universe. Included are templates, optional rules, and detailed information regarding monsters and their kind.

Chapter 13: Treasure and Glory: The world of Zelda has always been filled with unique artifacts and items of power. Everything from the Master Sword to the Hover Boots is presented in detail. Included are unique rules and options on creating your own legendary artifacts and

items, and the secrets of the Tri-Force itself!

Chapter 14: Creating the Legend: You are all ready to start your Zelda D20 campaign. Your players have created their characters, but where do you start? This chapter is a resource for Game Masters, full of story ideas and insight on how to start and maintain a Zelda campaign. Included are some stock ideas, tips on story telling, and tables for quick and easy campaign generation.

Chapter 15: All Is Not Well: A sample adventure, complete and ready for play. Use it as an introduction to the world of Zelda, or tear it apart and incorporate elements into your won campaign.

Chapter 16: Appendix: Included within are the Open Game License, dedications and notes, credits of creators, assistants, and play testers, and various other notations.

Beginnings

If you are new to the world of the *Legend of Zelda*, then definitely start at **Chapter 2: The Legend of Zelda** to get a basic feel for the themes and setting of the Zelda universe. If you are a player wishing to make a character, skip on over to **Chapter 3: Tribes** to start digging into the game mechanics. Game Masters may wish to start in **Chapter 14: Creating the Legend** for a more in-depth explanation of how to create, run, and maintain a Zelda campaign.

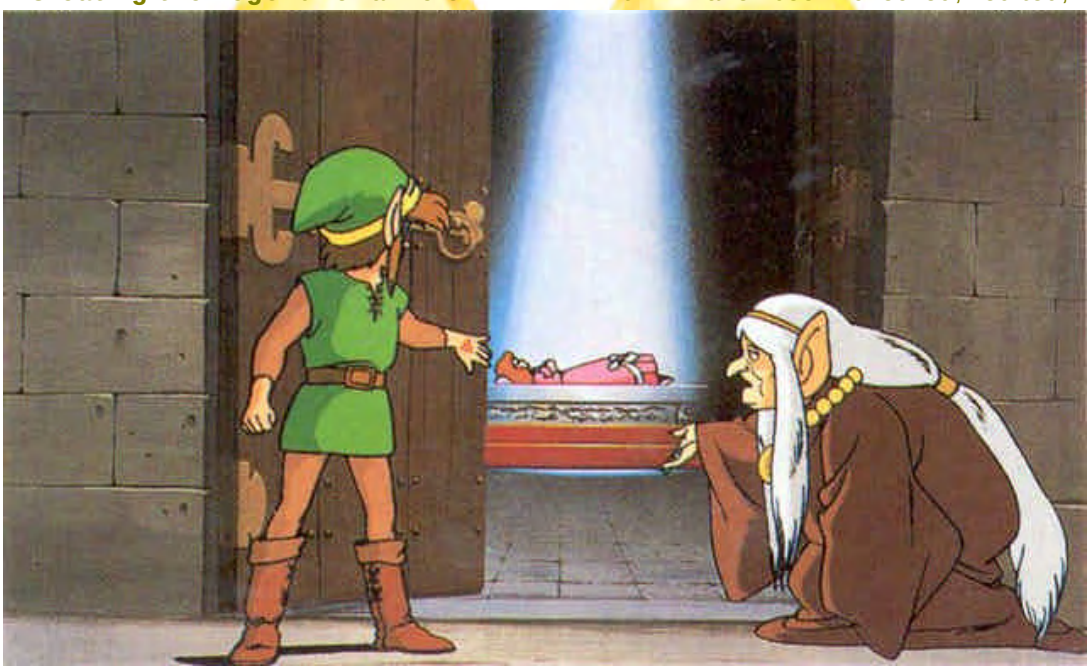
The Golden Rule

The Golden Rule is to have fun. No matter what, Zelda D20 was created to be fun. During the design process, this single goal was kept in mind. If an idea was not applicable, easily understood, or simple, it was dropped altogether in favour of something simpler.

This book was designed to bring players and Game Master's alike into the world of the *Legend of Zelda* without having to write volumes of optional rules themselves. In addition, the source material collected within was researched from dozens of sources, and we have made every possible attempt to stick as closely to the canon Zelda material as possible.

In the end, if something in this book does not work for you, toss it out! Replace it with your own ruling, or use an alternate system altogether. The point is to have fun after all, and Zelda should not be anything but fun.

Keeping that in mind, its important to note that this book and the systems presented within were painstakingly created and tested over a year and three month process. The rules and mechanics within have been checked, edited,

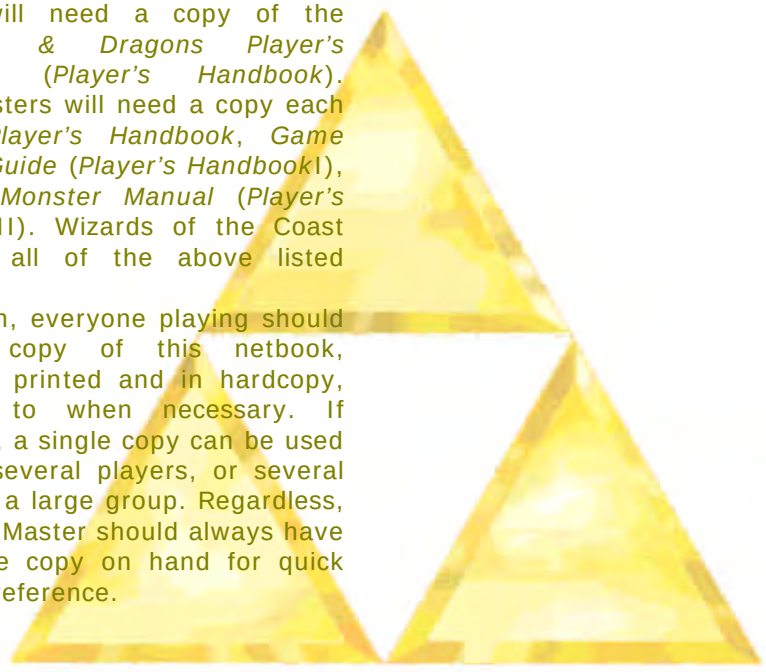


re-checked, re-edited, tested, edited, re-tested, etc a mind numbing amount of times. The source material and background information has been fleshed out considerably, and when resources only offered up titbits, we were forced to expand. We have made every possible attempt to stay as true to Shigeru Miyamoto's canon as possible. Certain discrepancies may arise from time to time, but the overall presentation and detailing is as close to complete and 'canon' as can reasonably be accomplished.

What You'll Need

To use this campaign setting, you will need to have a few things. Players will need a copy of the *Dungeons & Dragons Player's Handbook* (*Player's Handbook*). Game Masters will need a copy each of the *Player's Handbook*, *Game Master's Guide* (*Player's Handbook*I), and the *Monster Manual* (*Player's Handbook*II). Wizards of the Coast publishes all of the above listed books.

In addition, everyone playing should have a copy of this netbook, preferably printed and in hardcopy, to refer to when necessary. If necessary, a single copy can be used between several players, or several copies for a large group. Regardless, the Game Master should always have a separate copy on hand for quick and easy reference.



Chapter 2 The Legend of Zelda

The *Legend of Zelda*, a name that stirs fond memories of hours upon hours spent exploring the dungeons and environs of Hyrule, Termina, Kaholint Isle, and many more locations of wonder. Since the series first appearance in 1987, the Legend of Zelda series has enchanted people worldwide. It has captured audiences with its clever puzzle design, dungeon-exploring elements, and absorbing story. The series main character, Link, is one of the most instantly recognizable characters in pop culture today, and remains a hero in the hearts of those who grew up with him and new fans alike.

The *Legend of Zelda D20* seeks to capture the magic and feel of the classic series using the D20 system of role-playing game rules. This chapter introduces you to the campaign setting and gives you a brief glance at what is ahead in the book. In addition, it helps to explain exactly what fuels a Zelda D20 campaign and helps to familiarize players and GM's alike with the various resources that are available.

The Setting

The Zelda universe is a richly detailed world, full of wonder and depth. Though no map of the entire world has ever been produced, there is a variety of lands available to base your campaign in. Each one is as unique and diverse as the next, blending together with some slight commonalities of culture and geography to create a seamless blend between regions. Make no mistake however, the various lands and nations can be as different as the night and day. What may pass for acceptable in one land may seem outlandish, or perhaps even insulting in another. Common cultures may share similar cultural viewpoints and concerns. Perhaps they even share similar practices and ethical models. Yet, the opposite may be true. Similar races from different areas of the world may have drastically different outlooks on everything, and may even come across with open hostility to each other.

Listed below is a brief summary of the various lands that are immediately available for play. For a more in-depth look at the specifics and details of each land, head over to **Chapter 9: Legendary Gazetteer** for a wealth of information on the various lands spread throughout the world.

Hyrule

Perhaps the most famous of Zelda's geographic settings, the lands of Hyrule have been the most charted and documented of all the lands. Link's journeys began in Hyrule with the release of the original *Legend of Zelda*. Ever since, Hyrule has been host to more of Link's adventures than any other land.

Widely diverse, Hyrule is the focus of the majority of Zelda campaigns. Hyrule, by far, has the most material available detailing it in great depth. With such famous physical landmarks and sites, such as Death Mountain and Kakariko Village, Hyrule has a nearly unlimited capacity for adventure.

Geographically, Hyrule is enormous. By far the biggest territory mass on any continent yet explored, Hyrule takes up almost the entire continent, consisting of deserts, marshes, swamps, plains and scrub, numerous mountain ranges, lush forest, and even a few small coastal islands. The settled population of Hyrule is numerous as well, yet when compared to the sheer amount of untamed, unsettled countryside, Hyrule is certainly far from fully explored. Notable features of Hyrule include the various ruins and dungeons that lay across the countryside. Often built in numeric patterns, the various labyrinths, palaces, temples, and dungeons have often served as crucial focal

points for adventures throughout Hyrule. Yet, with all the activity revolving around these sites, many more lie yet untouched, waiting for destiny to bring a hero or group of heroes to their ominous gates.

Hyrule also boasts an impressive number of the Goddesses' tribes. Gerudos, gorons, and zoras dominate the settled areas while a few sparse realms have sizable populations of dekus and kolkiri. Moblins abound as well, finding relative safety in the large, untamed stretches of wilderness that reach across Hyrule.

Termina

The lands of Termina are located far from the borders of Hyrule, and are home to far different cultures as well. Placed on the same continent as Hyrule, the lands of Termina are a place of mostly unexplored history. Rich in culture and legacy, Termina was first glimpsed by fans in the *Majora's Mask* title.

Termina is slightly more extreme than Hyrule when it comes to geography. Unlike Hyrule, Termina is mostly free of mountain ranges save for a snow-capped range ringing the land. While Hyrule has its fair share of marshes, windswept plains and hot desert climes, Termina is extreme, sporting poison-filled bogs, snow-capped ranges of mountains, and coastal shoals of clear, sparkling water. Much like Hyrule, Termina is settled in a few locations but remains largely wild. Clocktown is the land's most notable site of interest, and indeed, is heralded as an achievement of civilization. Annual harvest festivals and celebrations are thrown in Clocktown with regular ease, and all across Hyrule and Termina both, Clocktown is renowned for its air of festivity and charm.

Termina is home to many races, hylians being the most prevalent. However, both dekus and gorons have extremely large settlements as well, and are often seen coming and going from their respective lands, as well as the markets of Clocktown. Gerudos are almost non-existent, and zoras tend to be rare at best, save for those that dwell in the coastal area.

Kaholint Island

Kaholint Island remains a mystery to scholars and academics even to this very day. Link was said to have ventured on Kaholint Island while trapped within his own mind during his return to Hyrule. Others say that Kaholint Island is a real island located faraway from Hyrule, visited by Link, and brought back to his mind during his accident. Whatever the truth is, since Link's adventures there, Kaholint Island has remained an enigma that has yet to be resolved.

Kaholint Island is an ancient land, with many secrets buried and hidden from a past that no one can recall anymore. The few inhabitants on the Island strive to keep their meagre settlements going despite the local hardships, and isolation from the outside world.

Kaholint Island is home to only a few of the most popular races in the setting. Hylians and Moblins have both gained a foothold on Kaholint Island, mostly due to their innate tenacity and stubbornness, as well as their own abilities to adapt to their environments. There are also rumours of a Zora settlement deep beneath the waters of the island's inland bay. Of the other races, no trace has yet to be discovered.

Labrynna

Far to the south of Hyrule is the land of Labrynna. It is an ancient land with a history dating back for over many centuries. During the time of the Age of Sorrow, Labrynna was wracked with many disasters, and these left deep scars in the landscape that can still be seen today.

Built on the remains of the kingdom of Queen Ambi, the landscape is relaxed and unassuming, yet hazardous to travellers who stray from the beaten pathways. There are numerous hints of a past not quite buried, not quite forgotten.

Labrynna is home to a few of the most common races in the Zelda mythos. Moblins prowl the landscape, preying on hylians, gorons and zora alike, all of which can be found in the mountains and waterways of the region. Just off the south coast of Labrynna live the primitive Tokay, somewhat curious and naïve about the rest of the world, but very eager to explore.

Holodrum

From Mount Cucoo to Huron Village, the land of holodrum is a vast temperate stretch across the continent shared by Hyrule. Full of familiar races and unknown ruins, Holodrum promises a great deal of adventure to players as a setting that has never been as intimately explored as Hyrule has.

The Great Sea

The Great Sea, a vast ocean wilderness populated by diverse islands and fierce pirates. The Great Sea region is perhaps the most optional of the regions available for play. Touted by some as an alternate timeline from the events occurring at the end of *Ocarina of Time*, the Great Sea was the setting of the highly successful *Wind Waker.* Whether or not you wish to use the Great Sea as the basis for your campaign, or as an alternate timeline or future for the world of Zelda D20, there is no denying that the Great Sea is a land abundant with adventure opportunities and excitement.

Themes and Moods

Zelda is a rich setting, filled with an incredible amount of detail. When telling stories in the Zelda campaign and building adventures for players, GM's have to consider what themes and mood are appropriate for their campaign. Players must also consider such things when detailing a background for their characters. The question is what does Zelda *feel* like. The answer to this question provides the basis for the theme and mood of the Zelda D20 campaign setting.

Good versus Evil

From the very first game in the Zelda series, the dominant theme of the Zelda series has been one of good versus evil. The classic struggle of Link to overcome Ganon has been a major theme of many of the series games, yet this struggle is a symbol for a deeper cultural context. Good versus evil is an ancient tradition in storytelling. The fight of the righteous and just to overcome the tyranny, violence, and destructiveness of the wicked is a classic element of many cultures.



Bravery is one thing… ***…and foolishness another!***

Adventure is everywhere in Zelda D20!

Much like the video game series, good versus evil is also the dominant theme in Zelda D20. Many players play role-playing games, electronic games, and the like to engage in the fantasy of taking on the role of the good in the fight against evil. We all want to champion the causes we believe in, and through such constructive fantasy, we achieve our ethical aims as well as have fun. For a short period, we are allowed to step outside our real selves and become the heroes we have always admired from afar.

Other Themes

Though good and evil is by far the most prevalent theme in the Zelda D20 setting, there are other important themes to be examined. The world of the *Legend of Zelda* is a dynamic world, filled with incredible adventure opportunity and untold dangers. When looking at the campaign setting as a whole, try to imagine many of the themes from the past Zelda series games and how they fit into your own campaigns. Some examples include:

Humour: Who can forget the moment that Link fell screaming into the water after rescuing Princess Ruto from Lord Jabu-Jabu? Zelda, while a predominantly serious setting, has elements of humour in it that help to break the monotony and seriousness of a campaign somewhat. This is important in helping to relieve the tension of dangerous situations that can become all too common.

Survival: The arid wastes of the Gerudo Valley, the tangled pathways of the Lost Woods, the treacherous pathways of Death Mountain - all these and more are examples of some of the extreme conditions that face adventurers in a Zelda campaign. Survival, whether against the elements or live opponents, is a major theme of Zelda, and is often the focus for the majority of a campaign while the heroes attempt to reach their desired goal.

Glory: The trove of rupees discovered in a dodongo cavern not only makes the player wealthier but it brings glory as well. Artifacts and gadgets, bombs and magic arrows, rupees and ancient armor – these things bring a grand sense of reward and glory to a campaign and should be stock in any game.

Courage: Heroes are not simply heavily armed warriors that hack through any challenger or wizzrobes that magic their way out of any situation. They are little folk as well, simple folk who start small and unimportant and go on to carve great destinies out of fate. Great characters, on their way to becoming heroes, face uncountable challenges. Courage is what sees them through these hard times, and is integral to the setting. One must have courage to face the trials that lay ahead.

Wisdom: While the courageous are surely blessed by the Goddesses for their stalwart souls, the wise have reason to rejoice as well. Wisdom is a rare gift, gained only through experience and hardship. Wisdom is needed to guide courageous heroes to the proper end. For even great and brave heroes, without wisdom guiding their steps, will falter and fall to evil.

Power: Not only can power corrupt, it can be a salvation. Power carries a legitimate responsibility to the holder, a common theme seen in every Zelda game in the series. While great power can be rightfully earned, brave and wise heroes must be wary of easy paths to power. Truly, power is a temptation that has lured more than one adventurer off the path of destiny and glory.

Mood

Within the world of the *Legend of Zelda*, mood remains an integral part of any successful campaign. Mood is what determines the feel of the immediate happenings of the game at any given moment. A scene where a betrayer is unmasked might bring about a sense of shock and anger in the players. Perhaps some are saddened or frightened while others are eager for revenge. Thus, you see, mood is a delicate concept that



No matter the danger, heroes strive to do good. The Zelda series is as diverse as it is traditional!

must be balanced from moment to moment at the whim of the story. Keep in mind how you feel playing any of your favorite Zelda titles. Did you stare in awe the first time you walked into the fully 3-D temples presented in *Ocarina of Time*? Did you feel a sudden wild elation at watching Link gallop across Hyrule field on the back of Epona? Can you remember the sense of mystery and danger that lurked within every labyrinth of the *Legend of Zelda*? All these and more are the moods that form the basis for Zelda D20. Open your imagination and step into the world of the Zelda Universe!

A Golden History

The world of the Zelda Universe is by no means new. Indeed, the series has a rich tradition and history dating back to its inception. Listed below is a brief timeline of the series' history. Individual titles in the series are listed along with dates and brief notes detailing a basic concept of the game and its impact. While this sourcebook is certainly filled with a great deal of information on the Zelda Universe, the best sources are the original (and current) games themselves.

The Legend of Zelda - The original game in the Zelda series made its debut on the Nintendo Entertainment System in July of 1987. The game was an instant classic, with innovative game play, a deep and lengthy quest, and free-roaming style of exploration.

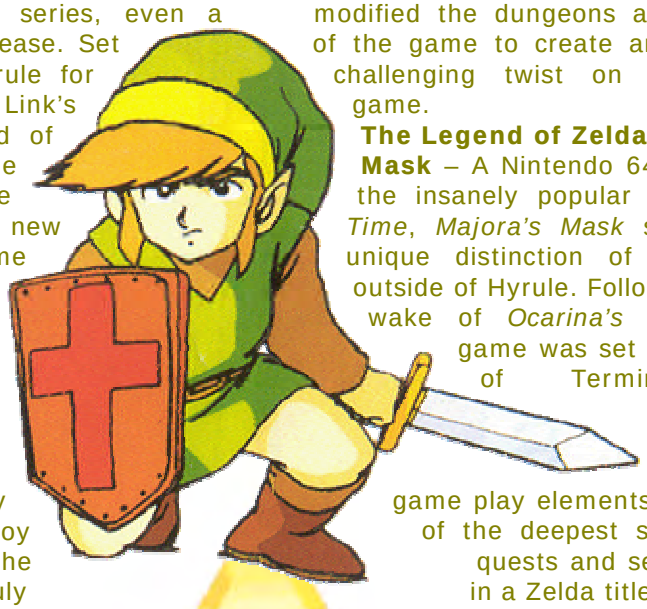
The Legend of Zelda: The Adventure of Link – The sequel to the classic original, Link's second adventure was released in December of 1988. Like the original, it was an instant smash hit. This sequel introduced new elements to the series, such as a side-scrolling format and some aspects of role-playing games, such as levelling up, casting spells, and the acquisition of better abilities through game advancement. Though highly successful, this game has unfortunately been criticized from time to time for its departure from the game play precedent set by the original. However, it remains a true classic, and ultimately a worthy successor to the first game.

The Legend of Zelda: A Link to the Past – Widely heralded as one of the best (if not the best) games in the entire series, Link's third outing erupted onto the Super Nintendo Entertainment System in April of 1992. With fresh 16-bit graphics, stereo music, and the largest world yet seen in a Zelda title, the game

was an instant smash hit. It has remained as one of the most sought after titles in the series, even a decade after its release. Set in the land of Hyrule for the third time, Link's adventure consisted of a deeper storyline than ever before and introduced new elements of game play while reverting to the game play style of the first game.

The Legend of Zelda: Link's Awakening – Link's first foray onto the Game Boy and fourth title in the series was a truly landmark game. Released in August of 1993, the game was the first in the series to take place outside the boundaries of Hyrule. *Link's Awakening* took place on Kaholint Island, which invited players to explore an entirely new landscape. The game was remarkably similar to its 16-bit cousin in game play and mechanics, and was a certifiable hit.

The Legend of Zelda: **Ocarina of Time** – Link's gaming return to Hyrule was heralded with more praise and fanfare than nearly any other game in history. *Ocarina of Time* exploded onto the Nintendo 64 console in November of 1998. The game was an instant smash hit, and by far one of the most popular and beloved video games of all time. Done in stunning 3-D, players had the chance to fully explore the realm of Hyrule to exacting detail. Day-to-night shifting, new races, cultures, and more were only the smallest portion of this game's greatness. To this day, the game is still one of the most critically acclaimed games ever produced. In February of 2003, with the release of *Wind Waker* looming around the corner, Nintendo released a special bonus edition of *Ocarina of Time*, complete with the *Master Quest* edition as well. The *Master Quest* revisited *Ocarina of Time*, but modified the dungeons and puzzles of the game to create an intensely challenging twist on a familiar game.



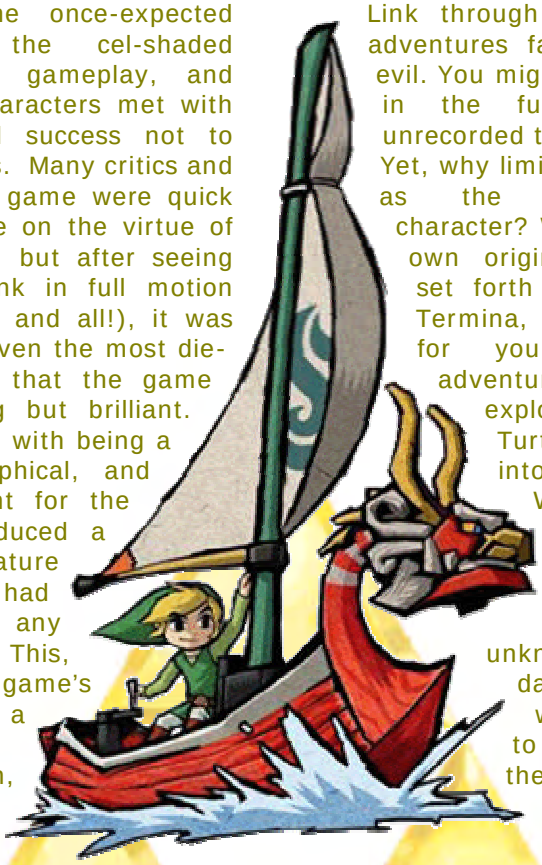
Where it all started: The Legend of Zelda.

The Legend of Zelda: **Majora's Mask** – A Nintendo 64 sequel to the insanely popular *Ocarina of Time*, *Majora's Mask* shared the unique distinction of being set outside of Hyrule. Following in the wake of *Ocarina's* story, the game was set in the land of Termina and introduced players to new game play elements and some of the deepest set of sub-quests and secrets seen in a Zelda title.

The Legend of Zelda: **Oracle of Ages & Oracle of Seasons** – Released simultaneously in May of 2001 on the Game Boy Color, the *Oracles* games are perhaps the most unique of the titles in the series. While each is a completely separate adventure set in Labrynna and Holodrum respectively, the games allowed players to link Game Boy systems together to utilize various features of the games. Also set outside Hyrule, the games were immediate hits and helped expand the Zelda Universe to include two new, richly detailed lands.

The Legend of Zelda: A Link to the Past / The Four Swords – Released in 2002 on the Game Boy Advance, this game takes us back to the classic released on the Super Nintendo System in 1992. Most of the story and gameplay from the previous version remained unchanged, yet both graphics and sound were given an extensive polish while retaining the theme of the original. The second game, the Four Swords, is the first multiplayer Legend of Zelda adventure, where the players co-operate and compete in semi-random environments to make the game different every time it is played.

The Legend of Zelda: Wind Waker – *Wind Waker*, perhaps the most controversial Zelda title to ever release, met with outstanding success in March of 2003. Though a far cry from the once-expected realistic tone, the cel-shaded graphics, spot-on gameplay, and colorful cast of characters met with resounding critical success not to mention peak sales. Many critics and nay-sayers of the game were quick to judge the game on the virtue of its graphics alone, but after seeing the cel-shaded Link in full motion (facial expressions and all!), it was hard to convince even the most die-hard dissapointee that the game could be anything but brilliant. *Wind Waker,* along with being a technological, graphical, and gameply high-point for the series, also introduced a darker, more mature storyline than had previously been in any other Zelda game. This, coupled with the game's introduction of a previously unexplored region, new races, and heavy mythology makes *Wind Waker* an essential part of the Zelda Universe.



The most controversial and graphically spectacular Zelda yet: The Wind Waker

Legends Untold

The beauty of *Zelda D20* is that it is your campaign to mold as you see fit. The series' storyline has always pitted the character of Link against the forces of evil. Whether facing the undying evil of Ganon, or rescuing the Oracles from certain doom, the major theme of good versus evil has always been a major motivator for the series in pushing forward. The Zelda series has always revolved around the triumph of good over evil, and the struggle to attain a sense of safety and peace. Link's battles against Ganon have always resulted in the return of peace to the land.

In *Zelda D20*, there is a wealth of options available for you to utilize. You might play as one of the various Links that have arisen through the ages to fight evil. You might play as Link through one of his many adventures facing the forces of evil. You might even play as Link in the future, facing yet-unrecorded trials and dangers.

Yet, why limit yourself to playing as the series' hallmark character? Why not make your own original character, and set forth to explore Hyrule, Termina, or Kaholint Island for yourself! Your own adventuring party might explore the ruins of Turtle Rock, plunge into the depths of the Water Temple in Lake Hylia, or better yet, explore new and completely unknown depths and dangers. The point is, while it's important to maintain a sense of the setting continuity (thus, happenings in the games and storylines affect the world that the characters live it), it's also important to be able to branch out on your own.

If you are the player, this book gives you the freedom to make your own hero of the lands. Why settle for being second banana to the legendary Link? Other lands and dangers await, and one hero is not enough to do everything at once. If you are the Game Master, feel free to expand on the Zelda continuity. Let the players shape their characters into legendary heroes (or the occasional villain). Reward them justly for their actions, and allow them the flexibility to create the kind of character they *want* to play. You do not have any obligation to follow the plots and stories of the games.

In addition, you are free to blaze the future trails of Zelda, and create stories that move the storyline forward as far as you like!
In the end, this book is for you to use to create the type of Zelda game you desire. It is flexible enough to be used for almost anything dealing with the Zelda Universe, and enough information has been included to allow you to do whatever you wish. After all, it is *your* game! Enjoy!

-Matt “Rooks” Blasi

Chair Person & Lead Game Mechanics



Entwined through destiny and time…

Chapter 3 Tribes of the Land

The world of Zelda has always been filled with a myriad collection of races and species, each radically different from one another in appearance, outlook, and character. When creating your character for Zelda D20, your first step is to choose a race. Listed below are the races avaliable for play. In addition to these listed, consult **Chapter 12: Dangers and Daring** for more information on more monstrous or powerful races that your GM may allow you to play as.

Deku

Taking their place amongst the other races of Hyrule as merchants, diplomats, scholars, and shaman, the Deku are not to be taken lightly. With their ingenuity, ambition, and willingness to take risks (even when said risks are less than prudent) the Deku are quickly becoming a prosperous people well known for their talent in many areas of expertise.

Personality: Deku are a generally pragmatic people known primarily for their stubborn and obnoxious attitudes. They don't get along well with others most of the time and have been known to be quite the cowards. However, the Deku are capable of forming lasting, nigh-unbreakable bonds with their companions and are known to be steadfast allies once their trust has been gained.

Physical Description: The Deku are a small race, similar in stature to the Kokiri. They range in height from 2.5 to 3 feet tall and weight anywhere from 10 to 25 lbs. Their stout bodies are covered with rough skin which resembles the bark of a tree. Their faces tend to be round and sport a short tube-like mouth which the Deku uses to communicate and to spit seeds at predators. Sprouting from the Deku's head is a growth of leaves and or flowers (in females) which are used to absorb sunlight and provide shade. The Deku's feet are club-like, with no toes being apparent, and are used to absorb water and nutrients from the ground upon which the Deku treads. Deku's have no distinguishable fingers, the thumb being the only separate appendage on their hand. Deku are known for being particularly hardy and enduring.

Relations: Deku get along well with the Gorons, Kokiri, and Rito, but are fairly neutral where the other races are concerned. However, Deku have an almost unnatural hatred toward Moblins whom they call "Treedeath," a name given to them during the years of the first incarnation of Ganondorf in which many thousands of acres of forest were burned by his Moblin hordes.

Focus: Most Deku tend to be of the Shadow focus, not straying too far into the blinding light or the obscuring dark. Deku of the Shadow focus tend to be pragmatic opportunists, looking out for themselves most of the time and occassionaly pitching in where help is needed, provided that there is some form of reward involved. Deku of the Light focus are generally benevolent and caring individuals who use common sense and good judgement to navigate their way through the moral quandrys of life. Deku of the Shadow focus are not as rare as one would think, they just choose to operate in the shadows. Deku of the Shadow focus are generally scheming, ambitious individuals with no care as to who gets hurt so long as they achieve their goal.

Deku Lands: The Deku hold no kingdoms of their own, instead they wander all lands freely. The Deku are generally too individualistic to band together in in large groups for very long. Deku tend to settle down in small villages of 20 to 70 individuals, most often in or around heavily wooded areas. They respect

no border laws or boundaries of any kind when deciding where to settle, they just do what seems natural.

Religion: Deku are probably one of the most religions and superstitious of all of the races of Hyrule. Every village has a shaman, usually a magic user well-versed in Forest magic, who hands down *The Word*. *The Word* being ancient stories of the goddesses of old. The Deku worship Farore almost exclusively, with followers of Nayru being a minority and follows of Din being all but unheard of. In ages past, those found to be worshipping Din ("The Firebringer") were cast out into the wilds to fend for themselves. In recent ages this practice has been curtailed and those found to be worshipping Din are respected if not accepted. Follows of Nayru are welcome but are considered an oddity at best.

Aspect: The Deku have a strong affinity for Forest magic of all kinds, which make sense considering their favored habitat and the fact that they are, basically, plants. Village shaman practice Forest magic almost exclusively, occassionally throwing in minor divinations from Light and weather control spells from Water. Predictably enough, Deku have an extremely difficult time using Fire magic, although most never even try. This comes in part due to their plant natures (plants burn, afterall), and their natural connection to Forest magic which is primarily opposed by Fire magic. However, that is not to say that Deku cannot use Fire magic at all, in fact one of the most noteworthy Pyromancers of all times was a Deku.

Adventures

Deku adventure for many reasons but, more often than not, one thing drives their wanderlust: Rupees. Deku are most often looking for a quick profit when they take up adventuring, but not all adventure simply for profit. Some young Deku who are found to be particularly restless and troublesome are sent out into the world to learn a Life Lesson. This Life Lesson usually requires the Deku to travel, experience the world, and grow into the person they are meant to be. Life Lessions typically last 2 to 5 years and are usually assigned when the Deku turns 13 years of age.

Deku Racial Traits

- +2 Constitution –2 Wisdom, -2 Charisma: Deku scrubs are hardy and tough (it's all in the bark, not the bite), but they are not the wisest sticks in the woods nor the most charming.
- Small: Dekus gain a +1 size bonus to both Defense and on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Deku base speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Fire Vulnerability (Ex): Dekus take double damage from fire-based attacks, but no damage if an allowed save is successful.
- Half Damage from Piercing (Ex): Piercing weapons deal Dekus only half damage (rounding up).
- Limited Plant Immunities (Ex): Deku are immune to poison, sleep, paralysis, stunning, and polymorph spells and spell-like effects. They are not subject to critical hits, but, unlike most plants, dekus are vulnerable to mind-influencing effects and are also considered humanoids for purposes of such spells as charm person.
- Low-light Vision (Ex): Dekus can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to

distinguish color and detail under these conditions.

- Seed Shot (Ex): Dekus have a natural unarmed ranged attack that deals 1d3 subdual damage, and is considered a thrown weapon with a range increment of 15 feet. Deku may only use this ability three times per day.
- Water Skipping (Ex): Dekus care very little for deep water, but not as badly as gorons do. In a pinch, they can actually skip across the surface of calm water for short periods (their light weight helps). Dekus can move across a liquid surface at a rate of 10 feet per round while making a Balance check for every 20 feet they go in addition to the checks that must be made if the deku executes a turn of ninety degrees or more. The DC for the initial 20 feet is 10; it increases by 2 for every additional 20 feet or 90-degree turn they execute. Moving this way is a full-round action. Failure means that the Deku falls into the water (normal rules for swimming and drowning apply).
- -2 racial penalty on Swim checks on the surface. On subsurface Swim checks, the penalty is -4. When attempting to swim upward, they receive a bonus of +2. Dekus, with their wooden bodies, tend to float and be awkward in the water unless their task involves bobbing to the surface. Ballast is recommended, but keep in mind that dekus drown normally.
- +4 racial bonus on Hide checks while in wooded areas: A deku's hide textures and plant-like appearance help them blend in to natural surroundings.
- Automatic Languages: Deku and Hylian. Bonus Languages: Any.
- Favoured Class: Drifter. A multiclass deku's drifter class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Forest.
- Opposed Aspect: Fire.

Gerudo

The gerudo are a long-lived, survivalist people that often make their way on the fringes of society, scraping by in life, often by means that aren't necessarily looked on kindly by the law. An unusual trait of their race is the rarity of males. Gerudo are commonly found as thieves, mercenaries, bandits, treasure hunters, and explorers.

Personality: The gerudo have a tendency to come across as haughty, arrogant, and proud. Their self-assurance can take them far in some cases, but it can just as easily be their downfall, leading them to bite off more than they can chew in a situation, or earning them the ire of others. A pessimistic and cynical streak is also commonly seen. Most gerudo have a marked distaste for men of other races, thinking them to be weak or condescending, inherited from wrongs done to them long ago. They also highly value their personal freedom, but sadly, this is often coupled with an "every woman for herself" mindset. Something they are also known for is their love of horses, and every gerudo is familiar and comfortable around them.

Physical Description: A gerudo's pigmentation is very distinctive, and usually gives her heritage away instantly, along with her prominent nose and beauty. Their hair is a flaming red or orange (exceptions are exceedingly rare), and they tend to have a lot of it. Even those who live far away from the desert they came out of have inherited a tan or brown skin tone. Warm eye colors--

oranges, reds, and yellows--are commonplace. Females tend to be built lithe and willowy, standing between a few inches under six feet and sometimes close to seven feet tall, weighing 125 to a high of 200 pounds, often with a wiry strength belied by their frame. The rare males are large and hulking, their muscle more obvious as they measure at least six feet and can easily clear seven, weighing a bit more than females but appearing to be much more than that. Surprisingly, considering their precarious lifestyle, the gerudo also possess quite a long life span, reaching maturity at 25 and commonly living to be 120 years old.

Relations: With their habit of being isolationists and more than a little paranoid, the gerudo have a hard time getting along with members of other races. Their reputation as thieves, the difficulty they have fitting in with most cultures, and the history of their race make them targets of suspicion when something ill happens.

Focus: Overwhelmingly, with their often-pessimistic outlook on life and grey morals, the gerudo go in for the shadow focus with a leaning toward the dark. They see little to gain from helping strangers with their problems, having plenty of their own to deal with, and more active perpetrating of evil is a risk most would rather not take.

Gerudo Lands: The gerudo originally came out of the desert near Hyrule that carries their name. It was their inhospitable home for many long generations, until they met a serious downfall with the defeat of Ganondorf. Most remain in the desert, scraping by in life as best they can, but many have migrated elsewhere in search of greener pastures. The majority of them are no better off, however, and still get by through raiding and thievery, living like scavenging wolfos on the edge of society, always ducking the arm of the law.

Religion: The gerudo are rarely very religiously observant, having their survival to worry about instead. They identify the most with Din, Goddess of Power, through their frequent use of strength and deceit to get by in life. Farore comes in second, as displays of courage in arms, however selfishly motivated they may be, are frequent from them. A gerudo might breathe a prayer to either just before setting forth on a raid or breaking into a house, but organized religion is unheard of.

Aspect: With frequent reliance on subterfuge and dishonesty, using Shadow magic comes easily to the gerudo. However, they rarely have use for its more necromantic aspects. Its antithesis, Light, is alien to them.

Adventurers: Gerudo have little difficulty taking up the life of an adventurer, since danger of being caught while on a raid or fighting off desert predators are what most have grow up and spent their whole lives around. The monetary benefits of adventuring are not lost on them, and the search for wealth is usually the strongest motivator. With their reputation of only looking out for number one, few gerudo feel the need to adventure out for moral reasons.

Gerudo Racial Traits

- +2 Dexterity, -2 Wisdom: Gerudo are very agile, yet overconfident, and haughty at times.
- Medium-size: As medium-size creatures, gerudo do not have any special advantages or disadvantages for their size.
- Gerudo base speed is 30 ft.
- +3 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- +2 racial bonus on Climb, Jump and Move Silently checks: Gerudo tend to live in precarious places, like a rocky coast or the edge of the desert.
- +2 racial bonus on Ride checks: The gerudo are a

people who prize horses and excel in mounted combat.

- +2 racial bonus on Survival checks made in desert climes: Gerudo are used to dealing with the blazing heat and arid conditions of their native homelands.
- Weapon Familirity: Gerudo receive the Martial Weapon Proficiency feat in shortbow, longbow, composite longbow, and composite shortbow. Skill in bows is an essential part of every gerudo's upbringing.
- Sparse Consumption (Ex): Gerudo can survive on 1/4 the amount of the food and water any other non-desert-dwelling race needs on a daily basis.
- Automatic Languages: Gerudo and Hylian. Bonus Languages: Any.
- Favoured Class: Drifter. A multiclass gerudo's drifter class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Shadow.
- Opposed Aspect: Light.

Gorons

Stout, loyal, and merry, but slow and clumsy, gorons are a people that bear a great resemblance to boulders, when curled up and unmoving. They are also renown for their skill at mining, taste for rocks, invention of the bomb, and love of light-hearted games.

Personality: A smile will most likely be found on the face of a goron at any given time, whether he is dancing, drumming, eating, or even just curled up and thinking. They love to laugh, share stories, and make many friends. One of the only things they have a dislike for is deep water, due to their inability to swim. Kindness, generosity, honesty, and happiness are values esteemed by this stone-eating race. Warriors and the physically fit receive high regard from gorons, as does anyone who can spin a good yarn. They are also quite skilled with their hands. A goron's demeanour is often surprising to strangers, sometimes giving the impression that gorons are merely potbellied pushovers. This is a dangerous assumption, for a goron's easy smile and dense body hides the heart of a courageous warrior. Their games and dances are descended from martial tests of strength, endurance, and agility (admittedly, gorons can be quite clumsy). Still, gorons love life, and would much rather have hostiles join in their dances than fight.

Physical Description: At first glance, most gorons seems to be androgynous, the main difference between genders being their size. Males are usually a few inches taller than females, but much heavier. Males stand at slightly over 6 feet and females slightly under, and weigh between 220-300 and 170-250 pounds, respectively. Most have a very noticeable potbelly and stocky limbs. They mature slowly (adulthood is considered to be at 25 years) and live long, with many coming close to 200 years. Almost universally, their eyes are a shiny, solid black, and differentiating between their pupil, iris, and corona is all but impossible. The skins of their front, legs, arms, and faces are dark tans and deep browns, with thicker, rough-textured, lighter-colored hide on their backs. The ratio between gorons who do and do not grow hair is roughly 1:1, but the colors of those that do usually range from light yellow to white. Normally, soon after he is born, each of a goron's upper arms is tattooed with the symbol of his personal clan.

Relations: Gorons love strangers of all races, especially if they have stories, games, and dances (and maybe exotic edible stones) to share. In their opinion, if a stranger does not share their sense of fun, that is a shame. Blatantly evil folk and monsters, however, rouse their ire and fighting spirit.

Focus: With their merry spirits and generosity, most gorons easily fall into the light focus. Other beings are welcomed, highly respected, and invited to festivals along with any friends they care to bring. Gorons of the shadow, and especially the dark, are very rare indeed.

Goron Lands: The ancestral home of the gorons is Death Mountain in Hyrule. However, circumstances forced them to flee it, and most have not returned. Wherever they go, gorons prefer to make their homes in mountains, the rougher they are, and more marble they contain, the better, to make gathering food easiest. Warm places such as volcanic vents and hot springs are also a favorite. Their communities can be found along cliffs and in wending cavern complexes, usually at high elevations.

Religion: With the respect they pay to strength (and their familiarity with fire), most gorons choose to worship Din foremost among the Goddesses. Among some clans of gorons, though, it is far from unheard of for Nayru or Farore to be paid more or equal reverence.

Aspect: Spending so much time around sources of heat, and emerging from a volcano during a fierce eruption, gorons find Fire magic, by far, to be the easiest to grasp. It is a bit like a goron--straightforward, candid, and rarely subtle. When it comes to Water magic, however, they are a loss. The intricate weave and focus of it are too flowing, and gorons can easily feel themselves drowning in it when they try to wield it.

Adventurers: Although most gorons would prefer to stay at home and have a good time, adventurers are common among them. When they want new stories to tell, they frequently go looking for experiences that would make a good tale. Injustices can also easily stir them to action, but gorons with wide vengeful streaks are uncommon. They may also look at adventures as a way to test or show off their strength. However, over all, most gorons undertake their travels with a light heart.

Goron Racial Traits

- +2 Con, -2 Dex. Gorons are tough and rugged, but not very fast or agile.
- Medium-size: As medium-size creatures, gorons do not have any special advantages or disadvantages for their size.
- Goron base speed is 15 ft. Gorons can run up to only triple speed; however, when wearing medium armor or carrying a medium load, the goron's speed is unchanged. While in heavy armor or toting a heavy load, the goron's speed is cut to 10 feet, but running is still at triple speed. All armor check penalties apply normally.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Darkvision: Gorons can see in the dark up to 60 ft normally except vision is black and white only.
- Natural Armor: Gorons have thick skin and hefty builds, granting them damage reduction of 1/ -.
- Curl-and-Roll (Ex): Gorons have the unique ability to curl up into a tight ball. When curled like this, a goron can roll as an alternate form of mobility to walking or running. Gorons also curl up in this manner when sleeping or thinking. A goron may roll over level ground at his base speed, and can go dramatically faster downhill. He begins rolling down the slope at his base speed on the first round of movement. Every round of rolling after the first, the goron adds his base speed again to his total speed, up to maximum of one-half his total weight. Attempting to roll uphill will halve the goron's speed, each

round that he rolls, down to 10 feet (at which speed he can continue to roll uphill for as long as he likes). Take for example a goron who weighs 280 pounds and whose base speed is 15 feet. He rolls down a hill for four rounds. His speed for that fourth round will be 60 feet, and he will continue to increase in speed (15 feet per round) as long as he is rolling downhill, until he reaches 140 (half his weight in pounds). Rolling in this manner through the threatened areas of other characters does not provoke an attack of opportunity. A goron may make charge attacks against opponents in his path at the normal +2 bonus. This attack is considered an overrun action. He may forgo the overrun option and simply consider the attack a bull rush, but doing so forces him to stop the roll upon impact with the enemy, or automatically fail the charge. Gorons entering threat ranges while curl-and-rolling do not provoke an attack of opportunity. However, ending and recovering out of a curl-and-roll provokes an attack of opportunity for the goron. Any creatures or objects caught in the path of the rolling goron may receive damage depending on the speed the goron has achieved, and more importantly, the distance and momentum the goron has built up. To determine damage the goron does when rolling, consult the **Curl-and-Roll Damage** table below. After rolling down a slope for 60 feet, the goron does the damage listed (1d4). He adds +1 to damage for every 50 pounds of his weight, including that of any gear he may be carrying. Longer travel distances result in more damage. However, beyond 180 feet, the damage is fixed at the value shown. The goron must actually roll downhill for the full distance listed to do the appropriate damage. For example, a goron who rolls down a slope for 100 feet (more than 90 but less than 120) could crash into a creature and deal it the listed damage of 2d4 +1 per 50 lbs. A goron deals appropriate damage to any creature he hits while rolling on the slope. If the slope he is rolling down levels out, he can maintain his accumulated speed and deals appropriate damage, until he slows from beginning to go uphill or voluntarily ceases his roll. He may exit the roll at any time on his initiative, regardless of his speed, but doing so is full-round action that provokes an attack of opportunity from any threatening character. Unless he is travelling at 60 feet per round or more from previous rolling, a goron cannot deal damage while rolling along on level ground or uphill.

Table 3-1 Curl-and-Roll Damage

Distance Traveled	Damage
60 ft.	1d4 +1 per 50 lbs.
90 ft.	2d4 +1 per 50 lbs.
120 ft.	3d4 +1 per 50 lbs.
150 ft	4d4 +1 per 50 lbs.
180 ft.	5d4 +1 per 50 lbs.

- Mineralvore: Gorons eat rocks, getting the most nutrition from marble, although its rarity is not to be discounted. They mostly get by on granite and feldspar, which provide them with most of their needed nutrients. Quartz and other crystals are like candy to them; rocks that are more common are about as nutritious as a common or poor meal for a humanoid.
- Gorons have a severe instinctual aversion to water

and suffer a -4 racial penalty to all Swim checks.

- Stonecunning (Ex): Gorons receive a +2 racial bonus to checks to notice unusual stonework. Something that is not stone but is disguised as stone also counts as unusual stonework. A goron who merely comes within 10 ft of unusual stonework can make a check as though actively searching and can use Search to find stone traps as a rogue can. A goron can also sense depth, sensing the approximate distance underground as naturally as sensing which way is up.
- +4 racial bonus on Hide checks while in mountainous and rocky terrain: Gorons are afforded some amount of natural camouflage due to coloration and skin texture.
- Automatic Languages: Goron and Hylian. Bonus Languages: Any.
- Favoured Class: Warrior. A multiclass goron's warrior class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Fire
- Opposed Aspect: Water

Hylians

The Hylians are the native race of the land of Hyrule (the inhabitants of which are called Hyrulians). Legend has it that the three goddesses bestowed upon the ancient Hylians the power to hear their words. Present-day Hylians point to this as an explanation of their pointed ears and connection to the Triforce.

Personality: Hylians as a people value knowledge and studious, but that doesn't mean there aren't more than a few black sheep. Hylians can be found about working on all sorts of projects from carpentry to farming and possessing of all sorts of knowledge from sword techniques to local history. Hylian culture reflects this diversity.

Physical Description: Hylians stand about 5 to 6 feet high with skin varying shades of tan, peach, and brown and nearly any color hair. All Hylians have long ears that point at the end.

Relations: Hylians are every other tribe's next-door neighbor, and, as a result, mostly everybody deals with them. In the time of a flooded Hyrule, Gorons and Rito worked very much together with Hylians as merchants and communicators, and in the land of Termina, Zora, and Gorons, and especially Deku were not uncommon sights in Hylian towns.

Lands: Hylians may be found just about any place there is breathable air and water. Termina, Hyrule, Labrynna, Holodrum, and Koholint Isle are a few places they inhabit.

Language: Hylians speak Hylian, but ancient spirits may speak and old manuscripts may be written in ancient Hylian, incomprehensible to most people, who don't know a word.

Characters: Link, Zelda, Malon, the Happy Mask salesman, Anju, Kafei, and Sahasrahla are a few famous Hylians from the Zelda games.

Adventurers: Hylians can be anything from warriors to wizzrobes, their varying circumstances warranting varying portfolios.

Hylian Racial Traits

- Medium-size: As medium-size creatures, hylians do not have any special advantages or disadvantages for their size.
- Hylian base Speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Low-light Vision: Hylians can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.

- 4 extra skill points at 1st level and 1 additional skill point per level: Hylians are extremely versatile and capable.
- +1 luck bonus on all saving throws: Hylians seem inherently blessed with good fortune.
- +2 racial bonus to Listen and Spot checks: Hylians have keen eyes and ears and are almost supernaturally attuned to danger.
- Language: Hylian
- Favoured Class: Any
- Favoured Aspect: Any
- Opposed Aspect: Any

Kokiri

Secreted within the depths of the forests, the isolationist Kokiri are rarely seen. Mere myth to most, the Kokiri have served the will of the Great Deku Tree and other spirits of the earth for millenia and, with any luck, will continue to do so for many millenia to come. Child-like and innocent but courageous in tight spots, the Kokiri are slow to trust outsiders but are loyal to the bitter end.

Personality: The Kokiri are child-like in more than just physical appearance. Kokiri tend to be optimistic, curious, and a bit mischievious. They tend to by shy around non-Kokiri, until they get to know them, but are steadfast friends. Kokiri, due to their isolationist natures, also possess near child-like innocence (though there are exceptions). Endowed with an innate sense of right and wrong, there are rarely any 'bad apples' amongst the Kokiri.

Physical Appearance: Much like the Deku, the Kokiri are a small race. Kokiri generally grow to be about the same height as Hylian children, with little difference between the height of females and males. Many people mistake Kokiri for Hylian children, as the two groups look very similar. Kokiri, while within any forest that they have formed an affinity with, do not age. Kokiri may have any physical traits (hair, eye color) that Hylians have but some individuals are known to display a trait not seen amongst the Hylians, emerald green hair. Kokiri are not known for being the toughest, or the strongest race out there but they are well known for their great agility and speed. Little is known of how the Kokiri are born or what sort of lives they lead, but most appear to be Hylian children around 10-12 years of age. Some speculate that the Kokiri are born directly from the great spirits of the earth, while others insist that they are born like Hylians and simply stop aging after a while! . It's just one more mystery about the Kokiri that might never be solved.

Relations: The Kokiri are an isolationist people, they rarely have dealings with outsiders. It's not that they are afraid of outsiders (though most are cautious around them) or that they hate them (hatred is nearly an alien emotion to most Kokiri). Simply put, outsiders rarely venture into the deep forests where the Kokiri make their homes. The Kokiri try to approach outsiders with an open mind, but have some prejudices. Kokiri are generally friendly toward Deku, Hylians, Rito, and Subrosians. The Kokiri feel some kinship to the Goron, as both are creatures of the earth, but while Kokiri are creatures of the living earth Gorons are also creatures of Fire. Thus the Kokiri tend to keep the Goron at arms length more often than not, neither trusting or distrusting them on sight. The Gerudo and Kokiri have rarely had contact with one another over the millenia. One of the few times was when Ganondorf Dragmire cursed the original Great Deku Tree, eventually killing the powerfu! l spirit of the earth. Though the Gerudo have not done violence to the Kokiri since the Kokiri are cool toward them. The Kokiri have had almost no contact with the Tokay, and as such judge them on a case-by-case basis. Kokiri, like most other races, mistrust and fear Moblins. Moblins have been known to raid Kokiri

villages and show no mercy. The Kokiri show them no mercy in kind.
The Kokiri have a very powerful connection to a race not normally seen but always present, the Faeries. Kokiri and Faery have lived together for time out of mind in a sort of symbiotic relationship. Every Kokiri has a Faery companion from the moment they are born to the moment they die. How this companion is chosen or for what reason is not known.

Focus: Kokiri are almost exclusively of the Light focus. They are servants of the great spirits of the earth and work toward harmony and peace in all things. Some Kokiri take a more standoffish approach to life though, the Shadow focus being the second most common among the Kokiri. Very very few Kokiri are of the Dark focus. Those Kokiri who are of the Dark focus are amongst the most vile creatures alive. Children are, afterall, the cruelest creatures.

Kokiri Lands: The Kokiri have no recognized lands, for they make their homes deep within the boundaries of the forests of the world, rarely venturing outside (being outside of the forest too long causes their bodies to begin to age). Kokiri often live within established lands for millenia without being noticed. Kokiri communities tend to be small, containing anywhere from 30 to 120 individuals. Said communities are usually run by a Mayor (who is often self-appointed), but have no real structure. The Kokiri know right from wrong and rarely need guidance (that's what their Faery companion is for). They live simply and peacefully most of the time, rarely brandishing a weapon for anything more violent than hunting (an infrequent event). When roused, though, Kokiri can be exceedingly fierce and are deadly accurate with slingshots and bows.

Religion: Kokiri, in general, don't practice any religion per se. They are servants of the great spirits of the earth, which could be called a form of religion. Those Kokiri who have ventured outside their forests sometimes pick up a religion. Most take to worshipping Farore or Nayru, but some worship Din. The Kokiri take the word of the great earth spirits as law, rarely disobeying them. For a very long time one particular community of Kokiri were convinced that they would drop dead if they stepped into the outside world, because the spirit they served told them that only death lay beyond the forest (this was during the War of Power, so it was accurate enough at the time).

Aspect: The Kokiri are intrinsically connected with the forest, some believe that without them the forests of the world would cease to be. As such, all Kokiri are talented in the use of Forest magic. Forest magic comes naturally to them, and those that don't become Wilderfolk often take up the mantle of Wizzrobe. Kokiri have an exceedingly difficult time using Shadow magic, some scholars attribute this to their child-like innocence. Even those that do have some skill with Shadow magic are loathe to use it, as it usually leaves a bad taste in their mouths. Kokiri are also loathe to use Fire magic, but have no real trouble doing so. They shun it's use for more practical reasons i.e. they live in forests and don't want them to burn down around their ears.

Adventures: The Kokiri adventure for many reasons, but most often at the behest of the spirit they serve. Few, if any, adventure for riches as Kokiri rarely have any sense of material worth. Ambition isn't a common trait in Kokiri (and those that exhibit it tend to end up as the Mayor of a community) making adventuring for the acquisition of power rare. Some Kokiri have personal reasons to adventure. A legendary Kokiri wilderfolk is said to have adventured to avenge the death of his entire community at the hands of Moblins. Kokiri have also been known to develop a love for adventure after they get over their initial mistrust of the outside world.

Kokiri Racial Traits

- +4 Dexterity, +2 Wisdom, -2 Strength, -2 Constitution; Kokiri are extremely quick and skilled with their hands, but have delicate frames and constitutions.
- Small: Kokiri gain a +1 size bonus to both Defense and attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Kokiri base speed is 20 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Ageless: When kokiri take up residency in a forest, they become one with the land. Empathically and emotionally, they link their very life essences to the forest around them. Doing so requires that a kokiri willingly create an active bond with the forest. This can be done in two different ways. First, the kokiri must dwell within the forest's depths for a period of 3 years, during which time he ages normally. After three years of dwelling within the chosen woods, the kokiri is agelessly bound to it. Thereafter, the kokiri ceases aging when he reaches his adult age. Alternately, a kokiri born into a forest is empathically bonded to it and ages only to maturity. If a kokiri leaves the forest he is bonded to he begins to age regularly. This aging stops again if the kokiri returns to his bonded forest. A bonded forest is defined as any body of woods both large enough to support the kokiri in natural and essential resources (food, water, shelter, etc) and covers at least 3 miles of land. The bonded forest can be no larger than 10 miles in land coverage, insuring that kokiri settlements remain small and somewhat secluded. Additionally, if the bonded forest borders other forests, the 10 mile limit applies to what is bonded and what is not. Thus a kokiri, travelling outside his bonded 10 miles into an adjacent forest without any terrain lapse still begins to age until he returns to his bonded land.
- Every kokiri automatically starts with the Attunement feat (for Fairy companion)
- Low-light Vision: Kokiri can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions..
- +2 racial bonus on Move Silently, Listen, and Spot checks: Kokiri are a lithe, stealthy folk with keen senses heightened by their wilderness habitats.
- +4 racial bonus to saves versus charms and sleep-like effects: Kokiri are resistant to the chicanery of some types of magic.
- +2 racial bonus on Survival checks: Through habitation in the wild, Kokiri are attuned to the ways of the wilds.
- Weapon Familiarity: Kokiri receive the Simple Weapon Proficiency feat in sling, dagger, and shortspear.
- Automatic Languages: Kokiri and Hylian. Bonus Languages: Any.
- Favoured Class: Wilderfolk. A multiclass kokiri's wilderfolk class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).

- Favoured Aspect: Forest.
- Opposed Aspect: Shadow.

Moblins

Robbers, bandits, and scoundrels to the core, most moblins make a living by plundering, pillaging, and killing. Usually they form small bands in the wilderness and prey upon anything they can - including other bandit bands. Rivalry between bands is intense and violent, but the moblins that make up individual bands are fiercely loyal to each other and the band as a whole. Betrayal, of course, is rewarded with slow and messy death.

Ganon made heavy use of them as grunts in his forces, bringing bands by the dozen from the Dark World, where their anarchy ruled supreme and they numbered greatly, to Hyrule. Their physical prowess and endurance are considerably greater than that of the average humanoid. Fear of Ganon's wrath was the only thing that could integrate the various bands that made up the evil king's forces - plunder from a sundered Hyrule was only a side benefit to keeping their heads. Even then, infighting occurred and the dissenters were summarily slain. The King of Evil did not mind; he had quantity in spades. Link's blade hewed scores of them in the course of his career.

Occasionally, moblins will be born that are, for lack of a better word, runts. Not as strong, big, or tough as garden-variety moblins, they are quicker and possess more intellect but lack common sense. Often they are cast out of the group they are born into for being "useless". Occasionally, such as when they demonstrate sorcerous talent (often shown by unusual coloration in their coats), or a knack for stealth, they are integrated and go a small way in rounding out the thug ambush tactics that mainstream Moblins demonstrate. About five in every hundred Moblins are runts.

The average moblin stands only a little shorter than a zora and weighs about slightly more than a hylian. Runts are often around five-feet, nine inches and weigh twenty to thirty pounds more than a hylian. They have coats of short, coarse, blue-black hair covering their bodies, dog-like jowls on their broad faces, and floppy ears set high on the sides of their heads.

Moblin Racial Traits

- +2 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma: Moblins are strong but not known for great intellect, cunning, or strong personalities.
- Medium size: As medium-size creatures, moblins do not have any special advantages or disadvantages for their size.
- Moblin base speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Low-light Vision: Moblins can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Hide and Move Silently checks: While not especially agile or careful, moblins are skilled hunters and understand the prudence of stealth in ambush.
- +2 racial bonus to all Fortitude saves: Moblins drink heavily and bond with each other through tests of endurance when they are not fighting.
- Automatic Languages: Moblin and Hylian. Bonus Languages: Any.
- Favoured class: Warrior. A multiclass moblin's warrior class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).

- Favoured Aspect: Shadow.
- Opposed Aspect: Water.

Rito

While zora rule the waters, and gorons dwell deep in the depths of the earth, the rito rule the skies. The rito are an avian race of people, born possessing the inherent gift of flight and a grace in the air to equal a zora's in the water. Dwelling in aviaries across the Great Sea and lands beyond, the rito are a hard-working and ambitious folk. They alone created and maintained the postal system that allows correspondence between the islands of the Great Sea, and are known to be a kind, caring and honourable tribe. Amongst the islands of the Great Sea and other lands beyond, the rito have earned a great deal of respect for their sense of honour, loyalty, and dedication.

Personality: The rito have a strict sense of honour that guides their life. To the rito, honour means a great deal, and their sense of honour dictates much of their personality. Most rito are honest to a fault. They cannot stand dishonesty in others and tolerate even less in their own kind. Their honest natures have a tendency to make them seem blunt and crude at times, but it is only through a will to express nothing but the truth. The rito take their sense of honour to the point of seeming stern and set in their ways. Realistically, however, the rito love leisure just as much as the bawdiest gerudo, though they seldom give in to excesses easily. For most rito, a life led through hard work, loyalty to a cause and dedication to tasks is the ideal life, and those who achieve such lifestyles are praised and rewarded with increased status amongst their peers. The rito are a very tightly knit tribe, preferring to form aviaries with several clans. At times, multi-clan marriage produces a new clan for the aviary, which may eventually become too small for all the occupants, forcing the newer clans to disembark and find their new aviary elsewhere. In addition, the rito are a kind folk, dedicated to helping those in need and honouring agreements no matter the cost. Indeed, many tales abound from the Great Sea of shipwrecked sailors who survive only because of the intervention of lone rito's offer of assistance. The rito sense of honour and justice, mingled with their strict adherence to the truth in all matters is the catalyst behind almost all rito motivations. As such, they are absolute sticklers for paying debts in full, balancing favours and acts of kindness, and righting wrongs in personal and non-personal situations.

Physical Description: Rito are a tall folk, standing an average of 5 to 6 feet tall. There is almost no difference between the weight of males and females, as they tend to be equal in height. A rito's body is covered in short, neat feathers with thick plumes on their tails and underarms where their wings are located. Their faces are narrow and slightly front-sloped and hawkish; though remarkably flat for a bird-like race. Their slanted eyes are sharp and somewhat resembling a hylian's. A small, slightly hooked beak rests in the middle of their faces. The beaks is sharp enough for use in tearing and eating food, but also soft enough to not greatly impair speech, allowing rito to talk in nearly any language they know without problem. Their hands are soft and slender, covered in tiny, delicate feathers and their legs from the knee down are covered in tough hide with their feet resembling the splay-toed foot of many birds of prey. Their knees are forward bending, allowing them the same type of manoeuvrability as most other bipedal races. Rito males tend to have slightly darker colorations and broader shoulders and faces while females have thicker wing and tail plumes. Both sexes dress often in short, knee-high breeches tightly banded at the knee, tabards marking their clan or aviary (or job position if they work as post deliverers), and cloaks with long, voluminous sleeves

that are easily pulled back when the need for flight arises. Their wings are comprised of long, strong feathers slimly aligned along the underside of their arms. When moved out for flight, the wingspans are usually double the rito's actual height. When folded under the arms, they do not hinder the rito at all.

Relations: Because the largest population of ritos live in the Great Sea region, ritos do not have much interaction with many other tribes. In that region, the ritos deal mainly with hylians, moblins, and zoras though in the Great Sea regions zora tend to be rare. Rito are highly respected amongst the hylian inhabitants of the Great Sea Isles, and are known for their post system and their stern sense of honour and justice. The rito of the Great Sea region get along well with the malleable hylians, deal in amicable terms with the zora of the region, and are bitter enemies of any moblins found within the region. Outside of the Great Sea region, there are very few aviaries of rito. Those that do exist tend to deal well with other tribes as a whole. The rito have amicable dealings with gorons, often dealing in minerals and other precious metals mined out of their aviaries in return for bomb flower crops, lumber, or other important goods. The gerudo seem to puzzle and even anger the rito, who cannot abide the gerudo's deceptive and thieving ways. Deku puzzle the rito, but the good-natured rito consider the deku to be excellent merchants and find their dedication to business admirable (so long as the deku do their business honestly). Kokiri and rito rarely if ever cross paths, mostly due to the isolationist nature of the kokiri. The two tribes have a healthy respect for each other, as they both share a tender respect for the wilds of the world, but the strange, anti-social, and sometimes xenophobic nature of the kokiri sometimes offend the rito who are far more open and inviting. Subrosians and tokay are almost unknown to the rito, though there are rumours of aviaries on both Labrynna and Holodrum where the two tribes often come together for trade and leisure. The good-natured rito, always eager to create new friends and alliances find the subrosians to be excellent company, and the Tokay to be amusing company worthy of respect.

Focus: For the most part, rito tend heavily toward the focus of light. Indeed, rare are the rito who so much as fall into the focus of shadow. The rito are a honourable folk who believe in justice and truth. For them, the light focus is a natural fit. Rare indeed is the rito who falls from the graces of his people into the dark focus. In all the annals of rito lore and myth, there are no recorded instances of such a wicked rito, but all know that history is written by the victor, and as with any other tribe, there are members who are swayed to the path of power at any cost.

Rito Lands: Rito primarily dwell in the region of the Great Sea. Throughout the region, various aviaries dot numerous islands and landmarks, the largest of which is Windfall Island. It is there that Prince Kamaldi and his father, the Chieftain, rule over the rito responsible for the Great Sea region's post system. Other notable aviaries include pockets on the peaks of several mountain ranges in Termina, mountains and cliff bluffs north of Death Mountain in Hyrule, and some small isolated pockets on Holodrum and Labrynna.

Religion: The rito are not an overly zealous folk, yet the proper worship and homage to the Goddesses is an important part of rito culture. For the most part, the rito give equal worship to all three Goddesses, considering it dishonour and an insult to do any less. In practice however, the rito seem to relate most powerfully to Naryu. Their sense of justice, law, and truth compel them to follow the ways of the more philosophical of the Goddesses. In addition, the rito also offer worship to the various demi-gods of the world, most notably of which is

Zophor, the God of Winds. The Wind Shrine just outside of Windfall Isle is testament to this devotion to the patron of the skies.

Aspect: The rito are seekers of truth and justice, and place a great amount of faith and expectancy in honesty and kindness. For the rito, no other aspect save the Light aspect holds as much sway with their connection to the Tri-Force. Except for the few rito wizzrobes who become specialists of the Water or Forest aspect, Light is the aspect of choice.

Adventurers: A rito may be pulled into adventure for a number of reasons. Rito take their honour and sense of justice to the extreme. A rito who feels insulted may be obliged to track down his opponent and right the wrong (though keep in mind that ritos are not quick to anger and not often moved to violence). In addition, ritos are moved by knowledge and fascinated with lore and mythology. A rito may leave the aviary for a period to research ancient stories, or perhaps a rito who works for the post system in the Great Sea region discovers something amiss with one of his deliveries and feels obligated to investigate the disturbance.

Rito Tribal Traits

- +2 Dexterity, +2 Intelligence, -2 Strength, -2 Wisdom: Rito are swift and intelligent, but they lack physical strength and are somewhat blindly dedicated to their ideals of right and wrong.
- Medium-size: As medium-size creatures, rito do not have any special advantages or disadvantages for their size.
- A rito's base speed is 30 feet when moving on the ground, and 40 feet when flying. When flying, the rito has a manoeuvrability class of *Poor*. Since rito need to use their arm wings to fly, they may not make any attacks while airborne unless it is to drop rocks or other dangerous weapons from on high. Normal rules for attacking while in turbulent conditions apply.
- Flight (Ex): A rito is born with the capability of flight, but as the rito (like all the tribes of the Tri-Force) are still evolving, they are not able to access this ability without help. Ritos are born with small, stubby wings incapable of carrying them any distance at all. When a rito reaches half his adult age, he must undergo some sort of trial to complete the growth of his wings. The trial depends on the aviary's standards of what trials young ritos perform, but no matter what, two specific criteria must be met. The first is that the rito must come to an epiphany on the meaning of his people and their innate nature. This is best handled through role-playing and has no tangible mechanic. The second is that the rito must meet a patron demi-deity or magical protector of some kind and receive that creature's blessing. Always have the rito needed the blessing of their protector totem, creature, or demi-deity to achieve their true wings. The blessing itself is nothing more than a gesture of acceptance from the guardian in question. The demi-deity or magical protector in question must be someone the rito has pledged himself to and must be of the same focus as the rito in order for the blessings to work.
- +2 racial bonus to Defense while on the ground, +1 while in the air: Rito are agile creatures, but their mobility in the air hinders them when airborne.
- Improved Low-light vision: Rito can see three times as far as normal in moonlight,

torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Spot, Listen, and Sense Motive checks: Rito have sharp senses and their sense of justice and truthfulness is no less keen.
- Automatic Languages: Rito and Hylian. Bonus Languages: Any.
- Favoured Class: Academic. A multiclass rito's academic class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Light.
- Opposed Aspect: Shadow.

Subrosians

Subrosians are found in Subrosia, a volcanic underworld lighted by the glow of lava and forges. They are immune to extreme heat and live off lava and molten metal. Despite the heat, all features but their large eyes are hidden by long, thick, hooded cloaks of varying colors (red, green and blue being the most prevalent), but they can be identified by the small items they often wear or carry outside their cloaks: bows, bandanas, aprons, etc.
Subrosians enjoy games almost as much as Gorons do, and, when not found playing, they pursue a number of craft-orientated professions involving heat and metal.

Subrosian Racial Traits

- +2 Intelligence, -2 Charisma: Subrosians are gifted in the intellectual art of artisanship, but are both naïve and shy of the outside world.
- Small: Subrosians gain a +1 size bonus to both Defense and attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Subrosian base speed is 30 ft.
- +1 racial bonus to defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- Immunity to Fire: Lava and Molten Metal are the subrosian's natural diet.
- Low-light Vision: Subrosians can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Craft and Appraise checks involving metal: Subrosians possess a natural understanding of metals and alloys.
- Metalvore: Subrosians eat metal, getting the most nutrition from refined metals such as steel. They mostly get by on iron, which provide them with most of their needed nutrients. Silver and Gold are like candy to them; metals that are more common are about as nutritious as a common or poor meal for a humanoid.
- Automatic Languages: Subrosian and Hylian. Bonus Languages: Any.
- Favoured Class: Artisan. A multiclass subrosian's artisan class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Fire.
- Opposed Aspect: Shadow.

Tokay

Tokay are the primitive inhabitants of Crescent Island, a tropical island in the Sea of Storms to the south of the same continent as Hyrule and

Labrynna. Very few ever venture of the island, but some are so driven by curiosity and circumstance that they have little choice but to explore the Land of the Tri-Force.

Personality: Tokay are foolhardy and curious, living almost without fear, but instead constantly surrounded with the childlike awe and wonder. Indeed, their curiosity is their bane, as well as of those they are with, as the tokay's grasping fingers will get everywhere, even the most secret and secure compartments, in the search for something even more wonderful and new than the last.

However, this curiosity does not come with intelligence, or even the slightest bit of understanding. Valuable items can be overlooked and discarded because they are not interesting enough, while the most useless junk can be treasured simply because it looks pretty. Many technological items are beyond tokay, who would break them and pull them apart without understanding their purpose.

Physical Description: Tokay are about five and a half feet tall, and weight around 115 pounds, with a slight build. Their skin is green and slippery, although the tone of the skin is quite variable, and sometimes display small patches of scales on the back and shoulders as they age. They tend to have large heads with two bulbous eyes, and potbellies. Small spikes adorn their back and neck ridges and elbows, and they have small fangs and claws. They tend to stand on two humanoid legs, although these also have webbed toes to aid in swimming. They also commonly have prehensile tails, but some tokay are born without them, which the tokay consider a mark of greatness.

Relations: Tokay do not have many relations with other races, and are neutral around them unless they have learnt to respect or fear them. In turn, most races treat tokay as oddities and nuisances, and deal with them as such. The more hospitable races, such as the hylians, tend to leave them to their own devices, once the tokay has been taught the nuances of property ownership. The more aggressive ones, such as moblins, view them as easy prey, and tend to attack them on sight, if they think they can win.

Focus: Tokay do not particularly have a focus as such, instead trying only to survive in a large and curious world. At heart, most are of the light focus, but their actions tend to make them seem sometime shadow or dark. They are very easy to exploit and manipulate, and accept almost everything at face value, if only because they do not understand that there are other values. Many shadow-focused would-be villains exploit the trusting natures of the tokay. However, the loyalty of a tokay is only a single curious sight away, and many of these villains find themselves stalemated by their pet tokay wandering around the continent carrying their most powerful artifacts.

Tokay Lands: Tokay come from Crescent Island, a balmy tropical island in the Sea of Storms. There have been no other reports of the primitive tokay setting up colonies, settlements, or nations in other parts of the world. So little of the tokay have ever left Crescent Island that they are almost unknown in other nations. However, those that leave seem to have an uncanny knack of surviving even the most inhospitable climates and locations, and have been know to turn in places as far away as Holodrum and the Subrosian Underworld.

Religion: Tokay do not have much in the way of religion, with very little beyond superstition. The only real form of deity worshipped by the tokay is that of the Guardian, the monument that seems to protect Crescent Island from harm and invasion. The Guardian is seemingly easily placated by constant offerings in the form of food and trinkets. According to tokay lore, the Guardian came to the aid of the tokay during the Age of Darkness, and sent forth the 'tokay with no tail'. Since those

days, any tokay born without a tail is viewed as an incarnation of the original tokay hero, and of the Guardian itself. Such tokay are treated with the utmost respect, and are obeyed without question by other tokay. However, all tailless tokay seem destined to leave Crescent Island, never to return.

Sometimes, however, a tokay adventurer will witness a miracle from another religion or action, and begin to imitate it without understanding, hoping to recreate the effects and ward off back luck. This seems to work, because tokay have an uncanny sense of luck, but it is very rare that a tokay actually manages to recreate such miracles for themselves. Some other cultures view this as heresy and take personal offence at the tokay. Others see this as amusing and watch as tokay seemingly rub rocks and bless trees for no purpose. Sometimes, a benevolent person with more patience than sense will actually stop and correct a tokay, teaching them the rudimentary basics of their religion, and are often surprised how quickly a tokay can learn once they finally manage to grasp the basic principles.

Aspects: Tokay don't have any particular talents towards the using magic, but those that do practice the art tend to find that water comes particularly easy for them. This is probably because they are almost constantly surrounded by water in their homeland. Since most tokay wizzrobes would have been trained away from Crescent Island, any thing that reminds them of their homeland is a potent source of power and inspiration for them.

Adventurers: Almost all tokay are adventurers at heart, seeking to explore their worlds and find curious sights and experiences. However, the majority remain on Crescent Island, content in finding their adventure in the Sea of Storms or the Underwater Warrens. Even the offerings to the Guardian or the driftwood on the beach can provide all the treasure a tokay would ever want or desire. However, some tokay leave the island in search of yet more excitement, often becoming too distracted to return home for days or weeks on end. In the end, most tokay adventures simply forget to go home, until one day they look up and realise how much they miss the smell of the communal kitchens of the Tokay Habitats and return with more treasure and stories for other tokay. However, it is far more common for tokay to die of old age or fall to the perils of the outside world before they consider returning home to Crescent Island.

Tokay Racial Traits

- +2 Dexterity, -2 Intelligence, -2 Wisdom: Tokay are highly dexterous, but very naïve and impulsive.
- Medium-size: As medium-size creatures, tokay do not have any special advantages or disadvantages for their size.
- Tokay base speed is 30 ft. Swim speed is 30 ft. Tokay can swim as easily as hylians walk (considered to be taking 10 on Swim checks), and may use the run option in water as on land. Tokay also gain a +4 racial bonus to any Swim check to perform some special action, avoid a hazard, or overcome weight penalties above DC 10. However, Swim speed is cut by 10 ft and the ability to take 10 on Swim checks is unavailable if swimming is attempted while armor check is at -3 or worse. If armor check is -6 or worse, the tokay must attempt to swim as if it were a hylian with its current speed.
- +3 racial bonus to defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- +1 luck bonus to Saves: Tokay posses an innately lucky nature.
- Amphibious (Ex): Although Tokay breathe by means of

gills, they can survive indefinitely on land.
- Automatic Languages: Tokay and Hylian. Bonus Languages: Any.
- Favoured Class: Drifter. A multiclass tokay's drifter class levels do not count when determining if the character takes an experience point penalty (see the *Player's Handbook,* page 60 for multiclassing).
- Favoured Aspect: Water.
- Opposed Aspect: Shadow.

Zora

Zora are aquatic humanoids that originally came from the underwater kingdom beneath the Sea of Storms. Many have migrated to form colonies in other aquatic locations. Others were either banished, or left of their own accord, to start a life of banditry and adventure. Over the centuries, the civilized noble zora have become almost a race apart from their savage brethren, although they still suffer the stigma from other races that can tell little difference between the two.

Personality: Most zora are peaceful and tranquil at heart, enjoying life, and seeking to perfect their chosen vocation, be it practical, philosophical, or artistic in nature. To zora, there is little difference in excellence whether it is for construction, song, or leadership. However, some zora have deviant personalities, harbouring secret feelings of anger, jealousy, and hatred. When discovered, usually by revealing their emotions, such zora are cast out, exiled from their homes, and forced to live a life of crime and selfishness.

Physical Description: Noble zora, often called blue or sea zora, are little over 5 feet tall on average, and usually weigh just over 110 lbs. They are covered with pale blue scales, and have several fins and crests adorning their arms and heads. Their scales are usually quite supple and shiny, and seem almost white. Exiled zora, known as river or green zora, tend to have rough light green scales, resulting from many years foraging on the surface. Although the color of their scales usually denotes whether they are noble zora, this is not always the case. Some freshly exiled zora may retain their blue scales for a long time, while some zora who spend a lot of time on the surface develop the green markings of an exiled zora.

Relations: Many years of alliance and co-operation between the zoran colonies and many of the other light-focused races of the lands, such as kokiri and hylians, has built a long tradition of friendship between them. However, the attacks and banditry of the zoran exiles have done much to tarnish the good relations between these kingdoms. Very few can tell the difference between the noble and exiled zora, and is usually the domain of the learned peoples of such kingdom. Since these are the types that noble zorans would associate with most, discussing arts, theology, and culture, when not working together to better the lands of the Tri-Force, this is not too much of a problem.

Most of the other races are neutral towards zora, not quite understanding the difference between the nobles and exiles, and holding the zora to blame for many of the atrocities caused by the zoran exiles. Gerudos and moblins are openly hostile towards all zora, after suffering years of raids and attacks from the exiles, and retaliating in kind.

Focus: Most zora are light focused by nature, and zora with any other focus are usually exiled. Why the zora deal with their malcontents this way is a matter of contention between the many peoples of the world. Still, those that remain part of the zora society work together to maintain their societies and ideals, while the exiles try to do all they can to bring their noble brethren to ruin.

Zoran lands: Zora originally come from their underwater kingdom beneath the Sea of Storms. However, after years of development

and civilization, they have established a number of other colonies in locations such as in Martha's Bay on Kaholint Island. The most famous colony is in Hyrule, in the large lake at the source of River Hyrule. The zora there immediately made contact with the Hyrulian Royal House, and offered an alliance, which has lasted this day. Exiled zora do not have any lands of their own, but are often be found in the waterways around the many lands, waiting to ambush unwary travellers for supplies and treasure.

Religion: In an enlightened society such as the zoran kingdom, religion is little importance. Instead, theology is treated like philosophy, biology, and practically every other school of learning. Theologians are more likely to show devout tendencies more towards discovering knowledge about the Tri-Force than they would to the Goddesses themselves. Those in the zoran village beneath the Sea of Storms do show some devotion to their ancient protector, Lord Jabu-Jabu, and often invoke his name in protective gestures. However, he is venerated more as an old and wise leader, rather than an actual god, and is cared for and looked after by special zoran attendants.

Aspects: Being aquatic, Zora have an innate affinity with water, even if they are not wizzrobes. Besides water, the noble zora are more likely to gravitate towards magic of light, to discover how to better themselves and their arts, while their exiled brethren will move towards shadow to better hide their darker natures. Zora of both types also sometimes study the magic of the spirit, in order to aid their arts, or control their tools of revenge. All zora have trouble with fire magic, because it is somehow weakened and extinguished by their own water affinities, and the power of such magic is sometimes enough to cause them to dry out when on land.

Adventurers: Zora are not adventurers by nature, but are instead often forced into the role. Whether on a dangerous mission, or exiled because of their shadowy natures, extensive periods of time on the surface will mark them forever. They will become more resourceful at the least, for extensive inland forays will require much planning at least. They may also bring back tales of other lands, other cultures, and of their own exploits against the powers of the world. They would have grown differently to the sterile, and often boring, communities of the noble zora, and will find it very hard to return home.

Zora Racial Traits

- +2 Dexterity, -2 Constitution: The light, narrow-framed zora are quick and graceful but sensitive to environmental toxins and stresses.
- Medium-size: As medium-size creatures, zora do not have any special advantages or disadvantages for their size.
- Zora base Speed is 30 ft. Swim speed: 50 ft. Zora can swim as easily as hylians walk (considered to be taking 10 on Swim checks), and may use the run option in water as on land. Zora also gain a +10 racial bonus to any Swim check to perform some special action, avoid a hazard, or overcome weight penalties above DC 10. However, Swim speed is cut by 10 ft and the ability to take 10 on Swim checks is unavailable if swimming is attempted while armor check is at -3 or worse. If armor check is -6 or worse, the zora must attempt to swim as if it were a hylian with its current speed.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense. When aty least ½ submerged in water, this bonus increases to +3.
- Greater Low-light Vision: Zora can see four times as far as normal in moonlight, torchlight, candlelight and other similar lighting

conditions as normal. They retain the ability to distinguish color and detail under these conditions.

- Natural Attacks (Ex):Zora have natural unarmed fin attacks that deals 1d4 + Strength bonus slashing damage. To use both attacks, the zora must take the full attack action and fights as if with two light weapons and possessing the Two-Weapon-Fighting feat while using these fins. Martially inclined zora can (and often do) take Weapon Finesse with these attacks. Zora may make these attacks in addition to any other allowed ranged and melee attacks, though the fin attacks are made at a -5 penalty to hit and deal 1d4 + ½ Strength bonus damage.
- Limited Amphibiousness (Ex): Zora can spend one day per point of Constitution away from any moisture. At the end of that time, the zora is in constant threat of dehydration (see the rules for dehydration and drwoning in the Dungeon *Master's Guide*) unless the zora re-enters a moist clime, is splashed periodically, or drinks twice as much water as each day.
- +2 racial bonus to Hide and Listen checks when underwater: Zora are at home in the water and are nearly impossible to surprise in their native habitat.
- -2 racial penalty on Bluff and Diplomacy checks involving any dishonest act: Zora make terrible liars due the reflexive expressiveness of their bodies and faces and their innate innocence and attitudes.
- Automatic Languages: Zora and Hylian. Bonus Languages: Any.
- Favoured class: Performer. A multiclass zora's performer class levels do not count

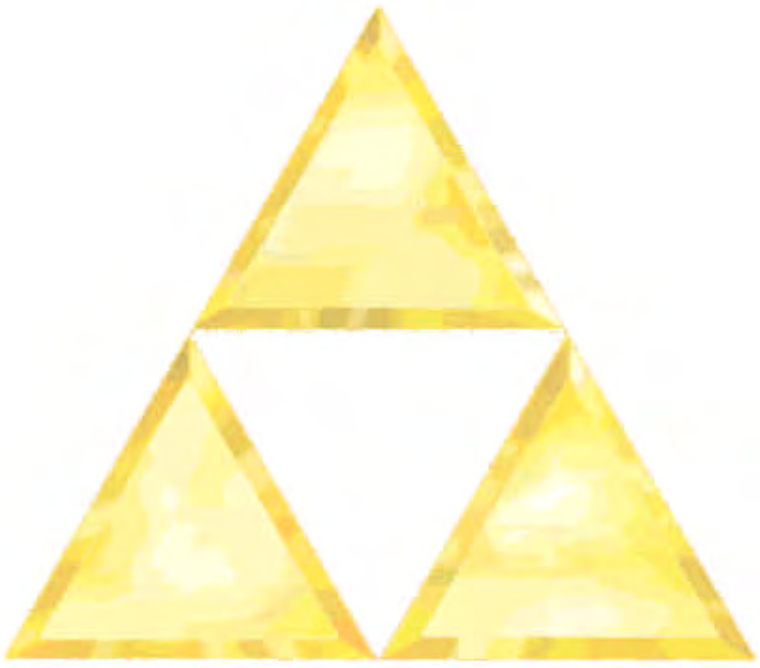
© Erin Lindsey 2003



Hylian (female), Goron (male), Deku Scrub (male), Gerudo (female), Kokiri (female), Rito (male), Subrosian (?), Tokay (female), Moblin (male), Zora (female)

when determining if the character takes an experience point penalty (see the *Player's Handbook*, page 60 for multiclassing).

- Favoured Aspect: Water.
- Opposed Aspect: Fire.



Chapter 4 Mantle of the Hero

Adventurers in the lands of the Tri-Force have many different goals – fame, wealth, knowledge, wanderlust, or even something more specific and focused like revenge for a loved one, or the recovery of a sacred artifact. The challenges involved in such goals are varied and demanding, often requiring great sacrifices and great skill to overcome. Nevertheless, the first step for any would be hero or adventurer, is to choose the path they will take to complete these goals. Their backgrounds and abilities may dictate something about how they will approach the monumental task of being an adventurer, but the most important decision they will ever make is what path they should train and focus in. Would they wield steel-forged blades and fight any opposition, wield mighty magic bestowed upon the world by the Goddesses of the Tri-Force, charm their way to power via word and smile in the palaces of the Royal House of Hyrule, or even just improvise, throwing their lot in with the twin forces of Luck and Destiny.

Each of the following classes provides a starting point upon which to capitalize upon their strengths. It forms the base of their character, describing what they can do in their daily struggle to reach their ever-elusive goals. Each provides a route to success that may be taken. Alternatively, they may forge their own pathway to power, combining training in different areas to represent their own method of dealing with trouble. Each class should not be seen as restrictive, but as a template or package to represent the training an adventurer may take. Their first class is but the first step of many upon a journey that will lead them towards their goals. As they advance, they will be able to expand their character's scope and training as they see fit, exploring the arts arcane, gain mastery with a weapon of their desire, or learn lores that most people had thought lost to the mists of time. They may even be able to train themselves to become eligible for one of the many elite classes and organizations presented in **Chapter 8: Ranks of Prestige.**

Classes, Multiclassing and Advancement

The rules for choosing a class, and advancing at each level, and multiclassing can be found in the *Players' Handbook*. Each character still gets feats and ability score advances as shown, in addition to any granted by their race or class. The classes presented here are shown exactly like those from the *Players' Handbook* with the following changes.

Base Attack Bonus

For ease of calculation, all Base Attack Bonuses are shown in single layers. Thus, a character with the best Base Attack Bonus will receive a +1 increase every level. Unlike the listings in the *Player's Handbook*, this bonus will list sequentially as +2, +3, +4, +5, +6, +7, etc. Character's receive additional attacks at every +6 in their Base Attack Bonus as normal.

Defense Bonus

Zelda D20 does not use the Armor Class system at all. While armor is still an important part of the setting, the speed, natural agility, and nimbleness of a character are also rewarded. Every race is assigned a Defense bonus from +1 - +3 in value. This is added to the base Defense of 10 for every character, then added with a character's class Defense bonus. Each class has a Defense bonus ascribed to them that represents the training they have at avoiding blows and dodging attacks. This value is added directly into the character's Defense score. This bonus to Defense is lost whenever the character is denied their

Dexterity bonus to Defense, or when they are wearing any form of armor.
Multiclass characters combine the Defense bonuses from all of their classes and prestige classes into a single value. For example a 5th level drifter / 3rd level academic would have a total class Defense bonus of +4.

Magic

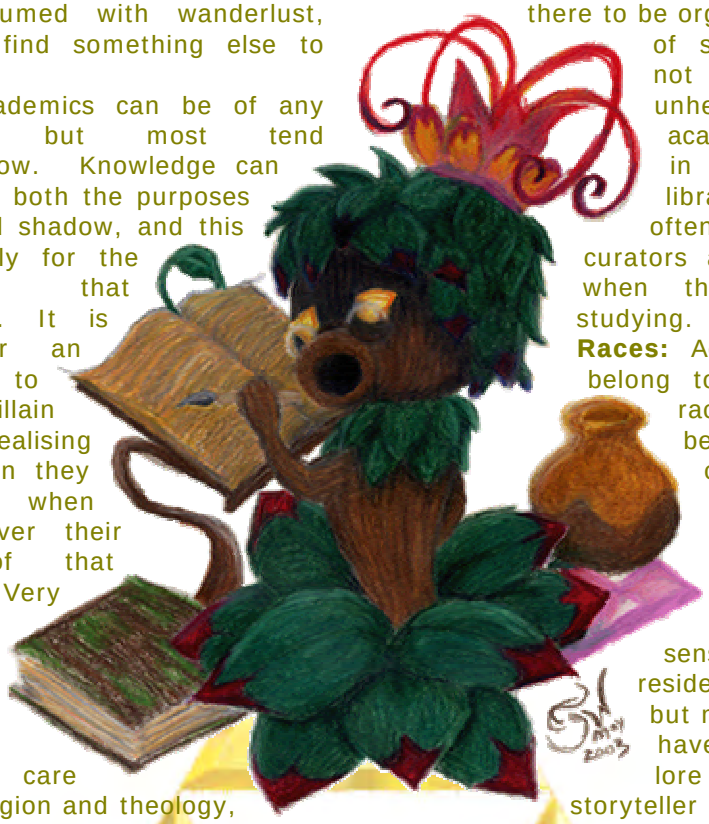
Each class has a listed number of magic points at certain levels. Unlike the other values, the magic points values shows the increase in magic points, instead of the current value.
Upon gaining magic points, the character must place them into one of the six aspect pools of magic, depending upon which aspect feats they have. These magic points can then be spent to power spells, items, or class abilities that the character has access to. For example, a third level wizzrobe must allocate his three extra magic points into one of the two (or three) aspect pools he knows.
If a character gains magic points, but does not know any aspect feats, then the magic points go into seventh pool, known as the latent pool. This represents magical potential that has not been fully realised yet, and therefore has only limited power. These magic points can only be spent to power magical items, or class abilities that do not require a specific aspect of magic to use. For example, if a fourth level warrior does not know any aspect feats, then he must place his two bonus magic points into his latent magic pool.
If a character with any latent magic points ever learns as aspect feat, he may choose to allocate some or all of his latent magic point to this aspect of magic. All future magic points must be allocated into an aspect pool they have access to. For example, if an academic multicalsses into wizzrobe and learns the Light and Spirit Aspect feats at sixth level, they must put the three magic points they gain for being sixth level into those aspects. He may also choose to allocate some or all of the five magic points in his latent magic pool to his light or spirit magic pools.
Characters with magic points in both their latent magic pool, and an aspect magic pool may continue to use both pools as normal. However, they may only choose to allocate magic points from their latent magic pool to their aspect magic pool when they gain either a new aspect feat, or additional magic points.
For more information on magic points and how they work, see **Chapter 7: Magic of the Tri-Force**.

Academic

If knowledge is power, then academics are the most dangerous people in the world. They study a wide range of fields in their quest for knowledge, in a wide range of fields. Some are historians, studying history and Legends in their desire to learn about, or even return to, the past. Others study the sciences of technology and mechanics, trying to devise that next big invention. There are biologists, who study the flora and fauna of the area, for their own purposes. Then there are those who conspire to follow the arcane arts through science, and rob the Goddesses' of their divine control over the elements.
Adventures: It is very rare that an academic goes off to adventure. They would rather be in their libraries, studying their specialist subjects. However, sometimes the only remaining source of a particular lore may be forgotten in the bottom of a dusty dungeon, or they desire to see the marvels of nature first hand to draw inspiration. While they rarely go on adventures for themselves, adventuring parties will often find the academic a boon to their quests, as the almost encyclopaedic lore they possess can often be all they need to solve that bothersome riddle or quest.
Characteristics: Academics are intense and usually solely motivated by their studies. Worldly concerns matter little to the academic, and he can often be found scribbling away in a journal while the others are

dividing the loot, unless there happens to be something of interest. When not studying, academics are often consumed with wanderlust, itching to find something else to study.

Focus: Academics can be of any alignment, but most tend towardshadow. Knowledge can be used for both the purposes of light and shadow, and this goes equally for the academics that possess it. It is known for an academic to assist a villain without realising it, but often they turn sides when they discover their misuse of that knowledge. Very few academics lean towards darkness. Academics care little for religion and theology, unless this happens to be one of their specialist areas. An academic who studies the Goddesses' influence may even possess knowledge to rival that of most of their clergy. Of those that do worship the Goddesses, most make minor devotions to Naryu, the Goddess of Wisdom.



Background: Academics are usually full-time students in their field of study. Although it is very rare for there to be organised places of study, this is not completely unheard of. Many academics reside in or near libraries, and often double a curators and librarians when they are not studying.

Races: Academics can belong to almost any race. Hylians, being the most civilised race tend to have more academics in the traditional sense, which reside in libraries, but most races will have some sort of lore keeper or storyteller to pass their traditions on to their young. Indeed, there are are a few famous academics from nearly every race.

Other Classes: Academics rarely get on well with other classes, since they are usually too absorbed in their studies to cultivate such relations. The exception of course is if that

Table 4-1 Academic Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0		Versatility (6 Skills)
2	+1	+0	+2	+3	+0	+2	Focused Learning (+1 Skill Point)
3	+1	+1	+2	+3	+1		Obscure Lore
4	+2	+1	+2	+4	+1	+3	Versatility (7 Skills)
5	+2	+1	+3	+4	+1		Lateral Thinking (1/day)
6	+3	+2	+3	+5	+2	+3	
7	+3	+2	+4	+5	+2		Versatility (8 Skills), Focused Learning (+2 Skill Points)
8	+4	+2	+4	+6	+2	+4	
9	+4	+3	+4	+6	+3		Sage
10	+5	+3	+5	+7	+3	+4	Versatility (9 Skills), Lateral Thinking (2/day)
11	+5	+3	+5	+7	+3		
12	+6	+4	+6	+8	+4	+6	Focused Learning (+3 Skill Points)
13	+6	+4	+6	+8	+4		Versatility (10 Skills)
14	+7	+4	+6	+9	+4	+6	
15	+7	+5	+7	+9	+5		Lateral Thinking (3/day)
16	+8	+5	+7	+10	+5	+8	Versatility (11 Skills)
17	+8	+5	+8	+10	+5		Focused Learning (+4 Skill Points)
18	+9	+6	+8	+11	+6	+8	Seer
19	+9	+6	+8	+11	+6		Versatility (12 Skills)
20	+10	+6	+9	+12	+6	+10	Lateral Thinking (4/day)

class is related in part to their studies, in which case that character can expect endless streams of questions from the academic asking all sorts of questions, personal or otherwise.

Game Rule Information

Abilities: Intelligence is obviously the most important ability for Academics, since it governs all Knowledge skills, and provides them with additional skill points each level to put into this Knowledge. Although their natures often show otherwise, Wisdom and Charisma are often also important to the academic, who is often compelled to interview subjects or to observe live specimens for their studies.

Hit Die: d4

Starting Rupees: 3d4 x 10

Class Skills

The academic's class skills (and the key abilities for each) are Appraise (Int), Craft (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (All skills taken indiviually) (Int), Profession (Wis), Speak Language (Int).

Skill Points at First Level: (8 + Int bonus) x 4.

Skill Points at Each Additional Level: 8 + Int bonus.

Class Features

Weapon and Armor Proficiencies: The academic is proficient in two simple weapons of his choice. Most academics choose the sling and quarterstaff. Academics are not proficient with any armor or shields.

Versatility: The academic is a student in a vast range of skills, from the practical to the downright eclectic. Therefore, the academic can allocate six extra skills to be class skills and an extra skill every three levels after that.

Focused Learning: The academic follows an intense training regimen that increases in efficiency as they advance. At 2nd level, and every five levels afterwards, the academic gains a bonus to his skill points per level. Note that in order to acquire the additional skill points, the character must raise his academic class level to acquire the skill points, though he may spend them on skills acquired from multiclassing.

Obscure Lore: The academic conducts a great deal of reading on many subjects. When presented with a question on some extremely obscure lore, or when attempting to piece together fragments of knowledge or lore, the academic may make an Intelligence check and add his academic levels in order to see if he knows anything about the specific subject.

Lateral Thinking: At 5th Level, and every five levels after that, the academic may ask the GM for a hint to solve a particular problem or dilemma. The GM is not required to give the academic the solution, just a hint of how to proceed, or where to look for clues. The GM must be careful in giving hints and clues with this power. Any hints or clues must be alluded to in game, thus preventing the GM or the player from giving or receiving meta-game information. For example, an academic and his two wilderfolk companions are lost in an enormous underground cavern with no idea of where their adversary has fled. The academic could ask the GM for a clue, and the GM could give information as to the whereabouts of the adversary, how to exit the cavern, where to find water or food, etc. The academic cannot ask for more than one hint per situation, and the GM can refuse to give the Academic a hint should he feel the situation has not changed enough to warrant one.

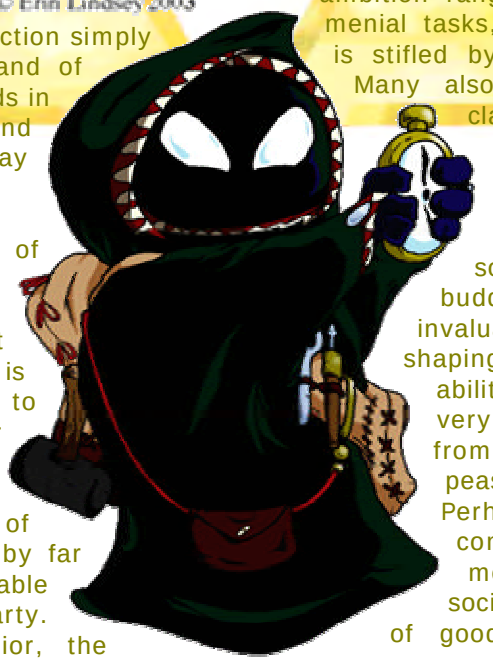
Sage: The academic is so widely versed in knowledge that he always has something that can apply to the situation. Starting at 9th level, the academic can add his academic levels to any Intelligence check or to any Itelligence-based skill check.

Seer: The academic is always learning something, even from everyday life. All this experience allows the academic to add half his academic level to any Wisdom check, or Wisdom-based skill check.

Artisan

Bombs, boomerangs, hook shots, bombchus, ladders, and rafts; these are staple items in the world of Zelda, and it is the artisan who creates them. While there are certainly more mundane craftsmen willing and able to make such items, it is the artisan who truly shines in his ability to craft and design unique tools and items. Masters of skills and true geniuses of creation, artisans fill the creative niche in the world of Zelda that fuels so many incredible adventures.

Adventures: Artisans have many reasons to get out and see the world. First, what better place is there for the testing and experimentation of their newest gadgets? Artisans thrive on the opportunities adventuring present to test out their latest wares and creations. Adventures also help fuel an artisan's creative aspirations by providing a means of income. Inventions can be expensive, and the plundering of ancient tombs, labyrinths, and dungeons has the possibility to provide a hearty income of rupees. Of course, experimentation and income are not the only reasons for artisans to adventure. Many seek the rush of a life on the road and the thrills that follow. Like any adventurer, an artisan may choose a life of danger and action simply for the thrill of it, and of course, for the rewards in fame, wealth, and experience it may bring.



Characteristics: Artisans are masters of skills, no question about it. When it comes to a task that seems impossible, it is up to the artisan to figure it out. Whether through the creation, use of an invention, or use of skills, the artisan is by far the most adaptable member of any party. While no true warrior, the artisan can hold his own in combat, and when employing gadgets as weapons, artisans can be downright deadly. Artisans tend to be an inquisitive lot. Aggressive in their search for knowledge and creativity, but focused. Some artisans tend to be cluttered and clumsy, while others appear meek and orderly. Each artisan is as different and unique as the inventions they create, be they hover boots, magnetic gloves, bombchus, or something simple as a spring blade. Others forgo exotic inventions for the mundane weaponry, armor and equipment, seeking to enhance and refine them to their most efficient.

Focus: Artisans have a strong pull toward the light focus. For the most part, they work to create things that improve life around them or help others with tasks. This is not to say that some shadow-focused artisans do not use their talents for warfare or plunder. However, the creation of weapons is not an aspect of dark focus itself. Many artisans lean towards the shadow focus as well, utilizing their craft solely for personal purposes.

Background: Artisans hail primarily from a middle class background. For many, the life of a worker or farmer presents no challenge. Their ambition ranges far beyond such menial tasks, and their creativity is stifled by such blunt labour. Many also come from upper class or noble backgrounds as well. The luxuries of wealth and time the upper echelons of society afford a budding artisan are invaluable in honing and shaping their creative abilities. Understandably, very few artisans come from lower class or peasant backgrounds. Perhaps the majority come from the merchant niche of society, where the sale of goods and items is a

Table 4-2 Artisan Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+2	+1	+1		Master Craftsman, Skill Focus
2	+1	+0	+3	+2	+2	+2	Versatility (1 Skill), Weapon Familiarity
3	+2	+1	+3	+2	+2		Skill Focus.
4	+3	+1	+4	+2	+2	+3	Determine Composition
5	+3	+1	+4	+3	+3		Versatility (2 Skills).
6	+4	+2	+5	+3	+3	+3	Fast Creation
7	+5	+2	+5	+4	+4		Improved Skill Focus (+1 Bonus)
8	+6	+2	+6	+4	+4	+4	Versatility (3 Skills)
9	+6	+3	+6	+4	+4		
10	+7	+3	+7	+5	+5	+4	Impromptu Creation.
11	+8	+3	+7	+5	+5		Versatility (4 Skills), Improved Skill Focus (+2 Bonus).
12	+9	+4	+8	+6	+6	+6	
13	+9	+4	+8	+6	+6		Determine Weakness
14	+10	+4	+9	+6	+6	+6	Versatility (5 Skills)
15	+11	+5	+9	+7	+7		
16	+12	+5	+10	+7	+7	+8	Improved Skill Focus (+3 Bonus).
17	+12	+5	+10	+8	+8		Versatility (6 Skills)
18	+13	+6	+11	+8	+8	+8	Magic Infusion
19	+14	+6	+11	+8	+8		
20	+15	+6	+12	+9	+9	+10	Versatility (7 Skills), Improved Skill Focus (+4 Bonus).

regular part of daily life for many folk.

Races: Most races have artisans to some degree or another. Gorons, dekus, and subrosians seem to have more than other races do due to their love of arts, crafts, and the mercantile trades. Gerudo artisans are rare, as are zoran artisans. The two races have little love for such ingenuity outside of their personal trades and are, for the most part, solitary folk. There are a fair number of hylian artisans as well. They are often found scattered throughout the shops and cities of the world, plying the latest creations for sale.

Other Classes: When it comes to artisans, no one can touch them in the skill department, except maybe academics. Their ability to acquire cross-class skills and make them class skills makes them valuable members of any team. When put in a party, artisans are easily the most adaptable. Their decent combat abilities lend them good favour with warriors and wilderfolk. Their skill mastery and support abilities through inventions and odd items makes them great partners with drifters and performers as well. Nobles sometimes have trouble getting along with artisans due to the occasional hiccup in outlook and focus, and some wizzrobes feel the artisan's skills are weak and simple compared to the power of the Tri-Force.

Game Rule Information

Abilities: Intelligence is by far the most important ability for artisans, since this leads directly to additional skill points to put into both his Craft skills and his designs. Dexterity and Constitution are both relatively useful as well, since these allow him to add fine detail to his creations, and to concentrate and work on them all day.

Hit Die: d6

Starting Rupees: 5d4 x 10

Class Skills

The artisan's class skills (and the key abilities for each) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcane), Knowledge (architecture and engineering) (Int), Open Lock (Dex), Profession (Wis), Search (Int), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at First Level: (8 + Int bonus) x 4

Skill Points at Each Additional Level: 8 + Int bonus

Class Features

Weapon and Armor Proficiencies: An artisan is proficient in all simple and martial weapons, and light armor.

Master Craftsman: An artisan is a master of building things. At 1st

level, an artisan is proficient in all crafts, and may use craft skills even if he has no ranks in them.

Versatility: The artisan is a student in a vast range of skills, from the practical to the downright eclectic. Therefore, the artisan can choose an extra skill to be a class skill at 2nd level, and an extra skill every three levels after that.

Weapon Familiarity: The artisan is not only a creator and inventor of items and weapons; he is a user of them as well. Starting at 2nd level, an artisan suffers only a -2 penalty when wielding weapons he is nonproficient with.

Skill Focus: An artisan's life and trade revolve around the creating of items and their use. Starting at 3rd level, the artisan receives the feat Skill Focus feat for any single Crafts skill or the Alchemy skill.

Determine Composition: An artisan is familiar with many substances and elements. By spending a full round in study and taking no actions except total defense action, the artisan may make an Alchemy check (DC 15 + monster's CR) to determine what subtype a monster is (aberration, undead, construct, etc).

Fast Creation: The artisan may halve the time it takes for item construction. This ability is automatically used in the construction of items.

Improved Skill Focus: At 7th level and every four levels afterwards, the artisan receives an additional +1 stacking bonus from his Skill Focus feat on his Alchemy or Craft skills.

Impromptu Creation: An artisan may attempt a hasty creation of an item when in tight circumstances. By passing his Craft or Alchemy check, the artisan may cut reduce the item's creation time by ¾. However, there is a cumulative 10% chance per use that the item will break when used.

Determine Weakness: As an artisan progresses in his studies of elements and substances, he becomes familiar with pinpointing weaknesses in living creatures. By spending a full round in study and taking no actions except the total defense action, the artisan may make an Alchemy check (DC 15 + monster's CR) to determine what a monster's weakness is (energy type or otherwise).

Magic Infusion: The artisan eventually learns to hone his designs to a near perfect level. For every five permanent magic points the artisan spends, he may increase the bonus of any masterwork item he creates by +1, up to a maximum masterwork bonus of +5. This bonus is not magical, and is treated as a normal masterwork weapon. The spent magic points may never be recovered or recouped in any way.

Drifter

Throughout Hyrule, there are those who drift on the winds of time. They roam from land to land, seeking their fortune or their dreams with their skill or luck. These drifters do not rely on the skill of their sword arms the way warriors and wilderfolk do, nor do they use the magic of the Tri-Force the way wizzrobes do. Instead, drifters rely on luck and skill to win them through tough situations. They are survivalists at heart, relying more on quick wits, nimble reflexes, and sharp senses than brawn or magical prowess.

Adventures: Drifters cannot help themselves; they seem forever doomed to end up in the midst of a wild and unpredictable adventure. Drifters seek adventures for a number of reasons. For some, the monetary allure of discovering a trove of rupees in a forgotten Gerudo temple is ample motivation to set out on an adventure. For others, the allure of solving ancient and cryptic mysteries draws them from their homes. Yet for many drifters, the simple chance to brave the lands of Hyrule in search of adventure is enough to set many drifters on the road they travel.

Characteristics: Drifters are a strong addition to any party. When it comes to finding traps, disarming (or dodging them), and using skills to get through a tough encounter or

Table 4-3 Drifter Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+2	+1	+2		Drifter's Luck 1/day, Sneak Attack +1d6
2	+1	+0	+3	+2	+3		
3	+2	+1	+3	+2	+3		Price Fixing, Uncanny Dodge
4	+3	+1	+4	+2	+4	+2	
5	+3	+1	+4	+3	+4		Sneak Attack +2d6
6	+4	+2	+5	+3	+5		Drifter's Luck 2/day
7	+5	+2	+5	+4	+5		Improved Uncanny Dodge
8	+6	+2	+6	+4	+6	+3	Price Fixing
9	+6	+3	+6	+4	+6		Sneak Attack +3d6
10	+7	+3	+7	+5	+7		
11	+8	+3	+7	+5	+7		Drifter's Luck 3/day
12	+9	+4	+8	+6	+8	+3	Last Resort 1/day
13	+9	+4	+8	+6	+8		Price Fixing, Sneak Attack +4d6
14	+10	+4	+9	+6	+9		Last Resort 2/day
15	+11	+5	+9	+7	+9		Drifter's Luck 4/day
16	+12	+5	+10	+7	+10	+4	Last Resort 3/day
17	+12	+5	+10	+8	+10		Sneak Attack +5d6
18	+13	+6	+11	+8	+11		Price Fixing, Last Resort 4/day
19	+14	+6	+11	+8	+11		
20	+15	+6	+12	+9	+12	+4	Last Resort 5/day

area, drifters truly shine. They are not especially strong combatants, though their ability to sneak attack makes them more than feared when fighting in an organized unit. For scouting, exploration, and stealth, a drifter cannot be beat.

Focus: Drifters tend to favour the focus of shadow. Personal ambition and gain motivate many drifters who wander through Hyrule and lands beyond. They are not especially lawful, and some drifters are especially unlawful to fulfil their goals. Some drifters follow the light or dark focuses. However, these are rare, and they tend to be extremely zealous in the pursuit of their beliefs and goals.

Background: Drifters come from many backgrounds. Some are rich nobles, wandering in disguise to leave behind the burdens of their ancestry. Others are street urchins, scraping a meagre existence in cities and hamlets. Most drifters tend to fall between the two. A great many drifters are simply folk who come to rely upon the luck of the draw and their skill at getting out of a situation before it crashes around them.

Races: Gerudos are almost exclusively drifters. Their culture praises and exalts the deceptive and skilful nature of the drifter, and the Gerudo as a whole are fond of practicing the fine art of stealth. Tokay tend to be mainly drifters, finding the demands of other vocations unsuited to their particular talents. Dekus have quite a few drifters amongst them as well. Often, the structures of deku society and the first-come-first-serve creed of most deku cultures force some dekus into lives of thievery or wandering. Almost all races have members who become drifters, though Gorons seem to have the fewest. Their easy-going nature and open social structure provides plenty of room for its folk, thus few Gorons feel the need to pursue the talents of drifters.

Other Classes: Drifters get along great with wilderfolk. Both classes rely on their skill and mobility to get them through a tough situation, though wilderfolk use more brawn than drifters do. Drifters compliment warriors and wizzrobes well, often backing up a warrior's muscle with stealth and skill and providing a stealthy defense for wizzrobes. Performers and drifters get along, but there is a sense of competition between the two. Artisans and Academics, with their vast knowledge of skills and lore, compliment a drifter's skills nicely. Nobles, however, are the bane of drifters. The two are often at odds over everything, and their respective views seem to constantly contrast. Drifters have been known to make excellent leaders of parties, though often they serve as the scout or spy where their skills at stealth become most valuable.

Game Rule Information

Abilities: The drifter's top ability is usually Dexterity, since this allows him to react to situations quicker, and avoid danger. A high Intelligence will bring more skill points to put into skills that can save him when in a tight spot, or to outsmart the danger they often gets into.

Hit Die: d6

Starting Rupees: 5d4 x 10



© Erin Lindsey 2003

Class Skills

The drifter's class skills (and the key abilities for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (wis), Read Lips (Int), Ride (Dex), Sleight of Hand (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at First level: (6 + Int bonus) x 4

Skill Points at Each Additional Level: 6 + Int bonus.

Class Features

Weapon and Armor Proficiency: A drifter's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, drifters are proficient with all simple weapons and light armor.

Drifter's Luck: The drifter is a creature of whims, and often, pure luck. Starting at 1st level, the drifter may spend any number of magic points to add as a luck bonus to any single roll he makes. This ability may be used once per day and once again for every five levels thereafter.

Sneak Attack: The drifter survives on stealth and cunning, not brute force. In combat, a drifter's greatest chance of survival lies in pinpointing an enemy's weakness and exploiting it. Any time a drifter's target would be denied his Dexterity bonus to Defense (whether or not the target actually has a Dexterity bonus to Defense), or when the drifter flanks the target, the drifter's attack deals an additional 1d6 points of damage. Every four levels afterwards, the rogue deals an additional +1d6 points of damage with his sneak attacks. This damage is not multiplied on a successful critical hit. Ranged attacks may count as sneak attacks as long as the target is within 30 feet. With an unarmed attack (or a weapon meant to deal subdual damage or knock opponents unconscious), the drifter may attempt a sneak attack that deals

subdual damage rather than lethal damage. However, the drifter cannot use a weapon that deals subdual damage to deal lethal damage in a sneak attack, even with the standard –4 penalty. In order to use the sneak attack, the drifter must be attacking something with a discernible anatomy. The drifter must be able to find and pinpoint a vital biological weakness and strike at it. Therefore, if a creature's vitals are out of range for a drifter's sneak attack, the drifter cannot sneak attack. Undead, plants, oozes, constructs, and incorporeal creatures are immune to sneak attacks.

Price Fixing: The drifter survives not only on luck, but also on his ability to acquire what is needed affordably and often secretively. The drifter may use the Price Fixing ability. When the drifter is attempting to purchase something, and the price has been set, the drifter may attempt to lower the price by bartering and haggling. The drifter receives a +2 competency bonus to any rolls needed to complete the transaction, and if successful, may acquire the merchandise for up to ¾ of the original starting sale price. For every five levels, the bonus increases by +1 and the drifter may take another ¼ off the price (to a minimum of ¼ of the original price).

Uncanny Dodge: A drifter's life is full of danger and surprise. The drifter's senses are honed to perfection, granting an almost extraordinary sensitivity to danger beforehand. Starting at 3rd level, the drifter retains his Dexterity bonus to Defense even when caught flat-footed or struck by invisible attackers.

Improved Uncanny Dodge: At 7th level, the drifter is never considered flanked, and retains his Dexterity bonus to Defense. This negates the ability of another drifter (or class with sneak attack capabilities) of using a flanking to sneak attack the drifter, unless they are at least four levels higher than the drifter is.

Last Resort: Danger is part and parcel of the drifter's life. Starting at 12th level, a drifter gains the ability to improve his chances of surviving nearly any attack. A drifter may add his class Defense bonus to any single saving throw once per day. The drifter must declare this the round before the bonus takes place. The bonus lasts for a number of rounds equal to the drifter's Charisma bonus, or until the drifter is forced to make a saving throw of the type the bonus was applied to. At every second level above 12th, the drifter may use this ability an additional time per day.

Noble

On the battlefields, warriors and wilderfolk are unmatched. With inventions and creativity, no one matches the genius of artisans. Academics are experts of knowledge and lore almost forgotten by the common populace. Performers reign supreme amongst the mysterious and dramatic, wizzrobes command the energies of the Tri-Force directly, and drifters are the unchallenged masters of the open road and survival. When it comes to the courts of intrigue and politics, no one can touch the noble. Sweeping through the grand halls, lodges, palaces and temples of the world, nobles are the enigmatic cream of society. They are born and bred into stations of power, whether a lowly noble House, or the Princess of Hyrule, nobles are the undisputed masters of their world. Moreover, it is a world as fierce as any battlefield, rife with intrigue, power and corruption, where a single misplaced word or ill-judged coup can have worse effects than the mere loss of life.

Adventures: Why would a noble, no matter how lowly, risk life and limb to travel out into the world? Why bother when wealth, shelter, and all the necessities of life are provided for you? Well, some nobles are not so lucky. Whether an invading force has displaced them, or they have set out in search of a different path in life, nobles do in fact adventure.

Perhaps they do it less than other classes, but they do it all the same. Perhaps the noble has been betrayed by his liege or Lord and must flee from banishment, exile, or worse. Perhaps the noble simply wishes to travel in disguise and see the world through the eyes of the common folk. Whatever the reason, adventure awaits, and some nobles seem destined to find it no matter what they do.

Characteristics: Nobles are, by definition, well-born folk. They are granted a higher station in life than most folk by birth, blood, or some other reason that holds claim to significant power. Not all nobles are Princesses or Lords though. Some may only be minor Houses of a dynasty or Empire. Others may simply be one step above the common folk, raised on the merits of generations of the ancestry working for a common goal. By routine, nobles tend to favour luxury. They seek comforts and are familiar with the good things in life.

Focus: Nobles are a wildly varied group. Almost all nobles are extremists in their focus. Examples range from all races and nations. The noble Houses of Hyrule, for example, have traditionally favoured a strong light focus while the gerudo rulers have usually leaned towards shadow and dark. A great deal of a noble's focus depends on their upbringing and surrounding.

Background: Nobles are, to put it bluntly, noble. They come from lands where a clear distinction exists between various economic and social categories, and they are the upper strata.



© Erin Lindsey 2003

Races: Nearly every race has some distinction of nobility within its make-up. A noble may come from any race, though there are some limiting restrictions among some races. For example, females almost exclusively rule gerudos, with a male having the opportunity to become a king amongst them only once every 100 years (provided there is a male amongst them at the time). Dekus are notorious for following a patriarchal line, nearly always having a king on the throne of their lands. One of the few races that do not have nobles as such are the kokiri, who do not form such thickly layered political hierarchies. Amongst the kokiri, nobles are the village or tribal elders or the sons and daughters of shamans.

Other Classes: Nobles get along with almost every class equally. The noble's skills in and out of combat make them a fair addition to any party, and their leadership abilities are unmatched. If there is a discordant match to be made, it is with drifters. Often, the two classes' backgrounds are so incredibly different that it is difficult for the two to find common ground.

Game Rule Information

Abilities: Charisma is by far the most important ability for a noble, as it is his main weapon in the deadly realm of politics. As backup, a high Intelligence will allow him to think him way around his opponent. Lastly, without the failsafe of a high Wisdom, the noble will often fall prey to the very tricks he often uses on his enemies.

Hit Die: d8

Starting Rupees: 7d4 x 10

Class Skills

Table 4-4 Noble Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+1		Natural Diplomat +2
2	+1	+0	+2	+3	+2		Inspire +1
3	+2	+1	+2	+3	+2		Synergy +2
4	+3	+1	+2	+4	+2	+2	
5	+3	+1	+3	+4	+3		Natural Diplomat +3
6	+4	+2	+3	+5	+3		Inspire +2
7	+5	+2	+4	+5	+4		Synergy +3
8	+6	+2	+4	+6	+4	+3	
9	+6	+3	+4	+6	+4		Regal Bearing (skills), Natural Diplomat +4
10	+7	+3	+5	+7	+5		Inspire +3
11	+8	+3	+5	+7	+5		Synergy +4
12	+9	+4	+6	+8	+6	+3	
13	+9	+4	+6	+8	+6		Magical Command, Natural Diplomat +5
14	+10	+4	+6	+9	+6		Inspire +4, Regal Bearing (attacks)
15	+11	+5	+7	+9	+7		Synergy +5
16	+12	+5	+7	+10	+7	+4	
17	+12	+5	+8	+10	+8		Natural Diplomat +6
18	+13	+6	+8	+11	+8		Inspire +5
19	+14	+6	+8	+11	+8		Synergy +6
20	+15	+6	+9	+12	+9	+4	

The noble's class skills (and the key abilities for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Forgery (Int), Intimidate (Cha), Knowledge (history) (Int), Knowledge (law) (Int), Knowledge (nobility and royalty) (Int), Profession (Wis), Read Lips (Int), Sense Motive (Wis).

Skill Points at First Level: (6 + Int bonus) x 6

Skill Points at Each Additional Level: 6 + Int bonus

Class Features

Weapon and Armor Proficiencies: A noble is proficient in all simple and weapons, light armor types and shields.

Natural Diplomat: Nobles are born to haggle with others. Starting at 1st level, they receive a +2 competence bonus to any Diplomacy checks. The bonus increases by +1 every four levels.

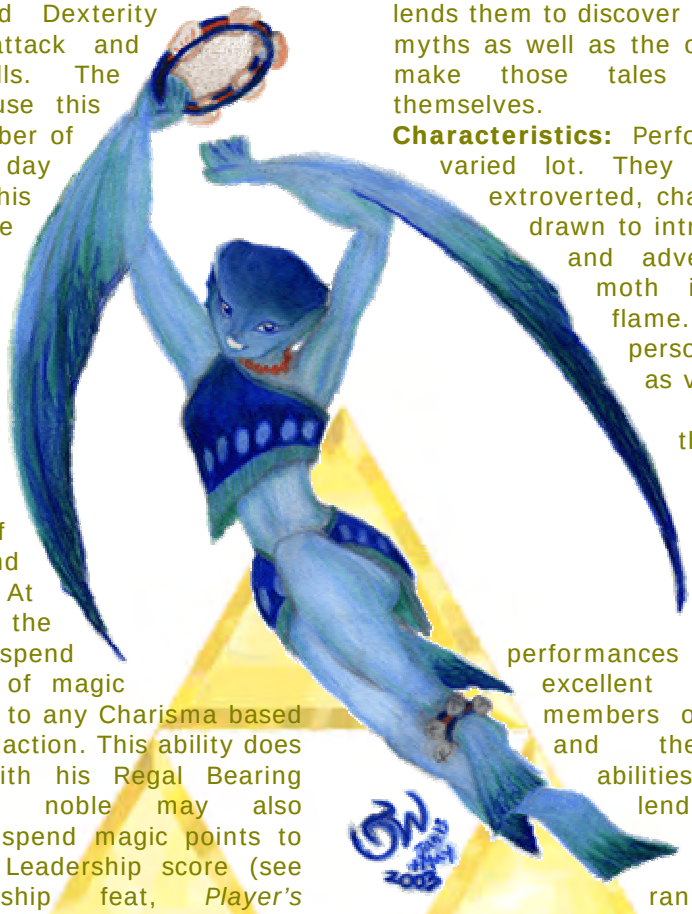
Inspire: Nobles inspire confidence in those they command or assist. By orating to allies, who must be within hearing range of the noble, the noble can grant morale bonuses to his comrades. The noble must pass a Diplomacy check (DC 10 + 1 per 3 allies inspired), and spend at least one round orating. All who are affected gain a +1 morale bonus to attack rolls, skill checks, saving throws, and skill checks for 5 rounds per round the noble orated. The bonuses increase by +1 every four levels.

Synergy: The nobles commanding presence can be a great boon to his comrades in times of stress. Any time the noble is either involved in a coordinated effort with more than one other person, or directly supervises (and can direct verbally) the efforts of others, he grants them a +2 morale bonus to the die roll. Common cooperative tasks include skills that are being used (such as two comrades attempting a Heal check on a wounded party member), combat (flanking or ganging up – bonus is added to the attack rolls), or even ability checks (2 people trying to ram down a door). Every four levels the bonus increases by +1. To use the ability requires a full round action of either exemplary action or oratory direction. The noble can do nothing else during this time, and for each round the noble wishes to continue granting the bonuses, he must continue to use the ability as a full round action.

Regal Bearing: The noble's heritage and command of himself is a powerful attribute. In times of great stress, the noble almost literally uses the force of his personality to bail him out of hazardous situations. At 9th level, the noble may substitute his Charisma bonus for any other ability score bonus on a skill check.

Thus, a noble attempting to make a Climb check may use his Charisma bonus instead of his Strength bonus. At 14th level, the noble may substitute his Charisma bonus for his Strength and Dexterity bonus on attack and damage rolls. The noble may use this ability a number of times per day equal to half his current noble level.

Magical Command: Eventually, the noble gains a greater insight into his own powers of persuasion and command. At 13th level, the noble may spend any number of magic points to add to any Charisma based skill check or action. This ability does not stack with his Regal Bearing ability. The noble may also permanently spend magic points to increase his Leadership score (see the Leadership feat, *Player's Handbook*). For every five permanent magic points the noble spends, he may increase his Leadership score by 1 point. Doing so grants all the benefits that an increase in a Leadership score normally would.



Performer

There is always a place for wit and charm, and there is always a place for the singers of songs and tellers of tales. Performers are just those folk. They are the adventuring artists of the world, travelling back and forth and leaving as much lore behind as tales and gossip. Performers sow the seeds of legends – they are the purveyors of mythology and the keepers of history through their songs, dances, music, and prose.

Adventures: What better way to find the next great legend or story than to live it yourself? That is exactly the driving force behind many performers who set out for adventure. Performers seek adventure for the opportunity it lends them to discover new tales and myths as well as the opportunity to make those tales and myths themselves.

Characteristics: Performers are a varied lot. They tend to be extroverted, charismatic folk, drawn to intrigue, danger, and adventure as a moth is drawn to flame. Their personalities are as varied as their backgrounds, though most performers tend to have an extreme charm to them. Their performances make them excellent support members of any party, and their combat abilities more than lend them a hand in any party's ranks of warriors.

Focus: Performers lean towards the shadow aspect as much as they do light and dark. Their backgrounds and personalities are often so diverse; there is no defining factor by which to classify the majority of performers. Though many display roguish traits and quirks, there are just as many who strongly hold towards strong moral and ethical codes.

Background: Performers come from all lifestyles. The talent and charisma it takes to be a performer can come from anywhere or anyone, regardless of background. However, it must be said that a sizable majority of performers come from middle class upbringings where time and luxury afforded them the ability to learn their crafts.

Table 4-5 Performer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+1		2 Performances
2	+1	+0	+2	+3	+2	+2	Conscious Demeanor 1/day
3	+2	+1	+2	+3	+2		Performance
4	+3	+1	+2	+4	+2	+3	
5	+3	+1	+3	+4	+3		Performance
6	+4	+2	+3	+5	+3	+3	Conscious Demeanor 2/day
7	+5	+2	+4	+5	+4		Performance
8	+6	+2	+4	+6	+4	+4	Performer's Grace
9	+6	+3	+4	+6	+4		Performance
10	+7	+3	+5	+7	+5	+4	Conscious Demeanor 3/day
11	+8	+3	+5	+7	+5		Performance
12	+9	+4	+6	+8	+6	+6	Magical Appeal
13	+9	+4	+6	+8	+6		Performance
14	+10	+4	+6	+9	+6	+6	Conscious Demeanor 4/day
15	+11	+5	+7	+9	+7		Performance
16	+12	+5	+7	+10	+7	+8	
17	+12	+5	+8	+10	+8		Performance
18	+13	+6	+8	+11	+8	+8	Conscious Demeanor 5/day
19	+14	+6	+8	+11	+8		Performance
20	+15	+6	+9	+12	+9	+10	

Races: Almost all races have performers within their ranks. More than any other race, zorans are inclined to become performers. Hylians are also known for their knack of art and performance as well. Gerudos and gorons are not well known for their performers, favouring more martial or stealthy classes.

Other Classes: Performers are the ultimate support members of any party. As such, they get along great with just about every class. Having said that, they share the most in common with drifters and artisans who have large repertoires of skills and abilities to utilize. Performers are able to back-up and even equal spellcasters in certain circumstances, though at times an animosity can occur between those who use latent magic and those who use active magic.

Game Rule Information

Abilities: To be a performer, you need to know how to work the crowds. Therefore, performers need a high Charisma to sell their performance, a high Wisdom to read their audience, and a high Constitution to keep performing longer than their competition!

Hit Die: d6

Starting Rupees: 4d4 x 10

Class Skills

The performer's class skills (and the key abilities for each) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Perform (Cha), Profession (Wis), Sense Motive (Wis).

Skill Points at First Level: (6 + Int bonus) x 4

Skill Points at Each Additional Level: 6 + Int bonus

Class Features

Weapon and Armor Proficiencies: A performer is proficient in all simple weapons, light armor, and shields.

Performance: A performer's life is built around and dedicated to performing. Their talents at performing are varied, and they are able to encompass everything from aiding their friends in combat to influencing others. At 1st level, and every other level thereafter, the performer gains a performance. See **Chapter 5: Tricks of the Trade** for a complete list of all performances available.

Conscious Demeanour: The performer is a master of using his charm and wit to make an appearance to others. Starting at 2nd level, the performer may add half his performer level to any Bluff, Diplomacy, Disguise, Gather Information, and Intimidate checks. This ability may be used an additional time per day for every four levels of the performer.

Performer's Grace: The performer makes it by with wit, charm, and keen senses. Once per day, the performer may choose any single saving throw he is forced to make

that would ordinarily not allow a save for half damage or effect. If he succeeds at the save, he takes only half damage or effect.

Magical Appeal: The performer is not only a charismatic entertainer; he is also sensitive to the magical energies of the Tri-Force that surround the world. The performer may spend any number of magic points and add it to any Performance skill checks. He may do this at will as a free action.

Warrior

The warrior is a born combatant, able to trade blows with the best of them. His natural talent with weapons is enhanced by the skills he learns, creating a powerhouse of combat manoeuvres, abilities, and tactics.

Adventures: Many warriors seek out adventure for the same reason any other class does: Namely, the excitement of seeing the world and the thrill of adventure. Some warriors are sucked into adventure because of their skill with weapons. Perhaps they are relied upon to deal with some dangerous threat that only they have the skill to handle.

Characteristics: Warriors tend to have strong, solid personalities. The confidence that their skill in weapons breeds in them is apparent to all around them.

Focus: Warriors fight for any number of reasons. For some, the light focus is pivotal, as it exemplifies their belief in something higher than them and the responsibility that comes with skill in weapons. For others, the strength they possess because of their martial training bends them towards the dark focus, as they use their power to dominate or terrorize others. Somewhere between heroes and villains, there are those who use their skills for personal gain or survival. These warriors often favour the shadow focus, as it best describes the life they lead.

Background: Perhaps more than any other class, warriors can come from any background. While the upper classes and nobility certainly grant the luxury of time and training to those who wish to learn, any commoner with the inclination and talent can find someone willing to teach them the basics of swordplay.

Races: Almost every race counts warriors amongst its members. While some races are less inclined to do so, such as the dekus and zorans, others such as the gorons and hylians have a great many warriors in their midst. A great warrior once said, “Where there is conflict there are soldiers”. This is all too true of the lands beneath the Tri-Force.

Other Classes: Due to their martial nature, warriors are perhaps best inclined to pair effectively with wilderfolk. The two, if radically different in their approach to combat, are both effective on the battlefield. Drifters provide excellent backup for warriors, allowing the warriors to draw the attention of an enemy while a drifter strikes the deciding blow. Performers also get on with warriors well. Their



Table 4-6 Warrior Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+0		Bonus Feat
2	+2	+3	+2	+0	+0		
3	+3	+3	+2	+1	+1		Battle Focus
4	+4	+4	+2	+1	+1	+2	Bonus Feat
5	+5	+4	+3	+1	+1		
6	+6	+5	+3	+2	+2		
7	+7	+5	+4	+2	+2		Bonus Feat, Weapon Specialization
8	+8	+6	+4	+2	+2	+3	
9	+9	+6	+4	+3	+3		
10	+10	+7	+5	+3	+3		Bonus Feat
11	+11	+7	+5	+3	+3		
12	+12	+8	+6	+4	+4	+3	
13	+13	+8	+6	+4	+4		Bonus Feat
14	+14	+9	+6	+4	+4		
15	+15	+9	+7	+5	+5		Combat Mastery
16	+16	+10	+7	+5	+5	+4	Bonus Feat
17	+17	+10	+8	+5	+5		
18	+18	+11	+8	+6	+6		
19	+19	+11	+8	+6	+6		Bonus Feat
20	+20	+12	+9	+6	+6	+4	

dualistic nature and supportive abilities make them great additions to any combat situation, and their own skills with weaponry make them more than welcome in any fight. Wizzrobes are tricky to pair with. While the combination of steel and sorcery is a powerful matching, it is difficult at times for the two classes to trust each other well enough to feel comfortable mixing their talents.

Game Rule Information

Abilities: As combatants, the physical abilities are the most important to Warriors. High Strength increases their melee attack abilities, while Dexterity increase their ranged attacks and their defense. Constitution gives them more hit points, a resource that can get all too low in the long drawn out battles of Hyrule.

Hit Die: d10

Starting Rupees: 5d4 x 10

Class Skills

The warrior's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str).

Skill Points at First Level: (2 + Int bonus) x 4

Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: A warrior is proficient in all simple and martial weapons, all armor types and shields.

Bonus Feats: At 1st level, and every three levels thereafter, a warrior gains a bonus feat. This feat must be selected from the list below: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Diehard, Dodge, Mobility, Spring Attack, Endurance, Exotic Weapon Proficiency, Improved Disarm, Improved Trip, Whirlwind Attack, Great Fortitude, Improved Critical, Improved Inititiative, Iron Will, Lightning Reflexes, Mounted Combat, Mounted Archery, Trample, Ride-By Attack, Spirited Charge, Point Blank Shot, Far Shot, Manyshot, Precise Shot, Rapid Shot, Shot on the Run, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Quick Draw, Rapid Reload, Reckless Blows, Run, Toughness, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon, Weapon Finesses, Weapon Focus, Greater Weapon Focus, Greater Weapon Specialization. The warrior must meet all prerequisites for taking a feat just as he normally would.

Battle Focus: A warrior lives by combat. For him there is nothing else, and his survival depends on it. Starting at 3rd level, a warrior may choose to spend any number of magic points to add as a bonus to attack or damage rolls.

Weapon Specialization: The warrior is a true master of weapons. While other combatants rely on speed or agility, the warrior relies on his prowess with his arms. At seventh level, a warrior gains access to the Weapon Specialization feat. This feat may be taken as either a general feat, or as one of his bonus feats.

Combat Mastery: At 15th level, the warrior may "burn" his strength in an attempt to devastate an opponent. The warrior must declare that he is using this ability at the start of his round. For that round, any attack actions the warrior makes receive automatic maximum damage on the rolls, including critical hits. After the round in which the warrior uses this ability, he is considered *fatigued* (-2 to Str and Dex, can't charge or run) for a number of rounds equal to 10 - Constitution bonus. The warrior may use this ability only once per day. It does not stack with the warrior's Battle Focus ability.

Wilderfolk

In the depths of the oldest forests, in the dunes of the hottest deserts, and in the abyss of the deepest lakes there are wilderfolk. The protectors of the wilderness, wilderfolk are the wild, untamed warriors of the world. Their skills rely and focus upon quick wits, speed, and defense. In the environs of nature, wilderfolk are unmatched in their combat prowess.

Adventures: Adventure seeks out wilderfolk, just as wilderfolk seek out adventure. Many wilderfolk take their abilities and use it to protect their native environs. Wilderfolk are not necessarily grisly woodsmen who wear the skins of their kills and smell of the forest. They are warriors who have found an insightful method of combat in learning the secrets of nature's ways. Wilderfolk are also drawn to the protection of others, and as befits their role in such matters, often act as the heroes of the native lands.

Characteristics: While not necessarily loners by nature, wilderfolk tend to be the odd man out. They are not as numerous as most other classes, and by nature, it takes someone in tune with the wilds to become a wilderfolk. For this reason, many wilderfolk tend to be somewhat reclusive, tough not anti-social. They often are well known in their communities or regions, and their travels take them far afield granting them a good sense of worldliness.

Focus: Wilderfolk lean strongly toward the light focus. Their role as protectors of the wilds and others empowers them with a great responsibility towards the forces of good. While it has been known for a dark or shadow focused wilderfolk to appear in history, most tend toward the light focus with no misgivings. The life of a wilderfolk is filled with far-reaching travels. These often grant the wilderfolk with a generous exposure to other cultures, allowing the wilderfolk a learned flexibility in accepting other folk for what they are.

Background: Wilderfolk come from all backgrounds. Admittedly, only a rare odd ball ever comes from noble or high standing. The life of a wilderfolk demands rigorous training and bonding with the ways of nature. Most wilderfolk come from remote or rural regions, and often hail from common, if not honourable ancestry.

Races: Of all the races, the kokiri have the greatest number of wilderfolk. While this may seem odd the isolationist race, the kokiri share a strong bond with the spirit of the forests they inhabit, and thus find it easy to slide into the role of a wilderfolk. Gerudos, also known to be isolationistic and secretive, have known quite a few wilderfolk among their kind as well. Zorans, gorons, and dekus do harbour the occasional wilderfolk. Even more rare is the hylian wilderfolk, of which Link, the Legendary Hero of Time, is the most famous.

Other Classes: Wilderfolk find it easy to get along with just about any other class, so long as the class does not stray too far from the precepts the wilderfolk is guided by.

Table 4-7 Wilderfolk Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+1	+2	+0	+2		Wild Sense, Attunement
2	+2	+2	+3	+0	+3		Instinct (+2 to initiative)
3	+3	+2	+3	+1	+3		
4	+4	+2	+4	+1	+4	+2	Track
5	+5	+3	+4	+1	+4		Terrain Speed
6	+6	+3	+5	+2	+5		Wild Sense
7	+7	+4	+5	+2	+5		
8	+8	+4	+6	+2	+6	+3	Instinct (+4 to initiative)
9	+9	+4	+6	+3	+6		Terrain Defense
10	+10	+5	+7	+3	+7		Terrain Speed
11	+11	+5	+7	+3	+7		Wild Sense
12	+12	+6	+8	+4	+8	+3	
13	+13	+6	+8	+4	+8		
14	+14	+6	+9	+4	+9		Instinct (+6 to initiative)
15	+15	+7	+9	+5	+9		Terrain Speed
16	+16	+7	+10	+5	+10	+4	Wild Sense
17	+17	+8	+10	+5	+10		Magic Focus
18	+18	+8	+11	+6	+11		
19	+19	+8	+11	+6	+11		
20	+20	+9	+12	+6	+12	+4	Instinct (+8 to initiative), Terrain Speed

Occasional friction with wizzrobes may occur, as well as nobles, but overall, wilderfolk find it easy enough to accept others for what they are. Drifters and warriors make great accomplices for a wilderfolk's party, as both are highly skilled in their respective areas.

Game Rule Information

Abilities: Wilderfolk value Dexterity over Strength when out in the wilderness, but as combatants, both abilities are useful to them. Wisdom follows closely behind and it assists their efforts to become one with their environment.

Hit Die: d10

Starting Rupees: 3d4 x 10

Class Skills

The wilderfolk's class skills (and the key abilities for each) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at First Level: (4 + Int bonus) x 4

Skill Points at Each Additional Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies: A wilderfolk is proficient in all simple and martial weapons, light armor, and shields.

Wild Sense: Wilderfolk are proficient in their native terrains. At 1st level, a wilderfolk chooses a native terrain type (forest, plains, mountain, desert, swamp, sea). A wilderfolk gains a +2 competence bonus to Handle Animals checks when dealing with animals native to his chosen terrain type. He also gains a +1 competence bonus on Knowledge (nature), and Survival checks in his native terrain. Every five levels thereafter, the wilderfolk may either increase the bonuses to these skills by +2, or choose another terrain type to begin applying new bonuses to. Thus a wilderfolk who chooses forests at 1st level, 6th level, and 11th level, and deserts at 16th level would have a +6 to the relevant skill checks in relation to forests, and +2 in relation to deserts.



Attunement: The wilderfolk gains the Attunement feat free at 1st level.
Instinct: A wilderfolk survives on instinct and alertness. Starting at 2nd level, the wilderfolk gains a +2 competence bonus to Initiative checks. Every six levels, the bonus increases by another +2.
Track: The wilderfolk gains the Track feat free at 4th level.
Terrain Speed: When moving through any terrain the wilderfolk has acquired under their Wild Sense ability he gains +5 feet to his race's base speed. Every five levels, the wilderfolk receives an additional +5 feet to his base speed when moving through favoured terrains.
Terrain Defense: The wilderfolk is aware of the ways of his chosen terrains. When fighting in terrains designated under his Wild Sense ability, the wilderfolk is granted a +2 competence bonus to Defenses and Saving Throws
Magic Focus: A wilderfolk gains greater insight into the connection of all living things as they gain experience and wisdom. Once per day, a wilderfolk may spend any number of magic points to add to either his Defense rating or Saving Throws.

Wizzrobe

To be a wizzrobe is to be different. They construct spells with Shadow, vast illusions and many more unsavory ones. The construct spells with Fire, burning brightly in the night. They construct spells with Water, providing a respite for himself and others. They construct spells with Light, seeking knowledge. They construct spells with Forest, communing with life. They construct spells with Spirit, touching the intangible. Each aspect has its own powers and the Wizzrobe is capable of learning them all. Each wizzrobe has his own reasons for taking up this path; may the Goddesses have pity on those that cross the path of the wrong one.
Adventures: The wizzrobe is usually a scholar by vocation, though not to the same degree as an academic. They usually stay close to home, or wherever it is that they ply their magical trade, and try to stay out of trouble. Many a lost artifact lies waiting at the end of an adventure however, and the wizzrobes skills come in handy. Wizzrobes sometimes head expeditions on some hidden agenda. Many Wizzrobes adventure in order to acquire rare components needed for their meditations when trying to learn a new spell.
Characteristics: No stereotype truly fits the wizzrobe, for the wizzrobe comes from all lifestyles. Much like the academic, the wizzrobe cares little for more mundane matters, except when they directly affect his plans. When not honing their magical skills, Wizzrobes tend to carry on other activities. Some might be involved in the political arena, while another might own and operate a shop.
Focus: Wizzrobes may be of any alignment. None can predict where a wizzrobe's Focus might lie. A majority of Wizzrobes are of the Shadow Focus, however. Wizzrobes are sometimes the most avid followers of the Goddesses, for they know first hand what power they left behind. Wizzrobes, unlike many others, understand that the Goddesses themselves are gone, but their legacy has been left behind, and their memory should be preserved. Wizzrobes usually have respect for all three Goddesses.
Background: Whether mere dabblers in their art or full time wielders of magic, wizzrobes come from every lifestyle imaginable. Some are born with an innate talent in the art that they pursue and hone; others simply have a desire to learn. Whatever their reasons for seeking this path, most dedicate themselves to it for life.
Races: Of the races of Hyrule and beyond, the Hylians practice magic most frequently, their adaptable natures giving them a slight edge over other races when it comes to wielding magic. Kokiri, having something of the magic of the Forest

Table 4-8 Wizzrobe Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0	+2	2 Aspects, Custom Spell
2	+1	+0	+2	+3	+0	+3	
3	+1	+1	+2	+3	+1	+3	Bonus Feat, Custom Spell
4	+2	+1	+2	+4	+1	+4	
5	+2	+1	+3	+4	+1	+4	Custom Spell, Aspect
6	+3	+2	+3	+5	+2	+6	Bonus Feat
7	+3	+2	+4	+5	+2	+6	Custom Spell
8	+4	+2	+4	+6	+2	+8	
9	+4	+3	+4	+6	+3	+8	Bonus Feat, Custom Spell, Aspect
10	+5	+3	+5	+7	+3	+10	
11	+5	+3	+5	+7	+3	+10	Custom Spell
12	+6	+4	+6	+8	+4	+12	Bonus Feat
13	+6	+4	+6	+8	+4	+12	Aspect, Custom Spell
14	+7	+4	+6	+9	+4	+12	
15	+7	+5	+7	+9	+5	+14	Bonus Feat, Custom Spell
16	+8	+5	+7	+10	+5	+14	
17	+8	+5	+8	+10	+5	+14	Aspect, Custom Spell
18	+9	+6	+8	+11	+6	+16	Bonus Feat
19	+9	+6	+8	+11	+6	+16	Custom Spell
20	+10	+6	+9	+12	+6	+16	

infused in them, are also found following careers as Wizzrobes. Gerudo are notorious for their strength with Shadow magic; one of the most powerful Wizzrobes ever, Ganondorf Dragmire, was Gerudo. All of the races have some aptitude for magic, but the deku, gorons, subrosians, and moblins are least likely to follow the path of the wizzrobe. The zorans and the Tokay are sometimes found in the role of wizzrobe, though it is not common.

Other Classes: Wizzrobes usually get along well with most of the other classes. They rely on these people for protection while casting spells, after all. They sometimes get into arguments with Academics, usually on some topic they are both knowledgeable in, but these are usually friendly disagreements. Nobles sometimes irk the wizzrobe, who usually cares little for the affairs that the Nobles very lives are centered on.

Game Rule Information

Abilities: The most important attribute of the wizzrobe depends on where the focus of his magic lies. If he excels in Fire, Constitution is his most important attribute. If his prowess is in Light, then Intelligence is his focus. If he has a bent for Spirit or Shadow magic, then Charisma. If he wishes to pursue Water or Forest spells, Wisdom is the key. Constitution is also good for bonus hit points, and higher Fortitude saves. Dexterity is always important, providing a bonus to Defense, which is very important to the wizzrobe. Of all the attributes, Strength is probably the least important to a run-of-the-mill wizzrobe.

Hit Die: d4

Starting Rupees: 3d4 x 4

Class Skills

The wizzrobe's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (Any) (Int), Profession (Wis), Scry (Int), Speak Language (None), Spellcraft (Int), Spellsight (Wis).

Skill points at First level: (4 + Int Modifier) x 4

Skill points at Each Additional Level: 4 + Int Modifier

Class Features

Weapon and Armor Proficiencies: The wizzrobe is proficient with all simple weapons. The wizzrobe is not proficient with any type of armor or shield, but may use feats in order to become proficient.

Aspects: At first level the wizzrobe chooses two Aspects from the six Aspects of magic. The wizzrobe begins play with access to those two Aspects, and must divide his starting magic points amongst them accordingly. Every fourth level thereafter, the wizzrobe gains access to one Aspect of choice. He may not begin to assign his magic points gained from taking levels in the

wizzrobe class to an Aspect until he has gained access to it, nor may he accumulate bonus magic points for an Aspect until he gains access to it. Bonus magic points gained are not retroactive, meaning that he does not gain bonus magic points for levels that he did not have access to the Aspect.

Spells: The wizzrobe starts with all the 0-level spells from his two starting Aspects, and any three first level spells of their choice from these Aspects, in addition to a Custom Spell. At each level, the wizzrobe can learn any two spells of his choice from any Aspect he knows, which are no higher than half his level (rounded upwards). Additional spells may be researched by expending experience points and rupees as normal.

Custom Spell: At 1st level and every two levels thereafter, the wizzrobe gains a bonus Custom Spell feat.

Bonus Feats: At each interval the wizzrobe may choose a bonus feat from the following bonus feat list: Augment Summoning, any Item Creation feat, any Tri-Force feat, Combat Casting, Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Iron Will, and Skill Focus (Only skills on class skill list). The wizzrobe must meet all prerequisites for taking a feat just as he normally would.



Chapter 5 Tricks of the Trade

Contained within this chapter are plenty of performances, new feats and items to equip your character with. *Zelda D20* is a unique game, full of surprises and twists to help create a sense of endless adventure for your campaigns. While there are certainly a great deal of pre-published feats and items available *Zelda D20* game, the ones included here are especially designed for the Zelda setting.

Of special interest are three new types of feats: Imbued feats, Tri-Force feats, and Tribal feats.

Performances

Performances form the backbone of the performer class. Performances are a new, special type of ability that provide a high level of customization to the performer class. Much like feats, some performances have prerequisites that must be met before taking the performance.

Acquiring Performances

At 1st level, a performer may pick from any two performances that the character meets the requiremtns for. At every other level after that, the performer receives another performance. Performers are free to choose from any performace they wish to at each interval so long as they meet the performances prerequisites. Note that much like gaining levels and advancing to prestige classes, all the requirements must be already met in order to choose a performance; the performer may not advance a level, raise his Constitution score a point, and then take a performance that required a certain (and now just-met) Constitution requirement.

Some performances may be taken more than once. In this case, there is no limit to the number of times that particular performance may be taken. Each time a performance is taken again, the effects stack, but so do the modifiers, cost, and other attributes of the performance.

For example, the Flame Touch performance allows a performer in the midst of a dance to magically conjure the *flaming* special quality onto his weapon causing an extra +1d6 points of fire damage with each successful strike. Each additional time this performance is taken, the effects stack, thus granting an additional +1d6 fire



damage each time. However, the magic point cost, Performance DC modifiers, and other factors also stack, so using stacked performances is also vastly more expensive than using them one at a time. Keep in mind that if you possess a performance more than once, you may choose to voluntarily tone down the effect, using only as much stack as you wish.

In keeping with the rules on abilities that stack, for example, the Flame Touch performace grants no effect if used on a weapon that already has the *flaming* special quality.

Using Performances

The use of performances is a standard action unless otherwise noted in their description. The performer begins the performance by making a Perform check. This does not provoke an attack of opportunity unless some other mitigating factor would already provoke an attack of opportunity anyways. The Performance check DC is always 10 + the performance's DC modifier. IF the performer takes any damage prior to the activation of a performance in the process of initiation, the damage amount is added into the Performance check DC as well. The performer may never take 10 or 20 on this check.

If successful, the performance is activated granting all effects.

Each time a performance is taken, it must be decided which of the two performance types it will aply to: songs or dances.

Songs: Each time a song performance is chosen, the performer must designate whether it is performed as a vocal song or through a musical instrument. This decision cannot be altered later and decides the activation for the performance. Vocal songs require the performer to be able so speak, at least in a conversational level audible up to 10 feet away. The performer must be able to speak clearly and fluently, though the language used does not matter so long as the performer understands it.

Musical instrument performances require the performer to have an instrument on hand (the performer must have at least a single rank in Perform with the instrument). The music must be audible 10 feet away. The ranges of the song may be widened to 30 feet with no problem, and 50 feet if the performer shouts. Widening it further requires both the expenditure of 1 magic point and an increase in the Performance check DC by +1 for each 10 foot addition to the radius.

Dances: Dances require the performer be able to move freely (not tied, bound, grappled, magically held, or physically imprisoned). The performer must have sole occupancy of his current square, and must be unhindered in movement (armor check penalties apply add in equal numbers to the Performance check DC).

Both songs and dances are considered to end after their initial round of activation. The performer may sustain the performance by making a Performance check each round at the original DC (additional damage continues to add to this however). These checks are considered free actions and do not provoke attacks of opportunity.

Multiple performances may be used in unison and combined into a single performance though they must all be of the same type (all songs or all dances). Doing so forces the performer to add both both (or all) Performance check DC modifiers to the check each round and may require heavier expenditure of other resources (such as magic points).

Performance Breakdown

Each performance below is listed using the following formula.

[Name]

DC Modifier: The addition that adds to the Performance check DC (10 + this number + any damage taken in the same round prior to making the check).

MP Cost: Magic point cost, if any. These points must be spent in full as

indicated. However, due to the performer's ease of use with latent magic, all such requirements may be drawn from the Latent pool.

Effect: The actual effect of the performance in game terms. If the performance may be taken multiple times, it is indicated here, along with any special considerations that may entail.

Performance List

Battle Prelude
DC Modifier: +2.
Effect: Grants a +1 bonus on attack rolls to the performer or to a designated target within range (touch if a dance). This performance may be taken multiple times.

Battle Mourning
DC Modifier: +2.
Effect: Grants a +1 bonus on damage rolls to the performer or to a designated target within range (touch if a dance). This performance may be taken multiple times.

Defensive Euphony
DC Modifier: +2.
Effect: Grants a +1 dodge bonus on Defense to the performer or to a designated target within range (touch if a dance).

Waltz of the Elements
DC Modifier: +5
MP Cost: 3 per use.
Effect: Choose an energy type: acid, cold, fire, force, or sonic. You may add +1d6 points of that energy type's damage to your or to a designated target's attacks while the performance is active. This performance may be taken multiple times. Each time it is taken, you must choose a different energy type.

The Fall of Invincibility
DC Modifier: +8.
Effect: Choose a type of damage reduction: silver, adamantine, magic, light, dark, shadow, and cold iron. Your attacks now bypass the chosen type while the performance is active. You may choose a different type each time you perform this performance, thus you cannot take this performance more than once.

Abilities of the Goddesses
DC Modifier: +3.
Effect: You may add a temporary +1 enhancement bonus to one of your ability scores. The bonus lasts until the performance ends. This performance may be taken multiple times.

Skilled Inspiration
DC Modifier: +1.
Effect: You may add a +2 competence bonus to any one of your's or designated target's skill check for any skill that you or they have at least 1 rank in. This performance may be taken multiple times.

Gerudo Luck
DC Modifier: +4.
MP Cost: 2 per use.
Effect: You may choose any single roll which you or a designated target fail after the initiation of this performance. The failed roll may be re-rolled, though the new result is kept regardless of the outcome. Once a re-roll occurs, the performance ends in the same round. This performance may be taken multiple times; each time it is taken an additional roll made be re-rolled.

Favor of the Tri-Force
DC Modifier: +5.
MP Cost: 2 per use.
Effect: You may add a +2 enhancement bonus to any one of your saving throws for the duration of the performance. This performance may be taken multiple times.

Sight of the Far Prey
DC Modifier: +3.
MP Cost: 1 per use.

Effect: The range of your vision effectively doubles. If you possess low-light vision, it's range doubles as well, and the same goes for darkvision for the duration of this performance.

Sight of the Nether Reaches
DC Modifier: +6.
MP Cost: 2 per use.
Effect: You may temporarily grant yourself either low-light vision or darkvision (40 ft.). If you have either of those and choose to enhance the same one, the range of that vision triples.

Shield Concerto
Prerequisite: Shield Euphony.
DC Modifier: +2.
Effect: Grants a +1 deflection bonus on Defense to the performer or to a designated target within range (touch if a dance). This performance may be taken multiple times.

Scarecrow Shuffle
DC Modifier: +5.
Effect: You target a single creature with fewer total Hit Dice than you. They must succeed at a Will save (DC 15 + your Charisma bonus + performer class levels) or be suddenly caught in the thrall of your performance. The affected creature can take no actions and is *dazed* for the duration of the performance.

Time
DC Modifier: +10.
MP Cost: 4 per use.
Effect: This performance ends on the round following its successful initiation. One round after the performance ends, all initiative checks for anyone currently active in an initiative count are re-rolled.

Din's Fury
DC Modifier: +5.
Effect: You may substitue any other single ability score bonus for your Strength bonus and vice versa for the duration of this performance.

Farore's Insight
DC Modifier: +5.
Effect: You may choose any target in range and grant them greater insight into a situation. Choose whether to apply a +2 insight bonus to one of the following categories: attack rolls, Defense, any single saving throw, or a single skill check for the duration of the performance.

Naryu's Judgement
DC Modifier: +5.
Effect: Choose a target within range. Affected targets must make a Will save (DC 15 + your Charisma bonus + performer class levels) or become *panicked* for 2d4 rounds, regardless of when you stop the performance.

Virtuous Aid
DC Modifier: +5.
Effect: All allied companions within range of this performance receive the benefits of having your aid on their skill checks.

Magic's Lament
DC Modifier: +8
MP Cost: 4 per use.
Effect: Any spellcasters who are affected by this performance receive a +1 caster level bonus on casting all spells for the duration of this performance.

Magic's Euphony
DC Modifier: +8.
MP Cost: 4 per use.
Effect: Any spellcasters who are affected by this performance receive a number of bonus magic points equal to the performer's class level. These magic points are not cumulative per round; they are given as a total lump balance and last only as long as the performance's duration or used.

Beyond Ability
DC Modifier: +8.

Effect: Any single ally or the performer affected by this performance may choose a single feat from the feats known to that character. All numeric bonuses, such as bonuses to attack, Defense, saves, or other numerical factors are doubled for the duration of this performance.

Call to War
DC Modifier: +10.
Effect: The performer or any affected ally receieves an additional attack each round at their highest base attack bonus for the duration of the performance. That attack and all additional attacks made in the round are made with a -2 penalty to the attack roll.

Torrent of Sorrow
DC Modifier: +15.
MP Cost: 4 per use.
Effect: All targeted victims of this performance must make a Will save (DC 15 + performer's class level) or be panicked for the duration of the performance. Targets who succeed their saving throws the first time are unaffected, though affected targets may spend 3 magic points to retry the saving throw. If the second save succeeds, they become shaken. If a third save is passed (requiring the expenditure of another 3 magic points), they are no longer affected.

Wind Concerto
DC Modifier: +12.
Effect: All affected targets of this become completely immune to the effects of high winds and air flows. They cannot be knocked down from wind and find no discomfort from travelling through even the highest speed winds. Spells with the air descriptor also have no effect on targeted creatures for the duration of the performance.

Shield of the Elements
DC Modifier: +5 (varies).
Effect: Choose an energy type: acid, cold, fire, electricity, and sonic. For the duration of this performance, the performer receives energy resistance against the chosen energy type equal to 5. The performer may increase this resistance by +1 for every +1 they add to the DC Modifier while performing.

Armor of the Tri-Force
DC Modifier: +20.
MP Cost: 10 per use.
Effect: For the duration of the performance, the performer receives damage reduction 10 and spell resistance 15 + the performer's total character levels against all attacks regardless of type or energy, including spells. This lasts for the duration of the performance.

Gale Force
DC Modifier: +15.
MP Cost: 4 per use.
Effect: This performance does something different depending on whether it is activated as a dance or a song. If activated as a dance, a buffer of wind surrounds the performer. No creature, allied or otherwise, may occupy the same square of pass through the square the performer occupies. In addition, all attacks suffer a 20% miss chance and any successful attacks subtract 3 points of damage per damage die (to a minimum of 1 point of damage dealt). If used as a song, the performer creates a cone of gale winds that reaches 30 feet in length and 10 feet high at the end of the cone. All creatures, allied or otherwise caught in the cone must make a Fort save (DC 15 + performer's character level) or be knocked down and be considered prone for 1 round. Getting up requires either a successful Strength check (same DC) if other actions are taken in the round, or a full-round to get to their feet with no check required. Ranged attacks suffer a -8 penalty to hit the performer or any other creature caught in the cone, providing the attack is aimed in the direction the cone is facing. Movement through the cone slows

movement by half unless a successful Strength check is made (same DC), in which case normal movement may be made.

Forest Innuendo
DC Modifier: +8.
MP Cost: 3 per use.
Effect: This performance does something different depending on whether it is activated as a dance or a song. If activated as a dance, all natural vegetation within a 40 ft. radius of the performer suddenly begins to grow and tangle. This causes the terrain to be regarded as heavy undergrowth (see page 87 in the *Dungeon Master's Guide*). This undergrowth radius is centered around the performer and moves with him for the duration of the performance; areas no longer being affected by the performance wilt back to their natural state within 1 round. If activated as a song, the performer may direct the radius as a cone that is 30 feet in length and 10 feet high at the end. To use this performance, the area must be properly vegetated in the first place. Predominantly mountainous, rocky, or barren terrain will not work unless there is sufficient vegetation to be affected.

Eyes Asunder
DC Modifier: +5.
Effect: The performer or a single other affected target becomes more aware of their surroundings. They may apply their bonuses from the Dodge feat against an additional number of opponents equal to the performer's Charisma bonus for the duration of the performance.

Haste of the Shiekah
DC Modifier: +8.
Effect: The performer's base speed increases by +10 feet per round for the duration of this performance.

Glorious Charge
DC Modifier: +2.
Effect: The performer may use this performance to attempt a bull-rush, trip, or grapple maneuver. Doing so grants the performer a +2 competence bonus to any opposed rolls, including attack rolls, for the duration of the performance.

Conjoining Vulnerability
DC Modifier: +20.
MP Cost: 10 per use.
Effect: The performer causes a single affected enemy to have the base values of any two saving throws reversed for the duration of the performance. Note that this affects the base values only, not bonuses due to enhancement, feats, etc. Bonuses continue to affect the proper saving throw, despite its new position. For example, a performer uses Conjoining Vulnerability against an enemy deku warrior causing the deku's Ref and Will save base values to be swapped. The deku's Lightning Reflexes feat continues to affect his Ref save in it's new position meaning that the total Ref save values, including bonuses, are now in the Will save slot.

Zoran Charm
DC Modifier: +5.
Effect: A single affected opponents must pass a Will save (DC 10 + performer's total character level) or become enchanted by the performance. Once affected, they will not attack the performer for the durtation of the performance. In addition, they are highly susceptible to influence by the performer while affected. The performer may utter simple commands to the enthralled target and the target will comply. Such commands must be simplistic in nature and not involve more than a single action, be directly harmful to the target, or put the target in a position where they are acting against sworn oaths, promises, or other binding agreements. Examples include telling the target "...not to attack..." the performer's allies, "...throw me your coil of rope...",

"…drop your weapons and pouches…", etc.

Graceful Deflection
DC Modifier: +2 (varies).
Effect: The performer or a single ally uses this performance to soften attacks. Damage reduction 1/- is granted while affected by this performance. The performer may increase the amount of damage reduction by 1 point for every additional +1 added to the Performance DC.

Thunderous Cacophony
DC Modifier: +5.
MP Cost: 2 per use.
Effect: Affected targets are forced to make Fort saves (DC 10 + the performer's total character level) or suffer *deafness* for the duration of the performance.

Encouraging Aid
DC Modifier: +5.
Effect: The performer or any affected allies receive double the normal bonus (+4 instead of +2) when using the aid another action on any task for the duration of the performance.

New Feats
Listed below are descriptions of the new feat types followed by a listing of feats.

Imbued Feats
Imbued feats are feats that grant abilities and bonuses powered by magic points. Some of these feats require specific Aspects of magic, while others can use any form of magic, including latent magic points. Use of Imbued Feats are always free actions, although the effects of the feat may require an action on the part of the character.

Tri-Force Feats
There are a number of feats that directly manipulate the powers of the Tri-Force. These feats require greater dedication to the arts of magic, and thus can only be acquired by characters with at least one level of wizzrobe. Such feats are called Tri-Force feats.

Tribal Feats
The many tribes beneath the Goddesses' grace are as varied and diverse as can be. Whether it is the zoras' use of their fins as weapons or the kokiri's bond to their forest homeland, each tribe has their own unique strengths and weaknesses that help to define their culture and lifestyle. For example, every member of the gerudo race is born with the ability to survive in the blasted heat of a desert. To them, it is their home, and no other environment suits them quite like the sandy, rocky wastes they occupy.
However, some gerudo are better than others are at harnessing their inborn potential. For some, their inborn nature at surviving in the desert can be used to power long, meditative fasts, which can aid them in a variety of ways. Dekus can improve their seed shots, zoras can harness the power of aquatic animals, hylians can draw upon the power of the royal blood lines, and much more. Tribal feats are the feats that players can choose and give to their characters to further enrich the character's tribal identity. Any gerudo can take the drifter class, but even mighty gerudo drifters look up a mentor who can fast in order to heal faster and become more insightful.
Tribal feats presented in this section are useful in a variety of ways. Some present your characters with viable options for magic, combat, or abilities that ordinarily would not be attainable. Others expand upon the racial traits already known by average members of each tribe.
A particular tribe can only acquire particular tribal feats, exclusive to that tribe. Thus, goron tribal feat may not acquire tokay tribal feats.
Some feats, like many other feats of all different kinds, have prerequisites that must be met in order to take the feat.

A character may take any of the feats they are eligible for at regular level intervals (3rd level, 6th level, 9th level and so on). None of the following feats are part of any bonus lists, so a character will have to take these as part of their normal advancement feat additions for gaining levels.

Feat List

Aging Resistance [Tribal]

You age acceleration is slowed when out of your native forest.

Prerequisite: Must be a kokiri.

Benefit: When outside of your native woodlands, you do not age for the first 48 hours. Once this time has elapsed, you begin aging normally.

Special: Must be taken at first level.

Alert Tracker [Tribal]

Tracking by scent gives you the jump on opponents.

Prerequisites: Must be a moblin, Wisdom 13+, Dexterity 13+, Moblin Sniffer.

Benefit: Pick a particular person or specific creature that you have tracked before. It may even be a certain creature or monster type, such as goriyas. When tracking the chosen prey by scent, you gain a +2 bonus to Initiative when you encounter them. This bonus applies only to the initial confrontation, or whenever tracking the chosen prey type by scent. For example, if goriyas were chosen, a moblin tracking four different goriyas on four separate occasions, even on the same day, would still get the bonus to each encounter.

Armor of Din [Tribal]

Your natural armor is supernaturally strong.

Prerequisites: Must be goron, Hide of Mountains, Hide of Legends, Hide of Mythology, Toughness, Endurance, Great Fortitude, Constitution 21+, Strength 19+, Fort base save 9+.

Benefit: Your natural resistance to damage is unparalleled. Your damage reduction is increased to 6/magic. In addition, you may choose to substitute the damage reduction type for a number of rounds equal to your total character level once a day. For example, an 18th level goron warrior with this feat will always have the benefit of damage reduction 6/magic. However, when facing off against a magical beast in a dodongo cavern, the goron (as a free action) changes the damage reduction type to 6/cold iron. The cold iron descriptor lasts for 18 rounds, after which the damage reduction descriptor once again becomes 6/magic. The types available to choose from are: Adamantine, cold iron, silver, energy types (fire, cold, acid, sonic), dark, light, and shadow.

Special: This feat stacks with any damage reduction granted as class abilities, spell bonuses, or other feats and abilities. A goron's natural armor bonus stacks with any armor worn.

Attunement [General]

You have attuned yourself to a creature.

Benefit: You must choose a creature to willingly attune to. This must be done with a creature (Int 2 or higher only) that is willing to attune with you. Once you take this feat and declare the attunement, you immediately receive the benefits listed under the Attunement heading of that creature (see **Chapter 12: Dangers and Daring** for information on which monsters can be attuned). You must be within 50 ft. of your attuned creature in order to receive the benefits of attunement unless the creature's description notes otherwise.

Bestial Connection [Imbued]

You can use Magic to increase your way with animals.

Prerequisites: Cha 13+; Animal Empathy skill 1+; Handle Animal skill 1+; Ride skill 1+.

Benefits: You may spend a number of magic points from your Forest pool or a number of magic points from your Latent pool, when rolling skill checks using the Survival, Handle Animal, and Ride skills. The maximum number of magic points that can be spent on a single check is equal to your Charisma bonus. For

every Forest magic point or every two Latent magic point spent, you gain a +1 bonus to your check.

Beast's Mounted Combat [Imbued]

The might of forest beasts assists your mounted combat.

Prerequisites: Ride Skill, Forest Aspect, and Mounted Combat.

Benefit: You may spend a number of magic points from your Forest Pool, up to your Ride skill ranks (not the total skill bonus). You may make this many Ride checks during the round to negate hits against your mount, although you only get a single check per hit.

Normal: Mounted Combat normally only lets you make a single Ride check each round to negate a single hit.

Bioelectric Shock [Imbued, Tribal]

You can envelope your body in electricity, shocking those who come too close or that you strike.

Prerequisites: Must be zora, Light Aspect, Con 13+, Temperature Resistance, Legendary Temperature Resistance.

Benefit: You may spend 5 magic points from your Light pool to surround yourself in an aura of electricity for one round, or until it its discharged, whichever comes first. Anything that touches you takes 1d6 per your total character level points of electrical damage . Opponents hit by you - with either melee weapons, unarmed attacks, or touch attacks - suffer this same damage, as does any creature in a grapple with you. Your aura can discharge up to three times per round, after which, further physical contact with you is as normal. This is a spell-like ability, and as such, is subject to disruption, spell resistance, and dispel magic. Using it is a free action you may take any time on your initiative, or when readied, and provokes no attack of opportunity.

Blade of the Dolphin's Fin [Tribal]

Your fin attacks are more powerful than normal.

Prerequisites: Must be zora, Base Attack Bonus +9, Power Attack, Weapon Finesse (fins), Strength 17+.

Benefit: Your fin attacks deal 1d6 + Strength bonus points of damage per strike.

Normal: Your fin attacks deal 1d4 + Strength bonus damage per strike.

Blazing Great Cleave [Imbued]

The blazing speed of Fire allows you to literally burst through your opponents.

Prerequisites: Str 13+, Fire Aspect, Power Attack, Cleave, Great Cleave, Fire's Power Attack, Flaming Cleave, Base Attack Bonus 4+.

Benefit: You may spend a number of magic points from your Fire Pool, up to your Strength Modifier. When you succeeding in killing an opponent, you may make this many additional attacks in each single Cleave attack you make.

Normal: Great Cleave normally allows only a single attack in a Cleave attack, without any bonuses, although you can make an unlimited amount of Cleave attacks.

Custom Spell [Tri-Force]

Using the fundamental basics of magic, you have managed to create your own customised spell.

Prerequisites: Any one Aspect feat.

Benefits: You may choose a number of effects from aspect you have access to, from the Custom Spell effects in **Chapter 7: Magic of the Tri-Force**, and use these to create your own custom spell. The number of effects you are allowed depends upon the number of Custom Spell feats you already have, including this one. Once chosen and designed, your custom spell cannot be altered in any way.

Special: You can research and learn new spells, including custom spells, even without this feat. However, such research usually takes longer to research and requires more resources without this feat, and is a

fully designed spell, rather than a custom spell.

Cycle of Courage [Tri-Force]
You are a master of Farore's magic.
Prerequisites: Spellcraft 7+ ranks, Knowledge (Tri-Force) 7 ranks, Forest Aspect, Spirit Aspect.
Benefit: Whenever a spell calls for magic of either Forest or Spirit, you may use magic points from the other aspect, at double the spell's usual cost.

Cycle of Power [Tri-Force]
You are a master of Din's magic.
Prerequisites: Spellcraft 7+ ranks, Knowledge (Tri-Force) 7+ ranks, Fire Aspect, Shadow Aspect.
Benefit: Whenever a spell calls for magic of either Fire or Shadow, you may use magic from the other aspect, at double the spell's usual cost.

Cycle of Wisdom [Tri-Force]
You are a master of Nayru's magic.
Prerequisites: Spellcraft 7+ ranks, Knowledge (Tri-Force) 7+ ranks, Light Aspect, Water Aspect.
Benefit: Whenever a spell calls for magic of either Light or Water, you may use magic from the other aspect, at double the spell's usual cost.

Darkness' Spring Attack [Imbued]
The power of Darkness assists your assault against your foes.
Prerequisites: Dex 13+, Shadow Aspect, Dodge, Mobility, Shadow's Dodge, Shade's Mobility, Base Attack Bonus 4+.
Benefit: You may spend a number of magic points from your Shadow Pool, up to your Dexterity bonus. When you use the attack option with a melee option, you may move before and after your attack, up to your speed, and make this number of attacks amongst any opponents in range. Moving in this way does not provoke an attack of opportunity. You cannot use this feat while wearing heavy armor.
Normal: Spring Attack normally only allows you to make a single attack against a single opponent.

Dazzling Rapid Shot [Imbued]
The force of Light allows you to fire multiple shots quickly and efficiently.
Prerequisites: Dex 13+, Light Aspect, Point Blank Shot, Rapid Shot, Light's Point Blank Shot.
Benefit: You may spend a number of magic points from your Light Pool, up to your Dexterity bonus, and make this many additional ranged attacks this round at your highest Base Attack Bonus. All of your attacks receive a penalty equal to the magic points spent. You must use the full attack action to use this feat.
Normal: Rapid Shot normally only allows a single extra ranged attack and gives all attacks a –2 penalty.

Deep Fast [Tribal]
The meditative trance you slip into as you fast is deeper and more intense than normal.
Prerequisites: Must be gerudo, Fast of the Sands, any two other Fast feats, Constitution 19+, Wisdom 15+
Benefit: When successfully completing any fast, you may double any numeric or dice bonuses from the fast's effects. This includes number of dice rolled and all bonuss granted by the fast.

Desert Hunter [Tribal]
It is very easy for you to find provisions.
Prerequisite: Must be gerudo.
Benefit: You gain a +2 competence bonus on all Listen, Search, Spot, and Survival checks when attempting to find food, water, or shelter in a desert environment.

Divine Deflect Arrows [Imbued]
The Divine assists you, allowing you to deflect multiple arrows at a time.
Prerequisites: Dex 13+, Spirit Aspect, Improved Unarmed Strike, Deflect Arrows, Spirit's Improved Unarmed Strike.
Benefit: You may spend a number of magic points from your Spirit Pool, up to your Dexterity bonus. You may make that many attempts to Deflect Arrows that round, although you still only get a single attempt per single missile.

Normal: Deflect Arrows normally only allows a single attempt to Deflect Arrows each round.

Divine Empathy [Imbued]

You can use Magic to increase your Empathy with others.

Prerequisites: Wis 13+, Gather Information 2 ranks, Sense Motive 2 ranks.

Benefits: You may spend a number of magic points from your Spirit pool or a number of magic points from your Latent pool, when rolling skill checks using the Gather Information and Sense Motive skills. The maximum number of magic points that can be spent on a single check is equal to your Wisdom bonus. For every Spirit magic point or every two latent magic point spent, you gain a +1 bonus to your check.

Table 5-1 Elemental Seed Damage

Aspect	Seed Effect
Fire	+1d6 fire damage
Water	+1d6 cold damage
Forest	+1d6 acid damage
Shadow	+1d6 force damage
Light	+1d6 electrical damage
Spirit	+1d6 sonic damage

Elemental Seed [Imbued, Tribal]

You are able to imbue your seed shot with the power of the elements.

Prerequisites: Must be deku, any Aspect feat.

Benefit: You may spend 2 magic points to imbue your seed shot with an elemental damage type. The spent magic points may be either latent or active magic points, but they must be spent from an aspect you have acquired. Each investment powers a single seed shot. Additional magic points must be spent for each additional imbued seed shot. To determine the damage imbued, consult the **Elemental Seed Damage** table.

Empathic Expansion [Tribal]

Your empathic link with other kokiri encompasses more people.

Prerequisites: Must be a kokiri, Wisdom 15+, One Mind.

Benefit: This feat allows you to add up to three additional kokiri to your One Mind feat, allowing you to empathically bond with up to 4 kokiri. The range of the bond remains the same.

Special: If every kokiri in the group has the One Mind feat, the effective range of the empathic bond is doubled to 40 ft. The other kokiri do not need to have this feat.

Enlightened Precise Shot [Imbued]

The power of Light directs your missiles so that they may strike unerringly at foes in the midst of melee.

Prerequisites: Light Aspect, Point Blank Shot, Precise Shot, Light's Point Blank Shot.

Benefits: You may spend a number of magic points from your Light pool, up to a maximum of 5. This is deducted from the cover bonus to Defense provided by allies in melee with the target. Cover bonuses cannot be reduced to less than zero.

Normal: Precise Shot only negates the –4 penalty to shoot into melee, but does not negate cover bonuses provided by allies in melee with the target.

Extra Spells [Tri-Force]

You are extremely adept at learning to harness the powers of the Tri-Force.

Prerequisites: Knowledge (Tri-Force) 4 ranks.

Benefits: You learn an extra spell when gaining extra spells upon advancing a level. This extra spell follows the restrictions given by the class you are advancing in, when you learn new spells.

Special: This feat can be taken multiple times, granting you additional bonus spells whenever you gain new spells from level advancement.

Fast of the Brave [Tribal]

Your fasting prepares you mentally and physically for battle.

Prerequisites: Must be gerudo, Fast of the Sands.

Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a

successful fast you may choose to forgo healing ability damage and hit points. Instead, you receive a +4 insight bonus to attack rolls and saving throws for a number of hours equal to your total number of character levels.

Fast of the Cleansing [Tribal]
Your fasting cleanses toxins and poisons from your body.
Prerequisites: Must be gerudo, Fast of the Sands.
Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a successful fast you may choose to forgo healing ability damage and hit points. Instead, you automatically cleanse any poisons still in your system. Doing this also restores up to 1d4 points of any type of damage that the poison has done to you (primary and secondary. This does not heal any kind of permanent ability damage.

Fast of the Sands [Tribal]
You can fast, and cleanse your body of impurities.
Prerequisite: Must be gerudo.
Benefit: The gerudo are a strong and hardy folk who long ago learned the cleansing ways of the desert. You must fast for one day and night, from sunrise to sunrise. During this 24 hour period, you may not consume any food or water at all. At the end of 24 hours, you immediately recover 2d8 points of temporary ability damage and 2d8 hit points. During the fast, you may not take any other actions except for calm rest and meditation. Damage done to you by damaging poisons, magical or other effects does not hinder your fast. However, if you are attacked during the fast, forced to move more than 10 ft. from your spot of meditation by force or volition, or defend yourself in any way, you must make a Concentration check (DC 20 +2 per incident after the first + points of damage) or lose the meditative trance. At that point, you must start the fast all over again on the next sunrise. A failed fast causes 1d4 points of temporary Constitution damage, and 1d4 points of subdual damage.

Fast of the Wise [Tribal]
Your fasting grants deeper insight and wisdom to you on a matter or problem.
Prerequisites: Must be gerudo, Fast of the Sands.
Benefit: You must fast exactly as described under the Fast of the Sands feat. At the end of a successful fast you may choose to forgo healing ability damage and hit points. Instead, you receive a +4 insight bonus to your Wisdom score for a number of hours equal to your total class levels.

Fire Affinity [Tri-Force, Tribal]
You have an affinity with fire magic beyond that of other members of your race.
Prerequisites: Constitution 15+, Fire Focus, must have fire as your racially favoured Aspect.
Benefits: All Fire Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Fire Aspect [Tri-Force]
You are trained in the art of Fire magic.
Prerequisite: Consitution 11+.
Benefit: You may allocate new magic points gained at each level to your Fire Aspect pool, and cast spells of the Fire aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Fire pool.

Fire Aversion [Tri-Force, Tribal]
You detest Fire magic so strongly that you are resistant to its effects.
Prerequisites: Must have Fire as your racially opposed Aspect, must not have allocated magic points in your Fire pool.
Benefits: You gain SR 10 against fire magic effects. You cannot use fire magic in any form.

Fire Focus [Tri-Force]
You are adept at the use of Fire magic.
Prerequisites: Constitution 13+, Fire Aspect.
Benefits: You get +1 caster level for determining the effects of Fire magic.
Special: The bonus stacks with the bonuses for racially favoured Aspects.

Fire's Power Attack [Imbued]
The power of Fire increases the strength of your melee attacks.
Prerequisites: Str 13+, Fire Aspect, and Power Attack.
Benefit: You may spend a number of magic points from your Fire pool, up to your Base Attack Bonus. You may deduct this score from your attack rolls this round and add double this value to all your melee damage rolls for this round.
Normal: Power Attack normally adds the penalty on attack rolls to your damage.

Flaming Cleave [Imbued]
The fury of the flames allows you to cleave your way through multiple enemies.
Prerequisites: Str 13+, Fire Aspect, Power Attack, Cleave, and Fire's Power Attack.
Benefit: Spend a number of magic points from your Fire pool, up to your Strength bonus, and add this as a bonus to all your cleave attacks.
Normal: Cleave and Great Cleave do not normally grant bonuses to Cleave attacks.

Flower Stem [Tribal]
You protrude flowery petals from your 'head' that aid you in falls and jumping.
Prerequisites: Must be deku, Strength 13+, Dexterity 13+.
Benefit: You have flower petal-like growths from the top of your 'head'. These petals are thick enough to assist you in falls, jumps, and even limited drifting on drafts of winds. This feat may be automatically activated as a free action on any Jump checks, anytime the character falls from a height of at least 15 ft., or leaps from a height of at least 30 ft. This feat grants a +2 bonus to all Jump checks for distance travelled forward, and increases the distance by +5 ft. When falling from a height of at least 15 ft., this feat provides a +2 bonus to any saves or checks to avoid taking damage. If you jump from a height of at least 30 ft. up, you may automatically glide a distance equal to half the height you jumped from (+5 ft. if you're making a Jump check) and travel at a speed of one quarter the height you jumped from (rounded up if necessary). Thus, a deku possessing this feat that jumped from a height of 70 ft. up could glide down a distance of 35 ft. at a speed 18 ft. per round.

Flowing Acrobatics [Imbued]
You can use magic to increase your Acrobatic ability.
Prerequisites: Dex 13+; Balance 2 ranks; Escape Artist 2 ranks; Tumble 2 ranks.
Benefits: You may spend a number of magic points from your Water pool or a number of magic points from your latent pool, when rolling skill checks using the Balance, Escape Artist, and Tumble skills. The maximum number of magic points that can be spent on a single check is equal to your Dexterity bonus. For every Water magic point or every two latent magic point spent, you gain a +1 bonus to your check.

Focus [General]
Benefit: Spend one round doing nothing but concentrating (each round a Concentration check DC 10+ damage received) on a single action. For each round you maintain focus, you get a +1 on the check or save to do the action. The next round you stop focusing. When you stop focusing, the bonus fades to half (round down) each round that you do not take the action you focused on until it's 0.

Forest Affinity [Tri-Force, Tribal]
You have an affinity with Forest magic beyond that of other members of your race.

Prerequisites: Wisdom 15+, Forest Focus, must have Forest as your racially favoured Aspect.
Benefits: All Forest Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Forest Aspect [Tri-Force]
Prerequisite: Wisdom 11+.
Benefit: You may allocate new magic points gained at each level to your Forest Aspect pool, and cast spells of the Forest Aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Forest pool.

Forest Aversion [Tri-Force, Tribal]
You detest Forest magic so strongly that you are resistant to its effects.
Prerequisites: Must have Forest as your racially opposed Aspect, must not have allocated magic points in your Forest pool.
Benefits: You gain SR 10 against Forest magic effects. You cannot use Forest magic in any form.

Forest Focus [Tri-Force]
You are adept at the use of Forest magic.
Prerequisites: Wisdom 13+, Forest Aspect.
Benefits: You get +1 caster level for determining the effects of Forest magic.
Special: The bonus stacks with the bonuses for racially favoured aspects.

Forest Empathy [Tribal]
You are in tune with the essence of your native forest.
Prerequisite: Must be a kokiri.
Benefit: When in your native bonded forest, you may use the Survival skill as though trained (if you possess no ranks in it). with a +4 bonus to any checks made. You receive the +4 bonus even if you do have ranks in the skill, and this bonus stacks with Skill Focus (Survival).

Farore's Spirited Charge [Imbued]
The blessed spirit of Farore imbues your mount, allowing you to deal incredibly lethal damage when charging.
Prerequisites: Ride Skill, Forest Aspect, Mounted Combat, Ride-By Attack, Spirited Charge, Beast's Mounted Combat, and Nomad's Ride-By Attack.
Benefit: You may spend 4 magic points from your Forest pool to double your threat range on your weapon and cause maximum damage when making a mounted charge (no need to roll your damage).
Normal: Spirited Charge normally just allows you to cause double damage with a melee weapon, or triple damage with a lance, when making a mounted charge.

Gift of the Royal Line [Imbued, Tribal]
The bloodline of the royal hylian family runs strong within you.
Prerequisites: Must be hylian, Pure Blood, Intelligence 15+, Wisdom 15+.
Benefit: You may establish a brief telepathic link with up to one creature as per the *sending* spell. You need no material component for this and may use this ability as a full-round action by passing a Concentration check (DC 15 +1 per every mile away the target is located). This feat costs 5 magic points to use, and may only be used once per day. It is considered a spell-like ability.

Greater Meditation [Tri-Force]
Prerequisites: Meditation, Wisdom 17+
Your clarity of mind has been further enhanced by practice.
Benefit: You get an additional +3 magic points every time you gain magic points from a class
Special: This bonus supercedes the bonus granted by Meditation.

Greater Power Seed [Tribal]
Your seed shots are mythical for their power.

Prerequisites: Must be deku, Improved Seed Shot, Power Seed, Improved Power Seed, Strength 17+, Constitution 15+.
Benefit: You seed shots now cause 1d6 + double your Strength bonus points of normal damage. This does not increase the damage dice of an Elemental Seed Shot, but you may still add double your Strength bonus into the attack.

Hide of Legends [Tribal]
Your natural armor is immensely strong.
Prerequisites: Must be goron, Hide of Mountains, Toughness, Endurance, Constitution 19+, Strength 15+.
Benefit: Your natural resistance to damage is incredible. Your damage reduction is increased to 3/-.
Note: This feat stacks with any damage reduction granted as class abilities, spell bonuses, or other feats and abilities. A goron's natural armor bonus stacks with any armor worn.

Hide of Mountains [Tribal]
Your natural armor is even tougher than normal.
Prerequisites: Must be goron, Toughness, Endurance, Constitution 15+.
Benefits: Your natural armor is thicker and tougher than normal. Your Damage Reduction ability is increased to 2/-.
Note: This feat stacks with any damage reduction granted as class abilities, spell bonuses, or other feats and abilities. A goron's natural armor bonus stacks with any armor worn.

Hide of Mythology [Tribal]
Your natural armor is mythically strong.
Prerequisites: Must be goron, Hide of Mountains, Hide of Legends, Toughness, Endurance, Great Fortitude, Constitution 21+, Strength 19+.
Benefit: Your natural resistance to damage is incredible. Your damage reduction is increased to 4/-.
Note: This feat stacks with any damage reduction granted as class abilities, spell bonuses, or other feats and abilities. A goron's natural armor bonus stacks with any armor worn.

Hunter's Mounted Archery [Imbued]
The power of the Hunter negates the penalties for firing from horseback.
Prerequisites: Ride Skill, Forest Aspect, Mounted Combat, Mounted Archery, Beast's Mounted Combat.
Benefit: You may spend 4 magic points from your Forest pool to negate all penalties for using a ranged weapon on horseback.
Normal: Mounted Archery normally halves the penalties for firing a ranged weapon from horseback, reducing it from –4 to –2, or from –8 to –4 if your mount is running.

Illuminated Far Shot [Imbued]
The powers of light allow you to see, and fire at, targets beyond your normal range.
Prerequisites: Light Aspect, Point Blank Shot, Far Shot, Light's Point Blank Shot.
Benefits: You may spend a number of magic points from your Light Pool, up to a maximum of 5, and add this many range increments to the range of the weapon. Normal range penalties apply. In addition, all range penalties are halved.
Normal: Normally, ranged weapons are limited to 10 range increments, while thrown weapons are limited to 5 range increments. In addition, there is usually a –2 penalty for every range increment after the first.

Imbue Arrow: Fire [Imbued]
Prerequisites: Con 13+, Fire Aspect, Point Blank Shot, Precise Shot, Base Attack 5+
Benefit: You are able to imbue any arrow you draw with the energies of Fire. It costs 4 magic points to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 inferno arrow*. Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Arrow: Spirit [Imbued]
Prerequisites: Cha 13+, Spirit Aspect, Point Blank Shot, Precise Shot, Base Attack 9+
Benefit: You are able to imbue any arrow you draw with the energies of Spirit. This ability costs 4 magic points and may be used only once per turn. The arrow counts as a *+1 silver arrow*. Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Arrow: Water [Imbued]
Prerequisites: Wis 13+, Water Aspect, Point Blank Shot, Precise Shot, Base Attack 5+
Benefit: You are able to imbue any arrow you draw with the energies of cold. It costs 4 magic points to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 frost arrow*. Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued arrow lasts only one round before being consumed by the magic and becoming useless.

Imbue Bolt: Light [Imbued]
Prerequisites: Int 13+, Light Aspect, Point Blank Shot, Precise Shot, Base Attack 9+
Benefit: You are able to imbue any bolt you draw with the energies of Light. It costs 4 magic points to imbue an arrow, and this ability can only be used once every turn. The arrow counts as a *+1 light bolt*. Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued bolt lasts only one round before being consumed by the magic and becoming useless.

Imbue Bolt: Shadow [Imbued]
Prerequisites: Cha 13+, Shadow Aspect, Point Blank Shot, Precise Shot, Base Attack 9+
Benefit: You are able to imbue any bolt you draw with the energies of Shadow. This ability costs 4 magic points and may be used only once per turn. The arrow counts as a *+1 shadow bolt.* Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued bolt lasts only one round before being consumed by the magic and becoming useless.

Imbue Stone: Forest [Imbued]
Prerequisites: Wis 13+, Forest Aspect, Point Blank Shot, Precise Shot, Base Attack 9+
Benefit: You are able to imbue any stone with the energies of Forest. This ability costs 4 magic points and may be used only once per turn. The arrow counts as a *+1 earth stone.* Using this ability is a spell-like ability, that can include a ranged attack if you wish. The imbued stone lasts only one round before being consumed by the magic and becoming useless.

Improved Attunement [Tribal]
Your attunement is stronger than normal.
Prerequisites: Must be a kokiri.
Benefit: Your bond with your attuned creature is stronger than normal. You may add a +1 competence bonus to any bonuses or numeric additions that your attunement with your chosen creature grants.

Improved Power Seed [Tribal]
Your seed shots are legendary for their power.
Prerequisites: Must be deku, Strength 15+, Constitution 13+.
Benefit: You may add double your Strength bonus to your seed shot damage bonus.

Improved Seed Shot [Tribal]
Your seed shot does more damage than normal.
Prerequisite: Must be deku.
Benefit: Your seed shot range increment increases by 5 ft to a starting range increment of 20ft. In addition, you may use your seed shot four times per day instead of three. This feat also increases the damage dealt per seed shot to 1d4, and changes the damage type from subdual to normal. The feat can only be taken once.

Improved Speed Roll [Tribal]
You are able to put incredible speed into your rolls.
Prerequisites: Must be goron, Speed Roll, Strength 13+, Tumble 5 ranks.
Benefits: You may add +5 ft. per round to your speed increments when curl-and-rolling down a slope. Thus, you add 15 ft. per round to your current speed.

Improved Water Skipping [Tribal]
You can travel greater distances when skipping across the surface of water.
Prerequisites: Must be deku.
Benefits: When using the Water Skipping racial ability, you increase the distance you can travel by 5 ft. This feat may be taken multiple times. Its effects stack.

Legendary Temperature Resistance [Tribal]
Your resistance to extreme water temperatures is legendary.
Prerequisites: Must be a zora, Temperature Resistance.
Benefit: When submerged in very cold (sub zero or slightly above or below) water, you take no damage from exposure.
Normal: You would suffer 1d4 points of subdual damage per minute of exposure from the Temperature Resistance feat.

Light Affinity [Tri-Force, Tribal]
You have an affinity with Light magic beyond that of other members of your race.
Prerequisites: Intelligence 15+, Light Focus, must have Light as your racially favoured Aspect.
Benefits: All Light Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Light Aspect [Tri-Force]
You are trained in the use of Light magic.
Prerequisite: Intelligence 11+.
Benefit: You may allocate new magic points gained at each level to your Light Aspect pool, and cast spells of the Light Aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Light pool.

Light Aversion [Tri-Force, Tribal]
You detest Light magic so strongly that you are resistant to its effects.
Prerequisites: Must have Light as your racially opposed Aspect, must not have allocated magic points in your Light pool.
Benefits: You gain SR 10 against Light magic effects. You cannot use Light magic in any form.

Light Focus [Tri-Force]
You are adept at the use of Light magic.
Prerequisites: Intelligence 13+, Light Aspect.
Benefits: You get +1 caster level for determining the effects of Light magic.
Special: The bonus stacks with the bonuses for racially favoured aspects.

Light's Point Blank Shot [Imbued]
The guidance of Light increases your ranged attacks as if they were close range.
Prerequisites: Light Aspect, Point Blank Shot.
Benefit: You may spend a number of magic points from your Light pool, up to a maximum of 4. Each magic point spent adds 10 feet to Point Blank Shot, thus granting you the bonuses from Point Blank Shot at distances farther than 30 feet.
Normal: Point Blank Shot normally only applies to shots within 30 feet, regardless of range increments.

Luck of the Goddesses [Tribal]
Circumstance affects your luck.
Prerequisites: Must be hylian, Luck of the Hylian, base saves at +5, +3, and +2 for good, medium and poor saves repectively.
Benefit: You may shift your total luck bonus to a single saving throw, thereby doubling or tripling the total bonus applied. Doing so is a free

action and may be done once per day. For example, a hylian who meets the prerequisites for this feat has a +2 luck bonus to all saving throws. Once per day as a free action, the hylian may shift the +2 bonus from any one or two of the saving throws to one or more saving throws. Thus, you may choose to forgo your +2 luck bonus to Fort saves, and add the additional +2 to Ref saves. Alternately, you may forgo the +2 to Fort and Ref saves, and add the +4 to Will saves. These bonuses stack with all other bonuses.

Luck of the Hylian [Tribal]

You are slightly luckier than most hylians.
Prerequisite: Must be a hylian.
Benefit: You receive an additional +1 luck bonus to all your saving throws. This stacks with your racial bonus granting you a total of a +2 luck bonus to all your saving throws. These bonuses stack with all other bonuses, including other luck bonuses.

Meditation [Tri-Force]

You are graced with clarity of mind that enables you to draw more magical energy into yourself than is usually normal.
Prerequisites: Wisdom 15+
Benefit: You get an additional +1 magic points every time you gain magic points from a class.

Meditation Master [Tri-Force]

Your clarity of thought is so powerful that you are veritably filled to the brim with magical energy.
Prerequisites: Meditation, Greater Meditation, Wisdom 19+
Benefit: You get an additional +5 magic points every time you gain magic points from a class.
Special: This feat supersedes the Meditation and Greater Meditation feats.

Moblin Sniffer [Tribal]

Your sense of smell is sharp enough to aid you in tracking.
Prerequisites: Must be a moblin, Wisdom 13+, Survival 2 ranks.
Benefit: You are able to detect and track creatures based on their scent. This feat is similar to the Scent feat, but with some notable differences. You may detect opponents by sense of smell if within 15 feet. If your opponent is downwind of you, the range is 30 feet. If you are downwind of your opponent, the range is 10 feet. Strong and overpowering scents can be detected at twice the range. This does not allow you to detect a tracked scent's exact location unless you are within 5 feet of the scent's source. To follow a scent, you must pass a Survival check (DC 12 for a fresh trail +2 for every hour old the trail is). Older trails may be more difficult to track; otherwise, you follow the normal rules for tracking. When you are tracking by scent, you may ignore surface conditions and poor visibility. This feat also allows you to recognize and remember scents just as you would remember names or faces from seeing them. Water will destroy a tracked scent, and any particularly strong interference odors will make it more difficult to track by scent (Base DC 22 for particularly strong odours, such as skunks, fish, etc.).

Narrow Consumption [Tribal]

You are adept at surviving on even less provisions than normal in the desert.
Prerequisite: Must be gerudo.
Benefit: You are able to survive on 1/5 the food and water that non desert-dwelling creatures need on a daily basis.
Normal: You are able to survive on ¼ the food and water that non desert-dwelling creatures need on a daily basis.

Nomad's Ride-By Attack [Imbued]

The speed of the Nomad allows you to make multiple attacks against your foes when making a mounted charge.
Prerequisites: Ride Skill, Forest pool, Mounted Combat, Ride-By Attack, Beast's Mounted Combat.
Benefit: You may spend a number of magic points from your Forest pool, up to your total Dexterity bonus. You may make this many

attacks, against any opponents in range, when making a Ride-By attack.
Normal: Ride-By Attack normally only allows you to make a single attack in a Ride-By attack.

One Mind [Tribal]
Your consciousness is linked to other kokiri.
Prerequisites: Must be a kokiri, Wisdom 13+.
Benefit: Choose a single other kokiri that you are familiar with. The kokiri can be anyone, from a friend and travelling companion, to a reviled enemy. When within 10 ft. of this other kokiri, you become aware of situations as they do. Once one of you has acted in combat, both of you are considered to no longer be flat-footed, thus you both retain your Dexterity bonus to Defense.
Special: The other kokiri does not have to have this feat. If the other kokiri does have this feat, the range of the empathic link is doubled to 20 ft.

Power Athletics [Imbued]
You can use magic to increase your athletic prowess.
Prerequisites: Str 13+, Fire Aspect or magic points invested in the latent pool, Climb 2 ranks, Jump 2 ranks, Swim 2 ranks.
Benefit: You may spend a number of magic points from your Fire pool or a number of magic points from your atent pool, when making Climb, Jump, and Swim checks. The maximum number of magic points that can be spent on a single check is equal to your Strength bonus. For every Fire magic point or every two latent magic point spent, you gain a +1 bonus to your check.

Power Roll [Tribal]
You have the ability to put a great deal into the force of your rolls.
Prerequisites: Must be goron, Strength 13+.
Benefits: You may add your Strength bonus to any damage done when using your curl-and-roll ability.

Power Seed [Tribal]
Your seed shot is more powerful than normal.
Prerequisites: Must be deku, Strength 13+.
Benefit: You may use one and a half times your Strength bonus as a bonus to damage for your seed shots.
Normal: You may normally only use your base Strength bonus as a bonus to damage.

Pure Blood [Tribal]
You are descended from a pure hylian bloodline of ancient rulers or nobles.
Prerequisites: Must be a hylian.
Benefit: You start play with an additional 2d4 x 10 rupees.
Special: This feat may only be taken at first level.

Quick Stop [Tribal]
It takes you less time to recover from a curl-and-roll than normal.
Prerequisite: Must be goron.
Benefit: You may stop your curl-and-roll as a standard action.
Normal: Stopping a curl-and-roll is a full-round action.

Radiant Awareness [Imbued]
You can use Magic to increase your Awareness.
Prerequisites: Wisdom 13+, Light Aspect, Listen 2 ranks, Search 2 ranks, Spot 2 ranks.
Benefits: You may spend a number of magic points from your Light pool or a number of magic points from your latent pool, when rolling skill checks using the Listen, Search, and Spot skills. The maximum number of magic points that can be spent on a single check is equal to your Wisdom bonus. For every Light magic point or every two latent magic point spent, you gain a +1 bonus to your check.

Rain's Disarm [Imbued]
The driving power of the rains helps you knock the weapons from your opponent's hands.
Prerequisites: Int 13+, Water Aspect, Improved Disarm, Water's Expertise.
Benefit: You may expend a number of magic points from your Water

Pool, up to a maximum of 5, and include this as a bonus to your disarm roll. You do not provoke an attack of opportunity when you make a disarming attempt, nor does your opponent have a chance to disarm you.
Normal: Improved Disarm does not include a bonus to disarm checks.

Reckless Blows [General]
Prerequisite: Con 13+
Benefit: You increase your attack accuracy at the expense of defense. For one round, you may subtract up to 5 from your Defense and add that number to your attack rolls.

Scent Reflex [Tribal]
Your senses aid you in escaping danger.
Prerequisites: Must be a moblin, Wisdom 13+, Moblin Sniffer.
Benefit: Pick a particular person or specific creature that you have tracked before. It may even be a certain creature or monster type, such as goriyas. When tracking the chosen prey, you gain a +2 bonus to Reflex saves and Defense against the very first attack that opponent makes against you. After the first attack, you lose the bonus until a new or different encounter.

Shade's Mobility [Imbued]
The power of shadows allows you to bend and weave around your opponents.
Prerequisites: Dex 13, Shadow Aspect, Mobility, Shadow's Dodge.
Benefit: You may spend a number of magic points from your Shadow pool and gain that value as a dodge bonus to Defense against attacks of opportunity caused when you move out of or within threatened areas. This bonus stacks with the bonuses from the Mobility feat.
Normal: Mobility normally only allows a +4 bonus to AC against attacks of opportunity within threatened areas.

Shadow Affinity [Tri-Force, Tribal]
You have an affinity with Shadow magic beyond that of other members of your race.
Prerequisites: Charisma 15+, Shadow Focus, must have Shadow as your racially favoured Aspect.
Benefits: All Shadow Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Shadow Aspect [Tri-Force]
You are trained in the use of Shadow magic.
Prerequisite: Charisma 11+.
Benefit: You may allocate new magic points gained at each level to your Shadow Aspect pool, and cast spells of the Shadow Aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Shadow pool.

Shadow Aversion [Tri-Force, Tribal]
You detest Shadow magic so strongly that you are resistant to its effects.
Prerequisites: Must have Shadow as your racially opposed Aspect, must not have allocated magic points in your Shadow pool.
Benefits: You gain SR 10 against shadow magic effects. You cannot use shadow magic in any form.

Shadow Focus [Tri-Force]
You are adept at the use of Shadow magic.
Prerequisites: Charisma 13+, Shadow Aspect.
Benefits: You get +1 caster level for determining the effects of Shadow magic.
Special: The bonus stacks with the bonuses for racially favoured aspects.

Shadow's Dodge [Imbued]
The power of Shadow confounds your opponents.
Prerequisites: Dex 13, Shadow Aspect, Dodge.
Benefit: You may expend a number of magic points from your Shadow pool and designate that many opponents for which your dodge bonus applies for this round.

Normal: Dodge normally only allows your to designate one opponent for which the bonus applies.

Shark Charge [Tribal]
Your charges carry the fury of a frenzied shark.
Prerequisites: Must be a zora, Strength 15+, Dexterity 13+, Power Attack.
Benefit: You receive an additional +2 bonus on attacks when charging underwater granting a total bonus of +4. When on land, this feat may not be used.

Skilled Rider [General]
You are extremely skilled at riding.
Prerequisites: Ride 2 ranks, Dex 13+
Benefit: Choose a specific type of mount (horses, dolphins, donkeys, etc.) You gain a +4 competency bonus on Ride checks when mounted on that animal type.

Slippery [Tribal]
Your skin retains more water, making you as slippery as an eel.
Prerequisites: Must be tokay.
Benefit: Your natural slipperiness increases your racial Defense bonus by +1 (for a total of +4).

Slow Dehydration [Tribal]
You dehydrate less rapidly when out of the water for long periods.
Prerequisite: Must be zora.
Benefit: You may spend one additional day out of the water before dehydration begins to set in. You may take this feat multiple times. Its effects stack.

Soul's Stunning Fist [Imbued]
The power of the Soul assists you in seeking vital areas of your foes.
Prerequisites: Dex 13+, Wis 13+, Spirit Aspect, Improved Unarmed Strike, Stunning Fist, Spirit's Improved Unarmed Strike, Base Attack Bonus 8+.
Benefit: You may spend a number of magic points from your Spirit ool, up to your Dexterity bonus. You may make this many Stunning Fist attacks this round, and these may be used on the same target, resulting in multiple saving throws, but not compounded stunning effects.
Normal: Stunning Fist usually only allows a single Stunning Fist attack each round.

Speed Roll [Tribal]
You are able to put more speed into your rolls.
Prerequisites: Must be goron, Strength 13+, Tumble 6 ranks.
Benefits: You may add +5 ft. per round to your speed increments when curl-and-rolling down a slope. Thus, you add 10 ft. per round to your current speed.

Speed Seed [Tribal]
You may use your seed shot with greater frequency.
Prerequisite: Must be deku
Benefit: You gain one extra seed shot per day. This feat stacks with the benefits granted by the Improved Seed Shot feat.
Special: You may take this feat multiple times. Its effects stack.

Spikes of Darmani [Imbued, Tribal]
While rolling, you can make spikes spring forth from your body, adding traction and a nasty surprise to those you impact with.
Prerequisites: Must be goron, any Aspect feat, Strength 13+, Power Roll, Tumble 6 ranks, Hide of Mountains.
Benefit: After achieving a rolling speed of 60 feet or more, you may spend 5 magic points to make spikes spring out of your curled body for one round. Every round that the spikes continue to be extended uses a further 5 magic points. While your spikes are extended, any opponent that you impact with is dealt an additional +1d6 points of piercing and bludgeoning damage. On rolling charge attacks with your spikes extended, you also deal triple damage on a critical hit. Furthermore, while rolling uphill, your speed is decreased by 25% per round. Your spikes are immediately withdrawn if you stop rolling or uncurl.

Normal: Rolling charge attacks deal only bludgeoning damage, and critical hits deal only double damage. Rolling uphill halves your speed each consecutive round.

Spirit Affinity [Tri-Force, Tribal]
You have an affinity with Spirit magic beyond that of other members of your race.
Prerequisites: Charisma 15+, Spirit Focus, must have Spirit as your racially favoured Aspect.
Benefits: All Spirit Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Spirit Aspect [Tri-Force]
You are trained in the arts of Spirit magic.
Prerequisite: Charisma 11+.
Benefit: You may allocate new magic points gained at each level to your Spirit Aspect pool, and cast spells of the Spirit Aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Spirit pool.

Spirit Aversion [Tri-Force, Tribal]
You detest Spirit magic so strongly that you are resistant to its effects.
Prerequisites: Must have Spirit as your racially opposed Aspect, must not have allocated magic points in your Spirit pool.
Benefits: You gain SR 10 against Spirit magic effects. You cannot use Spirit magic in any form.

Spirit Focus [Tri-Force]
You are adept at the use of Spirit magic.
Prerequisites: Charisma 13+, Spirit Aspect.
Benefits: You get +1 caster level for determining the effects of Spirit magic.
Special: The bonus stacks with the bonuses for racially favoured Aspects.

Spirit's Improved Unarmed Strike [Imbued]
The pure essence of the Spirit imbues your unarmed attacks.
Prerequisites: Spirit Aspect, Improved Unarmed Strike.
Benefit: You may spend a number of magic points from your Spirit pool, up to a maximum of your base attack. Your unarmed strike ignores damge reduction -/magic. This bonus does not add to attack rolls. You count as armed when making unarmed attacks, so that opponents do not get attacks of opportunity against you. You still get attacks of opportunity against other unarmed opponents.
Normal: Improved Unarmed Strike does not improve the enhancement of your unarmed attacks for the purposes of damage reduction.

Steed's Trample [Imbued]
The thundering strength of the steed assists you and your mount in knocking down opponents.
Prerequisites: Ride 2 ranks, Forest Aspect, Mounted Combat, Trample, Beast's Mounted Combat.
Benefit: You may spend a number of magic points from your Forest Pool, up to a maximum of 5. If you knock your opponent down using the Trample feat, your mount may immediately make this many hoof attacks against them.
Normal: Trample normally only allows a single hoof attack against an opponent knocked down by your mount.

Swift Learner [General]
You pick up new tricks faster than normal.
Prerequisites: Wis 20+.
Benefit: You gain a 10% bonus to all experience awards.

Tailless Tokay [Imbued, Tribal]
You are one of the fated Tailless Tokay.
Prerequisites: Must be tokay, Cha 16+.
Benefit: You gain a +4 bonus to all charisma-based checks when dealing with other tokay. You may also spend magic points and add this as a

luck bonus to any single saving throw you are required to make. The maximum magic points you may spend is equal to your base save bonus for each save.
Special: This can only be taken at first level.

Temperature Resistance [Tribal]
You are resistant to extreme water temperatures.
Prerequisite: Must be a zora.
Benefit: When submerged in very cold (sub zero or slightly above or below) water, you take only 1d4 points of subdual damage from hypothermia per minute of exposure.
Normal: You would suffer 1d6 points of subdual damage per minute of exposure.

Thirst of the Sands [Tribal]
You suffer fewer penalties for dehydration.
Prerequisites: Must be gerudo, Narrow Consumption.
Benefit: Any numeric penalties due to dehydration are halved during the first day that dehydration has set in. After the first day, you may make a Constitution check (DC 20 +2 per day after the first). If the check is successful, your dehydration penalties are still halved. If the check fails, you suffer full penalties for dehydration.
Special: While this feat allows you to halve dehydration penalties, be aware that penalties may increase in severity over the course of time, thus increasing the penalty this feat affects.

Thundering Sunder [Imbued]
The tremendous fury of Thunder assists you in shattering your opponent's weapons.
Prerequisites: Str 13+, Fire Aspect, Power Attack, Sunder, and Fire's Power Attack.
Benefit: You may spend a number of magic points from your Fire pool, up to your Strength bonus, and add this to your sunder attack rolls.
Normal: Sunder normally does not provide any bonuses.

Twilight Secrecy [Imbued]
You can use magic to increase your secretive actions.
Prerequisites: Dex 13+; Hide 4 ranks, Move Silently 4 ranks, Sleight of Hand 4 ranks.
Benefits: You may spend a number of magic points from your Shadow pool or a number of magic points from your latent pool when rolling skill checks using the Hide, Move Silently, and Sleight of Hand skills. The maximum number of magic points that can be spent on a single check is equal to your Dexterity bonus. For every Shadow magic point or every two latent magic point spent, you gain a +1 bonus to your check.

Water Affinity [Tri-Force, Tribal]
You have an affinity with Water magic beyond that of other members of your race.
Prerequisites: Wisdom 15+, Water Focus, must have Water as your racially favoured Aspect.
Benefits: All Water Aspect spells have a base magic points cost equal to their level instead of their normal base cost.
Normal: The base magic points cost of spells is usually (level x 2) –1.

Water Aspect [Tri-Force]
You are trained in the use of Water magic.
Prerequisite: Wisdom 11+.
Benefit: You may allocate new magic points gained at each level to your Water Aspect pool, and cast spells of the Water Aspect if you know them. You no longer add magic points to your latent pool.
Special: Upon gaining this feat, you may allocate any number of latent magic points to your Water pool.

Water Aversion [Tri-Force, Tribal]
You detest Water magic so strongly that you are resistant to its effects.
Prerequisites: Must have Water as your racially opposed Aspect, must not have allocated magic points in your Water pool.

Benefits: You gain SR 10 against Water magic effects. You cannot use Water magic in any form.

Water Focus [Tri-Force]
You are adept at the use of Water magic.
Prerequisites: Charisma 13+, Water Aspect.
Benefits: You get +1 caster level for determining the effects of Water magic.
Special: The bonus stacks with the bonuses for racially favoured Aspects.

Water's Expertise [Imbued]
The flowing power of Water helps you use your attack for defense.
Prerequisites: Int 13+, Water Aspect, Expertise.
Benefit: You may spend a number of magic points from your Water pool and subtract this from you Base Attack Bonus to add it to your Defense as a dodge bonus until your next action. This number may not exceed your Base Attack Bonus.
Normal: Expertise normally has a limit of +5.

Wave's Trip [Imbued]
The tremendous powers of the Waves assist you in knocking over your opponent.
Prerequisites: Int 13+, Water Aspect, Expertise, Water's Expertise.
Benefit: You may expend a number of magic points from your Water pool, up to a maximum of 5, and include this as a bonus to your trip roll. If you succeed, you may make an immediate melee attack against that opponent, as if you did not spend your attack making the trip attack.
Normal: Improved Trip does not include a bonus to trip attacks.

Whale Slam [Tribal]
Your bull rush attacks are as ferocious as a great whale's.
Prerequisites: Must be a zora, Strength 15+, Power Attack, Improved Bull Rush.
Benefit: You gain a +2 bonus to Strength checks when attempting the bull rush maneuver. In addition, if you attempt the bulrush on land, you push the defender back the normal 5 feet. If the bull rush is done underwater or you and the defender are at least half submerged, you push them back 10 feet.

Table 5-2 Armor

Armor	Cost	Damage Reduction	Max Dex Bonus	Max Def Bonus	Armor Check Penalty	Spell Failure	Speed 20 ft.	Speed 30 ft.	Speed 40 ft.	Weight
Light Armor										
Padded	5 rp	1/-	+8	+8	-0	5%	20 ft	30 ft	40 ft	10 lbs.
Leaf*	10 rp	2/-	+5	+5	-1	5%	20 ft	30 ft	40 ft	5 lbs.
Leather	10 rp	2/-	+6	+6	-0	10%	20 ft	30 ft	40 ft	15 lbs.
Studded Leather	25 rp	3/-	+5	+5	-1	15%	20 ft	30 ft	40 ft	20 lbs.
Chain shirt	100 rp	4/-	+4	+4	-2	20%	20 ft	30 ft	40 ft	25 lbs.
Medium Armor										
Hide	15 rp	5/-	+4	+4	-3	20%	15 ft	20 ft	25 ft	25 lbs.
Wooden plate*	50 rp	5/-	+3	+3	-4	25%	20 ft	30 ft	40 ft	20 lbs.
Scale mail	50 rp	6/-	+3	+3	-4	25%	15 ft	20 ft	25 ft	30 lbs.
Chainmail	150 rp	7/-	+2	+2	-5	30%	15 ft	20 ft	25 ft	40 lbs.
Breastplate	200 rp	7/-	+3	+3	-4	25%	15 ft	20 ft	25 ft	30 lbs.
Heavy Armor										
Splint mail	200 rp	8/-	+0	+0	-7	40%	15 ft	20 ft	25 ft	45 lbs.
Banded mail	250 rp	8/-	+1	+1	-6	35%	15 ft	20 ft	25 ft	35 lbs.
Half-plate	600 rp	9/-	+0	+0	-7	40%	15 ft	20 ft	25 ft	50 lbs.
Full plate	1,500 rp	10/-	+1	+1	-6	35%	15 ft	20 ft	25 ft	50 lbs.
Shields										
Buckler	15 rp	1/-	-	-	-1	5%	-	-	-	5 lbs.
Shield, light wooden	3 rp	1/-	-	-	-1	5%	-	-	-	5 lbs.
Shield, light steel	9 rp	1/-	-	-	-1	5%	-	-	-	6 lbs.
Shield, heavy wooden	7 rp	2/-	-	-	-2	15%	-	-	-	10 lbs.
Shield, heavy steel	20 rp	2/-	-	-	-2	15%	-	-	-	15 lbs.
Shield, Tower	30 rp	4/-	+2	+2	-10	50%	-	-	-	45 lbs.

* Indicates a special armor desribed below.

Special Armour
Leaf armour: As name says it the armor is made out of leafs. It is rare to se an other race wearing this then the race who first used it Deku Scrups. The wearer gets an penalty –2 for move silent checks du the sound of the leafs.

And a +4 bonus for hide checks in plant live (when the leafs are in the right season)

Over plate: Can be worn over certain other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn. A character can wear an over plate effectively over padded, leather or chain shirt armor. A character needs armor proficiency (medium) to wear the Over Plate with no penalty. This was mosly worn over chain shirts by Hylian soldiers before and a few centuries after the great war.

Wooden Plate: Deku scrups hate to wear steel armor and this is there answer. Mostly worn bye Deku nobles. The wearer gets a +6 bonus to swim checks while wearing the armor because of the wood's natural buoyancy.

Mundane Equipment

Bomb: This is a sealed container filled with an explosive compound with a fuse. Once lit, the fuse lasts for two rounds, before the bomb



Bomb

detonates. The fuse can easily be removed, but doing so requires a Disable Device check (DC 25 when lit, DC 15 otherwise) to do so without detonating the bomb. Once detonated, the bomb deals damage to everyone within 20 feet, starting at 4d6 within the first 5 feet, and decreasing by 1d6 damage every 5 feet thereafter, until only causing 1d6 damage at 20 feet. Everyone in the blast may make a Reflex save (DC 20) to take half damage.

Bombchu: This weapon is a focused miniature bomb that is built with wheels and a magical sensor so that it can move towards the target. When placed, it moves 40 feet per round towards the target before detonating after two rounds and causing 2d6 damage to everyone within 5 feet. The bombchu does not move around obstacles, and will detonate upon impact against such as obstacle. If it moves into an occupied square, that character must make a Reflex save (DC 20) to avoid detonating the Bombchu. Anyone caught in the blast, except the character that triggers the Bombchu, may make a reflex save (DC 20) for half damage.

Table 5-2: Mundane Weapons

Weapon	Price	Size	Dmg	Crit	Type
Boomerang	35 rp	S	1d4	19-20/x2	Bludgeoning
Slingshot	10 rp	S	1d4	X2	Bludgeoning
Sling shooter	45 rp	S	1d4	X2	Bludgeoning

Boomerang: The boomerang can be used to stun opponents at a distance, and any target struck by a ranged touch attack must make a Fortitude save (DC is equal to the attack roll + damage dealt) or be



Boomerang

stunned for 1d4+1 rounds. If you miss when throwing a boomerang, it returns to you and you may catch it with a Dexterity check (DC 12) as a free action. The Boomerang has a range increment of 15 feet. A creature stunned by a boomerang hit cannot be stunned again until the original stun duration has expired and a new attack with the boomerang is made.

Collapsible Ladder: This cunningly simple gadget is a collapsible ladder, which can extend itself to 50 feet by unfolding it. You may extend or contract the ladder at a rate of 10 feet per round.

Collapsible Raft: This is a simple 10-foot x 10-foot seaworthy waterproof raft, which can, through a series of artisan's levers and hinges, collapse into a backpack box for easy storage.

Flash Bomb: This sealed container shatters on impact. A ranged attack roll is required to hit the target, like any other grenade-like weapon. Anyone within 30 feet of the grenade when it lands must make a Will save (DC 20)

or be blinded for 1d4+1 rounds.

Hookshot: The hookshot is a complex gadget that is simplistic in theory. It is a reinforced crossbow like device that fires a grappling hook like crossbow bolt into the target, and then recoils, either pulling the target to you or you to the target. On a successful ranged touch attack, the target takes 1d8 damage. Roll an opposed Strength check between the target and the attacker. The loser is pulled to the winner, through any intervening obstacles (unless the obstacle would be enough to provide half cover or more. If any side is immobile, then they automatically win. If both sides are immobile, the attacker must make a Reflex save (DC 15) or have the hookshot pulled from his hand. A magical version of the hookshot is the Switch Hook that casts *Teleport Without Error* on both the target and the attacker; both keyed to the others previous location.

Magnetic Glove: The Magnetic Glove is a curious device that allows the user to pull or push metals towards him, or to propel himself towards metals. A quick flick of the wrist in enough to change polarity. The gloves provide a +4 enhancement bonus to any Strength or Strength-based check when dealing with moving metal objects with your hands.

Mega-Bomb: This large bomb is extremely devastating. Once lit, the fuse lasts for four round before detonating. The fuse can be removed, but doing so requires a Disable Device check (DC 25 when lit, and DC 15 otherwise) to do so without detonating the bomb. Once detonated, the bomb deals damage to everyone within 50 feet, starting at 10d6 within the first five feet, and decreasing by 1d6 every 5 feet thereafter, until only causing 1d6 damage at 50 feet. Everyone in the blast may make a Reflex save (DC 20) to take half damage.

Slingshot: The slingshot is a modified sling that can project a single stone or bullet. It deals 1d4 damage, and has a range increment of 50 feet.



Stone Shooter: This weapon is a modified sling that can project a single stone or bullet. It deals 1d4 damage and has a range increment of 60 feet. It takes move-equivalent action to reload, and can hold up to five stones or bullets.





Table 5-3: Mundane Equipment

Item	Size	Price	Weight
Bomb	S	20 rp	3 lbs.
Bombchu	S	30 rp	2 lbs.
Collapsible ladder	M - H	75 rp	20 lbs.
Collapsible raft	S - L	65 rp	25 lbs.
Flash bomb	S	25 rp	2 lbs.
Hookshot	S	150 rp	6 lbs.
Magnetic gloves	S	45 rp	5 lbs.
Mega-bomb	M	200 rp	15 lbs.

Chapter 6 Character Detail

The world of the Legend of Zelda is a world of mystery and surprise, adventure and intrigue. It is rich in history and culture, legends and myths from long ago Ages of glory and promises of adventurous futures. Your characters are the heroes and villains that shape the world of Zelda according to their actions. It is your characters that will shape the fate and course of the campaign you are in, and ultimately decide the fate of the game.

However, who is your character? For what does he or she fight? What does he or she believe in? Why does he or she bother seeking adventures at all? Why does he or she bother with the danger and excitement of it all in the first place? The world of Zelda is a large and complex world, full of possibilities to explore. By creating a well-developed character, you can more successfully integrate them into this rich tapestry of a world and experience it at its true potential. Well-rounded and researched characters help provide a firm backbone to a campaign. Players can relate to their characters – they feel more comfortable playing them, and thus find it easier to roleplay their characters effectively. This in turn simplifies the creative process for the GM, who now has a solid character with a clearly defined personality to base NPC's off. Adventures can be created to suit an individual player character's desires and needs.

This chapter helps explain ways to create better characters for play in the *Legend of Zelda D20* game, and how to detail them. It provides rules for determining basic statistics of a character, as well as explaining the slightly more complex aspect known as your character's *focus*. Many of the options presented in this chapter are optional. If you already know how tall you want your hylian to be, or how much your goron weighs, and it meets with your GM's approval, then do not bother with consulting a few random height and weight charts. Use your own discretion if that is what suits you best. The tables presented in this chapter are to help you speed the creation of a character by determining trivial details for you while allowing you to focus on the more important details of character creation, presented later in this chapter.

Languages

There are a plethora of languages that exist in the Zelda D20 game. The most common languages are listed below, though the certainly variations of these exist. In addition, your GM is free to use any standard language from the *Player's Handbook*. The Common tongue is the most widely used language and was originally a derivitave of a merchant tongue taken from combining many languages together.

Languages: Deku, Goron, Gerudo, Hylian, Toaky, Subrosian, Moblin, Kokiri, Fairy, Zoran, Goriyan, Rito, and Draconic.

Focus

The Legend of Zelda is a game of good and evil. Villains and evildoers seek to destroy or hurt that which brave heroes wish to protect. Dastardly foes thwart the intentions of heroes and seek power over all who oppose them. Legendary heroes battle to save what they believe is worth fighting for. And somewhere in between are the folk who do what they believe is right, unsure of the balance between good and evil or perhaps uncaring of it. This sense of morality and obligation is summed up in game by your character's focus. Focus is a linear, generalized statement about where your character's loyalty lies. Before you play your character, choose a starting focus to align with. This

Table 6-1 Focus Outlooks and Examples

Focus	General Outlook	General Examples
Light	Respect for the values and ethics of others, non-selfish behavior, self-sacrifice for the greater good, healing and constructive processes are endorsed, violence used as reaction only when necessary or as a last resort, equality and fairness are highly regarded	Hylian Knights, Link, Princess Zelda, most sheikah, the Master Sword, Sage of Light, Navi, wizzrobe healers, devotees to the Goddesses
Shadow	Survival is all important, selfish behavior for the betterment of the self or close comrades/loved ones is perfectly acceptable, willingness to do what must be done regardless of the cost, adhesion to oaths and promises if possible and suitable, violence is used on an as-needed basis	Many gerudos, Sage of Shadow, most commoners, greedy merchants, mercenaries, Princess Ruto, Skull Kid
Dark	Survival is the top priority, any act or behavior is acceptable for profit or pleasure, violence may be used arbitrarily or when desired, destruction often takes precedence over healing, life matters less than profit, equality or fairness are based on prejudices	Ganondorf, Agahnim, Nightmare creatures, thieves and bandits, murderers, Thunderbird, dark wizzrobes

focus should be used as a moral compass whenever the character is in doubt as to the ethical weight of a decision. Focus helps the character align himself with causes or beliefs by providing a guidepost of behavior and common practices to associate with.

Focus is by no means the end-all-be-all of your character's morality. Focus is simply a general overview of the character's basic belief structure. It identifies the character in a broad sense, but does not automatically classify a character as good or evil, hero or villain. Rather, focus simply gives you a foundation upon which to base decisions.

Choosing Focus

During the character creation process, choose your character's focus from the three listed below. You may only choose one focus, though the focus may change during game play, as described later. More in-depth descriptions of each focus can be found below.

Light

The focus of light is devoted towards the values of justice, equality, and heroism. This is generally defined as acts of goodness, though the term 'good' is a fickle definition of a person's particular perspective on what is good versus what is not good. Light focus is centered on a morality of attempting to do the best thing in a given situation with as little harm, destruction, and malevolence as possible. Light focus revolves around the idea that at some point, self-sacrifice may be necessary to save something more important than oneself. This is not to say that characters that are light focus go around sacrificing their lives at every opportunity. Rather, it represents the ethical and aesthetic knowledge that there are more important things in the world than one person's needs and wants, and some things must be given up for the greater good.

Characters with the light focus are frequently law-abiding citizens or adventurers, who hold themselves to a strict moral code of behavior. For example, a hylian wilderfolk with the light aspect might use his wilderfolk abilities to protect his home and the surrounding lands. He may aggressively strike at any evil being that purposefully attacks or trespasses his homeland, but if something less than brute force and violence was an option, the character would more than likely try the alternative method first. For instance, the wilderfolk's home is attacked by moblins and the wilderfolk fights off the moblin war party. Later, while exploring the surrounding lands, the wilderfolk stumbles across a few moblin children, now parentless after the attack. A light focus character would let the moblin children go, knowing that their parent's cruel ways may not end up being the paths these children yet follow. He may even raise them as his own, or watch them from afar to make sure they do no mischief.

Safe to say, the majority of characters and NPC's are not light focus. Many famous heroes have been, such as Link, Princess Zelda, Impa, Darun, and even Navi.

Ultimately, the light focus embodies the best traits of a person and shows an adherence to good.

Shadow

Of all three focuses, shadow is the most numerous amongst the peoples of the world of the Legend of Zelda. Common men and women, villagers seeking only to make enough rupees to buy bread and live another day, farmers at their village, mercenaries who fight wars for a rupee, these are all folk of the shadow focus. The shadow focus embodies a certain neutrality in the struggle between good and evil. This does not mean that shadow focus characters do not understand the difference between good and evil. They may simply have very specific ideas of what those ideologies mean or how they are applied. Further, shadow focus characters have a keen sense of self-survival. To them, surviving is the essential goal of life, and everything else can come second. The shadow focus is a morality engaged in self-sufficiency and justification. While shadow focus characters are not necessarily good or evil all the time, the decisions they make (like all people at some point or another) tend to vary depending on the situation.

For example, a gerudo drifter of the shadow focus may stumble upon a lucrative deal. She may be hired to act as a scout for the war band of moblins that was attacking the wilderfolk's land in the previous focus example. Through her duties, she comes to realize that she is helping cause the death and destruction of an innocent, good man and his holdings. She may go through with the bargain but warn the wilderfolk before the strike, thereby justifying her actions in surviving by completing her mission for the agreed price. Alternatively, she may sabotage the mission and side with the wilderfolk. Still, she may go through with it and secretly work to foil the operation from within, thereby becoming an unknown ally to the wilderfolk.

The decision and fluctuation of the morality involved in such a decision is the core of the shadow focus. In the end, the shadow focus is a careful balancing act between the forces of good and evil, light and dark. Famous characters such as Princess Ruto, Blind the Thief and even Skull Kid have been of the shadow focus.

Dark

The dark focus, while certainly specific, is not so easily defined. Dark focus revolves around self-gratification and power. To many, the dark focus represents evil incarnate. The focus's central theme is survival at any cost, and the subjugation or suppression of that which is weaker and less powerful than oneself, as well as the acquisition of power and dominance. Indeed, when looked at in this narrow view, the dark focus is truly a path that beckons to evil. Yet, the dark focus is also subtler than that. While the rampaging warrior who kills for pleasure and the dark performer singing cacophonous ballads of death to impair his enemies may be excellent straightforward examples, the rich deku king who taxes his subjects into poverty is also a prime example. The dark focus embodies greed and selfishness to the point where it becomes destructive, perhaps even to oneself.

For example, let's examine the cause of the moblin war band in the above example from the previous two focus descriptions. In this example, a nearby hylian academic learned that the lands and home of the wilderfolk occupy a prime trade route to a wealthy deku settlement farther off. Rich already, the lord considers his options. Knowing that moblins tend to roam the area, he quickly concocts a scheme. The academic decides to approach the moblin tribe and tell them that the wilderfolk is planning an attack on them because he hates all moblins. The only way to stop this, he tells them, is to strike first. He then hires the gerudo drifter

to act as a scout and supervise the execution of the attack, promising her great riches in exchange for her services. The academic knows the moblins will be slaughtered, and the wilderfolk and gerudo may very well be killed as well. Nevertheless, for profit and power, he is willing to go through with this. Perhaps in opening this trade route, he brings in great wealth to his kingdom and enriches many lives with new prosperity. However, the cost of such an undertaking and the callousness insensitivity needed to follow through on the plan mark him as having the dark focus.

Manipulation, deceit, and ill-born intentions can be just as evil and destructive as murder and pillaging, depending on the circumstance. The important thing to remember is that evil is not a generic face to slap on villains. Evil comes in many forms and flavors, and cannot be underestimated. Famous characters that had the shadow focus include Ganon, Aghanim, and the Thunderbird.

Changing Focus

Over time, a character's original ideals and goals may become blurry or insubstantial. Perhaps the stresses of adventuring or a shift in morality change a character's ideas about his or her ethical practices. Regardless of the reason, at some point, a character may need to change focus. While there are no penalties or in-game mechanics to govern what must be done to change a focus, it is recommended that it be handled through a series of roleplaying sessions where the character gradually is faced with the choice of his moral dilemma, possibly culminating in a story climax meant to cement the character's first step on the path of his new focus. As always, consult your GM before simply changing your focus. It is important to try to be on the same page with everyone in the party as well. Your GM will most likely have a broader idea and feel for the campaign ahead, and should be able to offer consultation on a focus change.

Magic & Focus

An important note to remember when playing the *Legend of Zelda D20* is that the alignment system presented in *Player's Handbook* has been removed and replaced with the more intuitive focus system. While this does not affect game play much, it does affect spells and abilities that deal with alignments. As a general rule, many abilities and effects have had their alignment conditions removed or altered.

If the alignment is due to personality or outlook, then you can swap the light focus for good, the shadow focus for neutral, and the dark focus for evil. Law and chaos do not have any corresponding focus.

If the alignment is more of a religious or magical context, then you can generally replace good with the Light aspect, neutral with the Spirit aspect, and evil with the Shadow aspect. Unlike focus, law and chaos do have very rough corresponding aspects, with chaos roughly approximating Fire, and order being similar to Water. Neutrality on the law – chaos axis is usually the same as the Forest aspect.

However, all of the above are rough approximations. Some "evil" spells can be found as Fire, Spirit or even Light depending upon the effects they have. Usually it is better to ignore alignment completely.

The Goddesses & the Tri-Force

The deities of the land are very much distant from the inhabitants, and very much forgotten by the common peoples. Only those versed in the arts arcane and lores all but forgotten remember the original deities of the world – the Goddesses of the Tri-Force. The rest revere those they see as divine – ancient guardians, powerful leaders, and forgotten relics of the past.

However, not the entire world has forgotten the sacrifice of the Goddesses, and more than a few temples exist dedicated to the Goddesses and the Aspects of the Tri-Force. Here, the faithful of the Goddesses give praise, and seek to continue the plans of the Goddesses and the Tri-Force they created.

The Goddesses

The three Goddesses of the Tri-Force are Din, Nayru, and Farore. Legend tells that the sacrificed themselves to create the Tri-Force, and this brought the gift of magic to the world.

Each of the three Goddesses rules over a part of the Tri-Force, and controls two aspects of magic that closely represent their natures when they lived.

There are no game mechanics for the Three Goddesses listed within this book. The creation of such stats (should it ever become necessary, and we recommend it doesn't) is best left up to the GM. The Three Goddesses are truly immortal, cannot be harmed by magical or mundane weapons, and are completely immune to magic. The only force on the planet that could stand a chance at scratching one of them is the Tri-Force, the very world-shaping artifact they created.

Din, Goddess of Power

Din rules the over the Aspects of Fire and Shadow, which make up the Tri-Force of Power. Like these powers, she is mighty, but often careless. When she sets herself a goal, nothing can stand in her way, and she often takes a direct approach to the situation. Her lack of foresight and her impatience and impetuousness often cause her to cause more damage then she fixes.

Of those that remember Din and her power, she is usually worshipped by warriors and drifters, as well as those wizzrobes seeing the Tri-Force as a path to power, if not power itself.



Nayru, Goddess of Wisdom

Nayru is almost the complete opposite of Din, and the two have the most intense arguments over the handling of situations. Where Din is all action, Nayru is all understanding, and does not even breathe without understanding every implication her action will have on the world. She rules over the Aspects of Light and Water, the Aspects reflecting knowledge and order.

Of those knowing about Nayru, she is usually revered by those of a scholarly bent, such as academics, artisans and wizzrobes.

Farore, Goddess of Courage

The last of the Goddesses is Farore, goddess of courage. She governs the aspects of Forest and Spirit. She spends most of her time mediating between Din and Nayru. She, like her Aspects, possesses enough understanding of life and the universe to keep them both from destroying the world.

Of those knowing about Farore, those most likely to worship her are the wilderfolk, performer and noble, who all wish to empathise both with her undying sense of balance and her ability to sway even the most distant of souls to her way of thinking.



Guardian Spirits

The three Goddesses, while the only true deities that exist within the world of the Legend of Zelda, are not the only higher powers. Lord Jabu-Jabu, Valoo, Cyclonus and others are creatures of great power, and are often worshipped as demi-deities, or *guardian spirits.* A Guardian Spirit is a creature or magical entity that has attained a great deal of power beyond the scope of mortal means. Guardian Spirits are powerful creatures, sometimes unique in nature and existence, who have attained a measure of withdrawl from the world. They are beyond mortal, and therefore are no longer bound by the same conventions that mortals are.

The truth behind Guardian Spirits is hazy at best. Some sages speculate that their origin comers from previous wanderers and adventurers who have managed to use the Tri-Force to grant themselves immortality. Others speculate that they are special protectors, left behind by the Three Goddesses to watch over their world and aid the world's inhabitants in times of need. Still others hypothesize that Guardian Spirits are ancient demi-deities, possessed of incredible might who simply another part of the natural world, albeit a rare and mysterious one.

The true origin of Guardian Spirits is something of a mystery. During the creation of the world, the Three Goddesses created the races to populate their world. Their greatest creation, however, was the Tri-Force. In the process of creating the Tri-Force, and later the races to inhabit their world, they created the souls of the mortal races. Yet, some souls were set aside by the Goddesses for the purpose of protection guardianship over their races, and in time, as the races of the world came to be, the guardian spirits were allowed to draw upont he power of the Tri-Force and take the shape that represented their inner most self.

Creating a Guardian Spirit

Guardian Spirits are important aspects of *The Legend of Zelda D20*. While not all-powerful deities, they are nonetheless important spiritual figureheads for many of the world's races. The rito have a close kinship with Valoo, the zora pay homage to Lord Jabu-Jabu, and other races have their own distinctive Guardian Spirits as well. Guardian Spirits are tangible – they exist and can be sought out for counsel, advice, and blessings. They are not like the distant Godessess who have left the world to remain at a distance most mortals canoot conceive of. This means that seekers can find Guardian spirits, for good or ill is up to the seeker. The following sections help you to create your own Guardian Spirit. Keep in mind that this is not a template in the pure sense. It does not alter what a creature is, though it can be layered over top of a creature should that creature become a Guardian Spirit (see below).

Becoming a Guardian Spirit

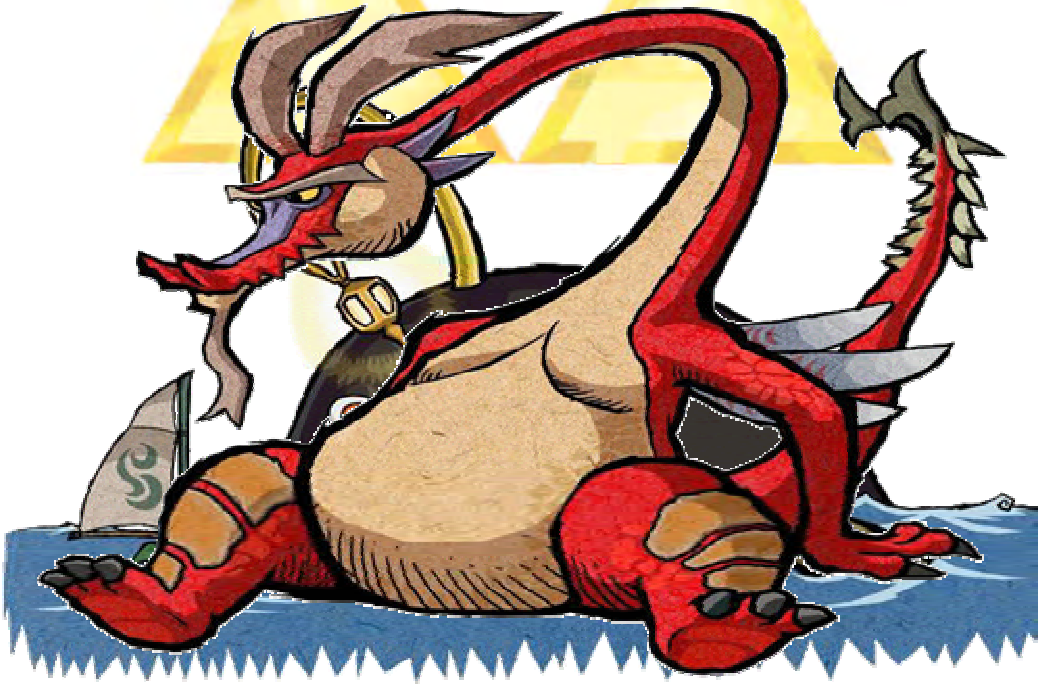
Most Guardian spirits have existed since time immemorial. There are the rare times when a great hero may become a Guardian Spirit though. There is only one way to become a Guardian Spirit: You must *wish* it from the completed Tri-Force (all 3 Tri-Force linked together). Once this is done, you take on the following characteristics. Note that these characteristics are in addition to any class or racial features you may already possess or comt possess from continuing to gain levels. In addition, if a monster or non-characte creature becomes a Guardia Spirit, they may continue to advance their monstrous attributes, such as Hit Dice, etc.

ECL

Your effective character level is increased by +5. Add this to your total character level to determine the experience points you need to get to next level. For example, a 12th level hylian wilderfolk *wishes* to become a Guardian Spirit. He then acquires a +5 ECL, thus to reach 13th character level he must now acquire 136,000 experience points instead of 78,000.

Immunities

Guardian Spirits are immune to



spells below 7th level. Spells of 7th level and higher affect the Guardian Spirit normally. Spell-like effects and magic items only affect the Guardian Spirit if their caster level is 13th or higher. Guardian Spirits receive a +4 sacred bonus to all saving throws.

Spell Resistance

Guardian Spirits gain spell resistance 10 against all magical and supernatural (when it applies) effects.

Sacred Attacks

A Guardian Spirit's melee, ranged, and unarmed attacks are made with a +2 sacred bonus to attack and damage rolls.

Blessings

A Guardian Spirit has the ability to bestow blessings upon those it wishes to. Most often, blessings are bestowed upon a favored race or type of people. Blessings may be given, up to three per day, to any the Guardian Spirit sees fit to give them to. Blessings take various forms. Each blessing bestowed causes 1d10 temporary ability damage to the Guardian Spirit as a part of their magical essence is ripped away from their very beings. This ability damage heals normally and may not be cured with spells. While there are a potentially infinite number of blessings a Guardian Spirit could bestow, the following are suggested guidelines for granting blessings. GM's are free to create additional blessings as they see fit:

- Access to a racial trait or ability that was previously inaccessible. For example, ritos cannot truly fly until they receive the blessings of a Guardian Spirit (see the rito racial description or more information on rito flight).
- Grant the use of a single 0 level spell as a spell-like ability. This blessing may be bestowed upon an individual no more than three times, and each activation of the spell-like ability costs the user 2 magic points. The Guardian Spirit may only grant this ability once per week.
- Increase a character's ability score by one point. It may be any ability score the character wishes (or the Guardian Spirit is willing to work with). This may be granted no more than three times to an individual. The Guardian Spirit may only grant one of these increases per week.
- Grant a +1 luck bonus to any numeric attribute of character. This luck bonus may be applied permanently to Base Attack Bonus, Defense, saving throws, or skill checks. This may be granted no more than two times to an individual. The Guardian Spirit may only grant one of these bonuses per week.

Basic Statistics

Tables 6-2 and 6-3, as seen below, are used when generating basic vital statistics for your character. As always, your GM has the final say on whether or not you will need to use these. When unsure of the GM's feelings on the matter, it is better to use the tables to generate these statistics, so as to provide a more rounded and average result amongst a group of players.

Name

Your character's name is perhaps the most important aspect of character creation. A name is more than simply a moniker to refer to a fictional character to. It is a symbol – a meaning that draws upon the essence of what the character is. A character's name should suit the character. It should 'feel' right when you say it, and should mean something when you hear it. Perhaps your character is the son of a gerudo tribal warrior. Names like Stonecrusher or Rockjaw might be appropriate, symbolizing the character's strength and battle prowess. If you are playing a zoran

performer, famed for her ballads and songs, names like Eunica, Melody, or Clearsong might be appropriate as musical, euphonious names.

Try to pick a name that has meaning not only to you, but to the character and the game world as well. For example, the various Links that have championed the cause of good throughout the ages of Hyrule have all shared a common name. Yet those characters have been linked, either by ancestry, destiny, or the fate of their times. In such a way, the name Link symbolizes a greater meaning to the setting as a whole.

Gender

Your character can be either gender, male or female. There is no real difference between the two genders, except that some cultural differences exist within different races. For example, hylians tend to have an equal view of gender roles. Females are treated with the same respect and courtesy that men are, and are free to occupy the same political and social tiers that males are. Gerudos take this to an extreme. Because of the rarity of males in gerudo culture, females are in charge of mostly everything. When the rare male is born, he is treated with great respect, and is usually crowned as king of the gerudos, leading his tribe or tribes until his demise. In moblin culture, the strongest dominates, whether male or female. Of course, the strongest is not necessarily the one with most raw physical strength.

Once your gender is chosen, consider how it applies to the race and class you have chosen. Different genders may rely on different aspects of their abilities to get them through difficult situations. For example, a male goron warrior may rush headlong into combat, and rely on his armor and feats like Power Attack and Cleave to deal out maximum damage to his foes. On the other hand, a zoran female warrior may use her high Dexterity score and feats such as Dodge, Mobility and Spring Attack to get her in and out danger fast enough to leave her foes incapable of mounting a counterattack.

In the end, some generalities on specifics should be kept in mind. Females, on an average, are slightly smaller and weigh less than malesHowever, females also tend to be somewhat more nimble than males on average. The point is to create a character that you can understand and empathize with in order to more fully connect with the character when roleplaying him or her.

Age

To randomly determine your character's starting age, simply consult the Table 6-2. Your character

Table 6-2 Racial Age Modifiers

Race	Middle Age*	Old Age**	Venerable Age***	Maximum Age
Deku	70	95	120	+1d%
Gerudo	50	70	90	+2d20
Goron	65	85	110	+1d%
Hylian	50	75	100	+3d10
Kokiri	90	140	190	+1d%
Moblin	40	60	80	+2d10
Rito	55	80	110	+3d10
Subrosian	55	75	100	+2d20
Toaky	45	60	85	+3d10
Zora	40	60	80	+2d20

* +1 Str, Dex, and Con; +1 Int and Wis
** +2 Str, Dex, and Con; +2 Int and Wis
*** +3 Str, Dex, and Con; +3 Int and Wis

Table 6-3 Racial Starting Ages

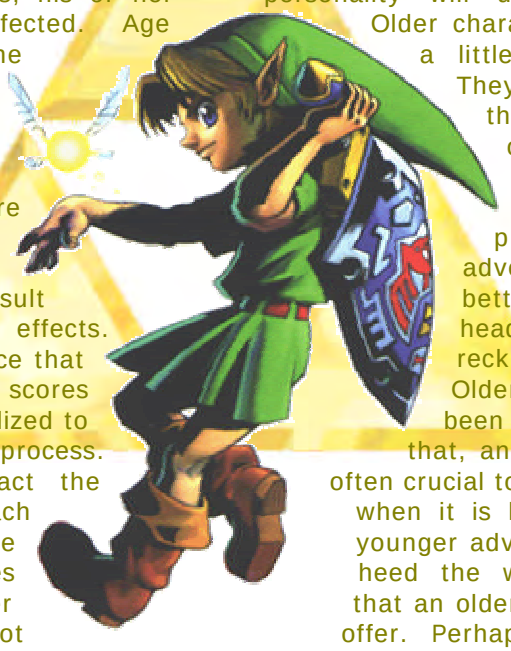
Race	Adult Age	Nobles	Wilderfolk	Wizzrobes
Deku	25	1d8	1d8	1d10
Gerudo	19	1d4	1d6	1d8
Goron	20	1d8	1d4	1d12
Hylian	15	1d6	1d6	1d6
Kokiri	35	1d6	1d10	1d8
Moblin	12	2d4	1d4	1d12
Rito	20	1d4	1d6	1d4
Subrosian	20	1d10	1d6	1d6
Toaky	13	1d4	1d6	1d6
Zora	15	1d4	1d6	1d6

Table 6-4 Racial Starting Ages

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Deku, male	3’	+2d4	80 lbs.	x (1d6) lbs.
Deku, female	2’ 6”	+2d4	70 lbs.	x (1d6) lbs.
Gerudo, male	6’ 4”	+1d8	125 lbs.	x (2d6) lbs.
Gerudo, female	5’ 10”	+1d8	115 lbs.	x (2d6) lbs.
Goron, male	6’	+2d6	200 lbs.	x (2d6) lbs.
Goron, female	5’ 8”	+2d6	160 lbs.	x (2d6) lbs.
Hylian, male	5’ 5”	+2d6	110 lbs.	x (2d6) lbs.
Hylian, female	5’ 2”	+2d6	95 lbs.	x (2d6) lbs.
Kokiri, male	2’ 6”	+1d6	75 lbs.	x (1d6) lbs.
Kokiri, female	2’ 3”	+1d6	65 lbs.	x (1d6) lbs.
Moblin, male	5’ 5”	+2d8	150 lbs.	x (2d4) lbs.
Moblin, female	5’	+2d8	130 lbs.	x (2d4) lbs.
Rito, male	5’ 7”	+2d4	100 lbs.	x (2d4) lbs.
Rito, female	5’ 5”	+2d4	90 lbs.	x (2d4) lbs.
Subrosian, male	4’ 10”	+2d4	120 lbs.	x (1d8) lbs.
Subrosian, female	4’ 8”	+2d4	110 lbs.	x (1d8) lbs.
Tokay, male	5’ 2”	+2d6	105 lbs.	x (1d6) lbs.
Tokay, female	5’	+2d6	100 lbs.	x (1d6) lbs.
Zora, male	5’	+2d6	105 lbs.	x (1d6) lbs.
Zora, female	4’ 8”	+2d6	95 lbs.	x (1d6) lbs.

starts at the adult age listed on the table. From there, you roll the dice indicated beneath what class the character is on the table, and add the results. This is your character’s starting age.

As your character ages, his or her abilities will be affected. Age generally weakens the physical body, but sharpens the mind and instills a greater wisdom as more and more experiences are absorbed. As our character advances in age every year, consult Table 6-3 for aging effects. Gradually, you will notice that the character’s ability scores are enhanced and penalized to reflect the aging process. Simply add or subtract the listed number for each age category to the relevant ability scores when your character reaches that age. Not that the bonuses and penalties are cumulative, thus when a hylian has reached a venerable age, he has received a total of –6 to his Strength, Constitution and Dexterity scores, and a +3 to his Intelligence, Wisdom, and Charisma score. Keep in mind that no character’s ability scores can ever be reduced below 1 by aging effects.



Heroes come in all sizes and shapes…

Age also affects how your character should be roleplayed. As your character gains in age and experience, the character’s personality will undergo changes. Older characters tend to be a little more cautious. They have been through the phase of their life when blood runs hot with the prospect of adventure, and know better than to rush headlong into reckless danger. Older characters have been there and done that, and their wisdom is often crucial to survival. That is, when it is listened to. Many younger adventurers may not heed the words of wisdom that an older character has to offer. Perhaps they are too eager for their own stories to become legends and fables. Perhaps it is simply an impatience to embark on whatever adventures await them. For many young, would-be adventurers, caution and patience are often thrown to the wind in an effort to better absorb the experience of their adventure. Foolish as it may be, this is quite

common, more so in some cultures than others.

In addition, culture affects how age is viewed and treated. Hylians tend to venerate old age as a natural ending to a youthful existence. The elderly are granted positions of respect and modicum, but are not treated as better or more important than anyone else of similar status. Dekus, gorons, and kokiri are known for their severe respect of elders. During the times before the first seizing of the Tri-Force and its later sundering, the kokiri and deku alike held a great respect for their mutual living symbol of natural harmony, the Great Deku Tree. Gerudo often see age as a sign of weakness. Though tribal elders are often granted positions of respect, these elders are often shamans or wizzrobes – powerful spellcasters and readers of omens. The gerudo see age in their warriors as a sign of weakness. While their warrior elder's blades stay sharp and their minds focused, they are welcome additions to the tribe's strength. Nevertheless, when the day comes that an elder fails, his blade dulls, or his wits lose their keen edge, the tribe no longer considers the survival of that member to be a priority. Tales abound of especially cruel and hardy gerudo tribes casting off their old to the desert in order not to be slowed by having to take care of them.

Height & Weight

For those who wish to have a more rounded and random determination of your character's height and weight, consult the Table 6-4. Find the race and sex you have chosen and check the base height for them. Next, roll the height bonus listed for that race and add it to the base height in inches. Then read over to find the base weight for that race. Take your initial die roll that you got when checking for height bonuss, and multiply it by the weight bonus listed.

For example, Matt's character, Nimble (a hylian male), stands at a base height of 5' 5" tall. Matt rolls 2d6 and gets a 5 and a 2 (=7), so adding in 7 inches to 5' 5" gives Nimble a height of 6'. Nimble's base weight lists at 110 lbs, so Matt takes his previous roll, 7, and multiplies it by 2d6. This time, Matt rolls a 5, so he multiplies the 7 x 5 and ends up with 35. The result is that Nimble is 6' tall and weighs 145 lbs.

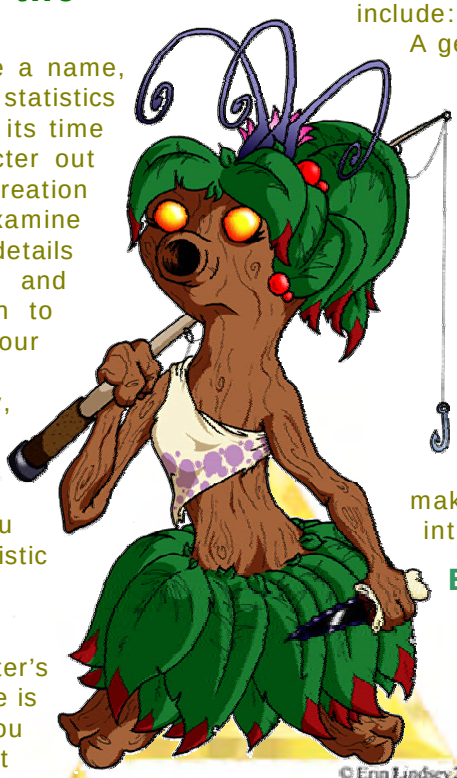
When using these tables to factor height and weight, it is important to have some general idea of how your character is proportioned with the statistics you have rolled up. A character that seems a little too heavy for his or her height may just be big-boned or muscular. On the other hand, if the character's Strength score is low, you might reason that the character is stronger in one area of his or her body more than another. Alternatively, perhaps the character is slim though well defined and toned, thus adding an overall weight.

Regardless of the result, try to keep racial tendencies in mind. For instance, zoras are often slim and sleek, perfectly designed for high-speed swimming and aquatic movement, while moblins are often large, muscular, and very rough in their movements. Exceptions occur, though they tend to be rare when a race is either geographically or culturally subject to strict or limiting conditions. For example, gerudos frequent the desert badlands and wastelands. To them, water is a precious resource, and their lives are filled with labor and toil simply to survive. An overweight gerudo is not simply an oddity, it is a danger to the tribe, and not something the gerudo would tolerate. To the gerudo, survival is a primary concern. A glutted gerudo might be seen as a water hoarder, or worse, a weakling to be weeded out so that the tribe may remain strong. Yet again, the other side of this is the goron culture where weight and height garner a certain kind of respect. The taller and heavier you are, the stronger your appearance, and the more likely you are to have

traits deigned suitable to the culture as a whole.

Fleshing Out the Character

Now that you have a name, gender, and vital statistics for your character, its time to flesh the character out and complete the creation process. First, examine some of the small details of your character and narrow them down to concrete details. Your character's appearance, history, and motivations are all important things to know, as they will help you play a more realistic character.



This deku's all set for adventure...

Appearance

Your character's physical appearance is completely up to you to decide. What color is your character's hair? What about their eyes? Skin color? The races of the world of the Legend of Zelda are extremely diverse; what is normal for one land or nation might seem completely alien to another land far away or just over the next mountain range. Your character's appearance is the first thing other characters and NPC's will notice, so it is important to decide what sort of first impression your character gives off.

Higher Charisma scores don't necessarily indicate that a character is better looking than those with lower Charisma scores. However, you might reason that a character with a low Charisma score has some extremely odd or rare physical trait that gives them an exotic (or possibly disfigured) look. Alternately, you may say that a very high Charisma score represents your character's natural grace despite their average looks.

Describing small physical details about your character help to lend realism to the character as well. Some examples of details might include:

A gerudo drifter, scarred by a battle at an early age defending the tribe's oasis, wears a dark scarf covering the lower half of his face.

A subrosian wilderfolk wears a necklace that is made of the fangs of beasts he has slain in his travels.

A hylian wizzrobe, insecure about his frail appearance, wears a heavy robe and hood to make himself seem more intimidating.

Background & History

Where was your character born? What date? What city in what kingdom? Who are the character's mother and father? Questions like these help fill in your character's personal background and add feeling and depth to the character as a whole. A well-rounded character is often a character with a very detailed background that describes a great deal of the character's life before the game starts. Try to examine the character's life in as much detail as possible. For example:

Were the character's parents wealthy or poor?

Does the character have any brothers or sisters? Are they older or younger?

What were the three most inspiring or terrifying things that happened during the character's childhood and early adolescence?

Where did the character get his starting equipment? Gifts from family members? Purchases with saved rupees? Or perhaps stolen goods?

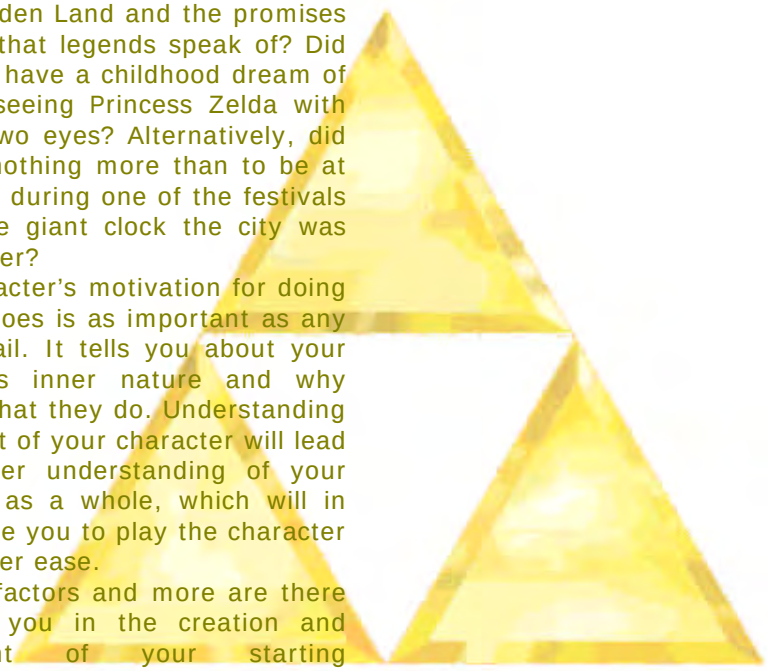
What is your character's greatest accomplishment? His greatest failure?

How does your character view other races and cultures? Has he had much exposure to them?

By answering questions like these about your character, you can gain a greater overall picture of who the character is and what their outlook on life is like. In addition, you will want to consider your character's motivations. Why does the character adventure? How did the character get started on the path of an adventurer? Was he dragged into it by a band of raiding pirates attacking his home? Was he intrigued by tales of the Golden Land and the promises of power that legends speak of? Did he simply have a childhood dream of one day seeing Princess Zelda with his own two eyes? Alternatively, did he want nothing more than to be at Clocktown during one of the festivals to see the giant clock the city was named after?

Your character's motivation for doing what he does is as important as any other detail. It tells you about your character's inner nature and why they do what they do. Understanding this aspect of your character will lead to a better understanding of your character as a whole, which will in turn enable you to play the character with greater ease.

All these factors and more are there to assist you in the creation and enrichment of your starting character. If you feel that less detail is needed, or that you do not need to know everything before you start play, then do not worry about it. Use what you are comfortable with and leave behind what you are not. In the end, try to make the best character you can. After all, the fun of the game comes from playing a character you can identify with and who challenges you to grow and develop in new and unforeseen ways.



Chapter 7 Magic of the Tri-Force

What is magic? Well, you might as well ask why the world turns or why the sun sets. Magic is everywhere, within and without all things in Hyrule and the other environs of the world of *Zelda D20*. Magic is thought, belief, physical, and metaphysical. In it's most basic form it is energy, unbridled and unstoppable. However, when the right person taps it he can do almost anything with it. If he has the skill and the will, that is. Magic can save or damn, heal or annihilate, create or destroy. There is nothing it cannot do in time.

Magic stems from the Tri-force. Magic radiates forth from the Tri-Force, no matter where it is or who possesses it. Most scholars assume that the Tri-Force is the ultimate source of all magic. Magic, however, comes from both within the world and from the Tri-Force. The Tri-Force is a sort of personification of magic, and as such, most magical theories are modelled around it. What we do know is that the Tri-Force is akin to a transmitter, sending forth waves of magical energy.

Wizzrobes are the antennae that pick up those waves. They then channel them and redirect them in any form that pleases them. Sure, everyone is infused with magic (called 'latent' magic), but none can use the magic (called 'active' magic) as the wizzrobe can. The wizzrobe knows how to 'tune' his very latent magical energy so that he can pick up different 'frequencies' of magic. These different frequencies represent the six known types of magical energy.

The History of Magic

Magic has been a part of the world for time out of mind. The history of magic is the history of creation. To tell it fully from beginning to end would take up an incredible amount of space. The following treatise is an extremely condensed form of the entire story.

The Creation of Magic

Magic started with the Three Goddesses. Din, Nayru, and Farore, creators of the world and of magic. It is not known if the creation of magic was intentional or not for none can guess the mind of a Goddess. It is generally agreed that the Goddesses imbued the world with magic and created the Tri-Force as a focal point for it. Whether they intended their creations to someday tap into this awesome power remains to be seen.

Who the first wizzrobe was is a mystery that may never be solved. How he or she learned to harness the magic is another mystery, yet it is known that magic has been widely practiced since before the first known Link. Wizzrobes began to appear sometime before the first Link and have been a part of the world ever since.

The most famous of the early wizzrobes was a man of (presumably) Hylian descent called Asul Annon. He and his colleagues lived a few centuries before the first Link and helped to establish the magical theories that are the basis of modern magic studies. Asul Annon is said to have set up the first college of magic somewhere near what is now the Gerudo Desert, though it has long since been abandoned and looted by thieves. Asul Annon, however, was not the first wizzrobe, owing his training (rudimentary though it was at the time), to some other, un-named magic-user. Little more can be said of this early wizzrobe. His college trained wizzrobes for many centuries before finally succumbing to the ever-expanding sands of the Gerudo Desert, time, warfare, and the movement of the world through the Ages.

Magic Flourishes

Over the next few centuries, magic began to spread across the lands, slowly at first, but becoming ever more common. Several magical colleges were established in various remote corners of the land and students began to slowly trickle in. This period is best known to have given birth to the notorious wizzrobe Ganondorf Dragmire.

Scholars debate whether Ganondorf received formal training in his early days, but most presume so. Records of Attendance show that he was enrolled, at least for a time, in a college of magic now lost somewhere beneath the sands of the Gerudo Desert of Hyrule. As a young student, Ganondorf rose to the top of his class quickly, improving upon pre-existing spells, techniques, and even improving on certain magical theories. However, Ganondorf was not destined to live the life of an instructor at the college. Sometime during his early manhood, he returned to his home to rule. Ganondorf might have been ruthless and power-hungry his whole life or he might have changed at some point, but within a few decades, he rose to power, becoming one of the most powerful wizzrobes to ever live. His maniacal schemes to claim the powers of the Tri-Force are well documented elsewhere. He was defeated by Link on several occasions, and even now, his demise is a questionable thing.

The Aspects Refined

Ganondorf was best known for refining the techniques used to harness Shadow energy, yet although Ganondorf is noted as being one of the most powerful wizzrobes of all time, there were many other powerful and skilled wizzrobes alive throughout his long, unnatural life. One of the more noted was responsible for many of the discoveries that allowed wizzrobes to refine spells using Water energies. Her name was Minan, a zora minstrel. Her discoveries allowed wizzrobes to harness Water magic far more effectively. For this her people know her as a hero, and often celebrate festivals in her honor, calling her the Queen of the Waves. She was born before Ganondorf and died sometime during his first bid for the Tri-Force.

Probably one of the most interesting wizzrobes of the period was something of a paradox. His name was Tarin, a kokiri wizzrobe who revolutionized the use of Fire magic. Trained from an early age by the village shaman, he was cast out when he nearly burnt down the forest when he discovered (inadvertently) how to harness the magic of Fire, during a casting no less. His spell shifted, and the results were not pretty. Tarin wandered the plains of Termina, the Koholint Isle, and finally Hyrule for a time, eventually coming upon the fabled magical college of Destac which lay in the foothills of the Death Mountains. He enrolled and excelled in his courses, consistently amazing his instructors by handling Fire magic so easily and intuitively. A strange thing for a kokiri to be good at, and his instructors marveled at the nature of his magical aptitude. His studies were of paramount importance to understanding the nuances of Fire magic.

Spirit magic was probably the hardest of the aspects to quantify and define. Several individuals working in conjunction over a period of several decades mastered Spirit magic. It is rumoured that Asul Annon was the leader of this motley band of wizzrobes, and most evidence supports this theory. Spirit magic remains, even now, one of the most subtle, unexplored types of magic in existence.

The other types of magic, Forest and Light, were mastered early on, perhaps before the emergence of Asul Annon and his conclave. The techniques used to master these two types were already old when Asul Annon created the first college of magic. The first wizzrobes to bend these two aspects to their will completely is a great mystery, and

most suspect it always will be. Why these were the first to be mastered may have something to do with their less volatile natures'. No one living today can say so for sure.

Magic In the Now

Magic has ebbed and flowed for time out of mind. Magic has been feared in some times, and thought of as an everyday occurrence in others. Magic is and, with the blessings of the Goddesses, always will be.

In recent times, magic has been in decline, true practitioners not as common as they once were. A true wizzrobe is a thing to tell your children about. The various colleges have gone underground, for the most part, becoming elitist and selective. The recent decline is partially due to the lingering mistrust people have for wizzrobes, due to Ganondorf Dragmire's use of wizzrobe shock troops several centuries ago. A new generation of Wizzrobe is in training; ready to go forth and seek their fortune in the world. Magic will, as it always has, survive.

Uses throughout history

Magic has been used for many things throughout the course of history. To list them all would be impossible. However, here are a few of the more notable uses:

Magic was used by several of the incarnations of Link, though they were never the powerhouse their adversary, Ganondorf, was. Magic was also used to seal the Golden Realm, with Ganondorf inside it, after his first defeat at the hands of Link. Name a use for magic, chances are that it is possible that it has been done before.

The Power of the Tri-Force

Magic is capable of virtually anything; its limits are completely unknown. The only real limit on the power of magic is what the wizzrobes call the 'Division of Aspects', a mysterious force that divides magic into 6 types of distinct energy. Accomplished wizzrobes may mix and match these energies with ease, but most lack the skill to do so. Thus, magic is limited in a way; its true power is only accessible to those with the dedication and skill needed to unlock it.

Spells and magical abilities are powered by spending magic points. Magic points are gained at a rate dictated by character class.

There are two main states that magical energy can be found in, latent and active.

Latent Magic

Latent magic is found in all living organisms, and even some things that are not living. Latent magic is literally magic that cannot be called upon to cast spells, it is used primarily to power innate magical abilities and special martial techniques. All magic points gained by a character unable to cast spells are automatically assigned to his latent pool. If he gains the ability to cast spells at anytime he may reassign magic points from his latent pool to one of the six Aspects at anytime that he would gain bonus magic points or class magic points.

Active Magic

Active magic is found in only a select few; it is magic that can be used to craft and cast spells. Active magic can be used to cast spells, power magical abilities, and use special martial techniques. A character whose magic is active must assign his magic points to one of the six Aspects of magic (characters multi-classing to wizzrobe have a latent pool, but starting wizzrobes do not have one and never have one; characters that begin as wizzrobes and later multiclass to other classes do receive a latent pool, but must follow the rules for assigning magic points normally). Characters that start with active magic (a level 1 wizzrobe) do not have a latent pool; all of their magical potential is invested in some form of magical Aspect at the start of the campaign.

The Forces Behind Magic

All magic comes from the Tri-Force, which was created by the combined power of the three Goddesses: Din, Nayru, and Farore. There are three triangles of the Tri-Force, consisting of two aspects each, and represent the remaining power of one of the three Goddesses. Each Aspect in a triangle is part of a triumvirate that competes with the other two in the Tri-Force to maintain the balance. Each triangle also competes with itself, proving a duality that is at the heart of each Goddesses' nature.

Tri-Force of Power

The Tri-Force of Power contains the remaining power of Din, Goddess of Power. She has control over the Aspects of Fire and Shadow, and represents the twinned forces of overt and covert action

Aspect of Fire

The Aspect of Fire represents the elemental forces of fire, chaos, and change. It controls raw physical strength, and contains much destructive and volatile energy. It belongs to the triumvirate of elements. The key ability for Fire magic is Constitution, for only the hardiest wizzrobes can withstand and control the burning energy controlled by the Fire Aspect.

Fire is adjacent to the Aspect of Shadow, which provides subtle magic to its own destructive capabilities. Fire opposes the other elemental aspects of Forest and Water, by countering their creative and defensive talents with its own powers of destruction.

Aspect of Shadow

The Aspect of Shadow represents the powers of darkness and shadow. It clouds the eyes and mind alike, hiding the truth. It also controls the darker forces of magic, such as necromancy. It belongs to the triumvirate of spirits. The key ability for shadow magic is Charisma; for only those wizzrobes with a great force of will can project the darkness controlled by the Shadow Aspect without falling to it themselves.

Shadow is adjacent to the Aspect of Fire, which provides direct power to its own subtle talents. Shadow opposes the other spiritual Aspects of Light and Spirit, by cloaking the world in darkness, and draining the will of the people.

Tri-Force of Wisdom

The Tri-Force of Wisdom contains the last of the power of Nayru, Goddess of wisdom. She governs the Aspects of Water and Light, and provides much of the knowledge that aided civilization over the ages. She represents the dual states of inspiration and reflection.

Aspect of Water

The Aspect of Water represents the elemental forces of water, law, and order. It is very defensive, protecting from the ravages of time and change, and consists of the powerful spells to hamper the forces of magic. It belongs to the triumvirate of elements. The key ability for Water magic is Wisdom, since a wizzrobe has to understand the very elements of the universe to be able to defend against them.

Water is adjacent to the Aspect of Light, which provides many powers of divination to aid in the defense of the realm. Water opposes the other elemental Aspects of Fire and Forest, preventing both destruction and growth with equal strength.

The Aspect of Light

The aspect of Light represents the illuminating powers of knowledge, and the unyielding forces of truth. It also embodies the noble causes of justice and the divine good. It provides much insight into the world, its inhabitants, and its powers. It belongs to the triumvirate of spirits. The key ability for Light magic is Intelligence, for a keen mind is required to explore the Aspect of Light to its fullest potential.

Light is adjacent to the Aspect of Water, which provides many defenses to forces that can disrupt or destroy the pursuit of knowledge.

Light opposes the other spiritual Aspects of Shadow and Spirit, illuminating the lies of the dark and the fervour or fanaticism with balanced power.

Tri-Force of Courage

The Tri-Force of Courage is the last bastion of the strength of Farore, Goddess of courage. She has control over the Aspects of Forest and Spirit, representing to combined magic of body and soul.

Aspect of Forest

The Aspect of Forest represents the elemental forces of life and the wild, the powers of earth and wood. It can create and mend the body, or break it down in the natural cycle of nature. It belongs to the triumvirate of elements. The key ability for forest magic is wisdom, for a wizzrobe must understand the very seeds of life and the world around them in order to create and restore the balance of nature.

Forest is adjacent to the Spirit Aspect, which can heal the souls of those restored by the powers of the forest. It opposes the other elemental Aspects of Fire and Water, creating new life where there was destruction and growth to those grown stagnant and sterile.

Aspect of Spirit

The Aspect of Spirit represents the powers of emotion and the spirit. It can shield the soul from the harshness of truth, or the manipulation of lies. Likewise, it can whip the faithful into frenzy, or bring pause to the unrighteous. The key ability for spirit magic is Charisma, for a wizzrobe must posses a great deal of empathy to make the connections with his fellow beings.

Spirit is adjacent to the Aspect of Forest, which can heal the body of those broken by their cause. It opposes the other spiritual Aspects of Shadow and Light, both of which can deal extensive damage to the will of the people.

The Triumvirates of Elements and Spirits

The triumvirates represent the two fundamental types of magic. The Triumvirate of Elements represents the physical aspects of magic, such as the elements, physical change, creation, and similar. It is considered arcane, and many wizzrobes trained in the elemental aspects are often mistakenly called mages or sorcerers. Similarly, the Triumvirate of Spirits represents the mystical forces of magic, controlling the minds, souls, and will of people, their beliefs, and their actions. Many practitioners are often called priests or clerics.

The two triumvirates see little interaction between themselves, and usually this is limited to adjacent Aspects. In each triumvirate however, each Aspect strives to maintain the balance of forces, and gain the upper hand for themselves. There are no alliances in the triumvirate, but sometimes two Aspects will sometimes work together for the greater balance of the universe, should their opponent gain dominance.

The Tri-Force Today

In the current age, the Tri-Force is recovering from the imbalance created by the power of Ganondorf Dragmire. Ganondorf the thief, also known as Ganon the Prince of Darkness, increased the dominance of the aspect of shadow to such a degree, that he almost called for the Cataclysm. It was only by the intervention of the Hero of Time, aided by the powers of all six aspects of magic. This is one of the few times when all six aspects worked towards a common goal to restore the balance.

Shadow is still in a very dominant position, but the immediate danger is over for now, and it is up to the Triumvirate of Spirits to oppose the Aspect of Shadow and slowly restore the balance.

The Aspect of Light is attempting this by unweaving the lies of Shadow and breaching the secrets and mysteries

Table 7-1 Bonus magic points

Ability Score	Bonus Points by Wizzrobe Level									
	1 – 2	3 – 4	5 – 6	7 – 8	9 – 10	11 – 12	13 –14	15 – 16	17 – 18	19 –20
1 – 9	Cannot cast spells tied to this ability score									
10 – 11	-	-	-	-	-	-	-	-	-	-
12 – 13	1	-	-	-	-	-	-	-	-	-
14 – 15	1	3	-	-	-	-	-	-	-	-
16 – 17	1	3	5	-	-	-	-	-	-	-
18 – 19	1	3	5	7	-	-	-	-	-	-
20 – 21	3	3	5	7	9	-	-	-	-	-
22 – 23	3	5	5	7	9	11	-	-	-	-
24 – 25	3	5	7	7	9	11	13	-	-	-
26 – 27	3	5	7	9	9	11	13	15	-	-
28 – 29	5	5	7	9	11	11	13	15	17	-
30 – 31	5	7	7	9	11	13	13	15	17	19
32 – 33	5	7	9	9	11	13	15	15	17	19
34 – 35	5	7	9	11	11	13	15	17	17	19
36 – 37	7	7	9	11	13	13	15	17	19	19
38 – 39	7	9	9	11	13	15	15	17	19	21
40 – 41	7	9	11	11	13	15	17	17	19	21
Etc...										

that the Aspect of Shadow has been using to maintain its precarious stranglehold. It has been revealing the locations and weaknesses of various Shadow holds, luring brave and foolhardy adventurers in to fight the minions of Shadow.

The Aspect of Spirit is girding the populace against the lies of Shadow, causing them to remain unphased against the Shadow manipulations found within society. With joyful song and careful words, the forces of Spirit work the populace into a frenzy against the deceit and corruption of Shadow's allies within the seat of power all over the land.

So far, both tactics seem to be working, but ever so slowly, and the Tri-Force remains in a precarious state. Just the slightest abuse or oversight on any of the Aspects in the Triumvirate of the Spirits could trigger another Cataclysm.

Using the Magic

Magic points and Spell Pools

Magic points are the energy that is used to cast spells in *Legend of Zelda D20*. Each Aspect of the Tri-force, like a tuning fork, vibrates in its own magical frequency, sending forth waves of magical energy. To cast a spell of the Fire Aspect, one must learn to attune their mind and body to the frequency of Fire, or, to put it simply, the Fire Aspect. Once this is accomplished, the magic-user may begin to assign magic points to his Fire pool, and gain the benefits of having a high Constitution. Each Aspect has its own pool of magic points that it draws from for spells. Characters gain a number of magic points at each level that may be assigned to any pool that they have access to. Each pool that they have access to also get bonus magic points from the ability score tied to that pool. This bonus comes into effect when the character gains access to the pool. Increasing the ability score tied to an Aspect is retroactive however. See Table 7-1 above.

Opposed and Adjacent Aspects

Each Aspect has two opposed Aspects (used in counter-spelling and for role-playing purposes), and an adjacent Aspect. Whenever the magic-user is out of, for instance, Fire magic points, if he has access to Shadow Magic, he may use Shadow magic points to power Fire spells at twice the normal amount of magic points (if he has the feat for it). This only works with adjacent magic points pools normally.

Spell Structure

All spells have a name, casting time, a level, a range, a duration, spell resistance information, saving throw information, a magic point cost, and a description.

Casting Time

The character can cast a spell with a casting time of one action as a standard action.

A spell that takes one full round to cast is a full-round action. It comes into effect just before the beginning of the character's turn in the round after the character began casting the spell. The character then acts normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds, the character is casting a spell as a full-round action).

The character must make all pertinent decisions about a spell (range, target, area, effect, version, etc.) when the character begins casting.

Magic point Cost

A spell's magic point cost indicates how many magic points (and which type of magic points) he must spend in order to successfully cast a spell.

Spells have a base magic points cost of (level x 2) –1, with a minimum of 1 magic point, unless otherwise stated. So, a 1st level spells have an magic points cost of 1, 5th level spells have an magic points cost of 9, and 9th level spells have an magic point cost of 17 magic points. This cost can go up, depending on whether the caster adds any metamagic options to it.

Some spells are multi-Aspect spells, meaning that they appear on more than one Aspect list, and can be cast as a spell of any of those Aspects. The caster must spend magic points of the same type as the chosen Aspect of the spell. Multi-Aspect spells are marked with [M] in the spell list and the spells description.

Some spells are combi-Aspect spells, meaning that they require magic points from more than one Aspect. The spell counts as a spell of all the Aspects listed, when working our resistances and immunities.

Range

A spell's range indicates how far from the character it can reach, as defined on the Range line of the spell description. A spell's range is the maximum distance from the character that the spell's effect can occur as well as the maximum distance at which the character can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted. Standard ranges include:

Personal: The spell affects only the character.

Touch: The character must touch a creature or object to affect it.

Close: The spell can reach up to 25 feet away from the character. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell can reach up to 100 feet + 10 feet per caster level.

Long: The spell can reach up to 400 feet + 40 feet per caster level.

Unlimited: The spell can reach anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Aiming a Spell

The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target or Targets: Some spells have a target or targets. The character casts these spells directly on creatures or objects, as defined by the spell itself. The character must be able to see or touch the target, and the character must specifically choose that target. However, the character does not have to select the target until the moment the character finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the character ("Target: the character"), the character does not receive a saving throw, and spell resistance does not apply. The Saving Throw

and Spell Resistance lines are omitted from such spells.

Effect: Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character does not have to see the creature he or she is trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at.

If a ray spell has a duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the character cannot see. Figure distance by actual distance travelled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect to all portions of the effect.

Area: Some spells affect an area. The character selects where the spell starts, but otherwise the character does not control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

Burst: As with an effect, the character selects the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When the character casts a spell with a cone area, the cone shoots away from the character in the direction the character designates. A cone starts as a point directly before the character, and it widens out as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures", which means all creatures other than constructs and undead. If a spell has a limited amount of targets it can affect, it will ignore those that it cannot affect.

Cylinder: As with a burst, the character selects the spell's point of origin. This point is the centre of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: Some spells affect objects within an area the character selects.

Spread: Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance travelled, taking into account turns the spell effect takes.

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)", the character can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most

often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A solid barrier cancels a line of effect. It is like line of sight for ranged weapons, except it is not blocked by fog, darkness, and other factors that limit normal sight.

The character must have a clear line of effect to any target that the character casts a spell on or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell's line of effect (though the rest of the wall farther from the hole can still block the spell).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater (this notation does not mean that a spell can only be cast on objects - some spells of this sort can be cast on creatures or objects). A magic item's saving throw bonuses are each equal to 2 + ½ its caster level.

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against the character's spell has a DC of 10 + the level of the spell + the character's bonus for the relevant ability. A spell's level can vary depending on the character's class. Always use the spell level applicable to the character's class.

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the character senses that the spell has failed. The character does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving Up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on his saving throw, however, an exposed item is harmed (if the attack can harm objects). The four items

nearest the top on Table: Items Affected by Magical Attacks in the *Game Master's Guide* are the most likely to be struck. Determine which four objects are most likely to be struck and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability. If the character's spell is being resisted by a creature with spell resistance, the character must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating is like a Defense rating against magical attacks.

The Spell Resistance line and descriptive text of a spell tell the character if spell resistance protects creatures from it. In many cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" mean the same thing as for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as Harmless without the caster level check described above.

The Spell's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), the character can apply whatever results a spell entails.

Many spells affect particular sorts of creatures. These terms, and terms like them, refer to specific creature types that are defined by these rules.

Duration

A spell's Duration line tells the character how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as the character concentrates on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break the character's concentration while the character is maintaining one, causing the spell to end (see Concentration, below). The character cannot cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but the character cannot maintain it for more than a stated duration in any event.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed before their durations end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character does not discharge a touch spell on the round the character casts the spell, the character can hold the discharge of the spell (hold the charge) indefinitely.

The character can make touch attacks round after round. The character can touch one friend (or the character can touch his or her self) as a standard action or up to six friends as a full-round action. If the character touches anything with the character's hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

Discharge: A few spells last for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)", the character can dismiss the spell at will. The character must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, the character dismisses the spell with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is to stop concentrating).

Components

A spell's Components line includes abbreviations that tell the character what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually the character does not worry about components, but when the character cannot use a component for some reason or when a material or focus component is expensive, then they count.

V (Verbal): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

S (Somatic): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

M (Material): A material component is a physical substance or object that is annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Assume the character has all components (of negligible cost) needed as long as the character has a spell component pouch.

F (Focus): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed. Assume that focus components of negligible cost are in the character's spell component pouch.

XP (XP Cost): Some powerful spells entail an experience point (XP) cost to the character. No spell can restore the lost XP. The character cannot spend so much XP that the character loses a level, so the character cannot cast the spell unless the character has enough XP to spare. However, the character may, on gaining enough XP to attain a new level, use the XP for casting a spell rather than keeping the XP and advancing a level. The XP are treated as a material component-expended when the character casts the spell, whether or not the casting succeeds.

Concentration

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the character must make a Concentration check or lose the spell.

The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the DC is. If the character fails the check, the character loses the spell just as if the character had cast it to no effect.

Injury: Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw, or are otherwise successfully assaulted, the character must make a Concentration check. The DC is 10 + points of damage taken + the level of the spell the character is casting. If the character fails the check, the character loses the spell without effect. The interrupting event strikes during spellcasting if it comes between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to the character casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If the character is taking continuous damage, half the damage is considered to take place while the character is casting a spell. The character must make a Concentration check (DC 10 + one-half the damage that the continuous source last dealt + the level of the spell the character is casting). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage, does not count as continuous damage.

Spell: If the character is affected by a spell while attempting to cast a spell, the character must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the DC of the Concentration check is 10 + points of damage + the level of the spell the character is casting. If the spell interferes with the character or distracts the character in some other way, the DC is the spell's saving throw DC + the level of the spell the character is casting. For spells with no saving throw, it is the DC that the spell's saving throw would have if it did allow a saving throw.

Grappling or Pinned: The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + the level of the spell the character is casting) or lose the spell.

Vigorous Motion: If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, the character must make a Concentration check (DC 10 + the level of the spell the character is casting) or lose the spell.

Violent Motion: If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, the character must make a Concentration check (DC 15 + the level of the spell the character is casting) or lose the spell.

Violent Weather: If the character is in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell the character is casting. If the character is in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell the character is casting. The character loses the spell if the character fails the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If the character wants to cast a spell without provoking any attacks of opportunity, the character needs to dodge and weave. The character must make a Concentration check (DC 15 + the level of the spell the character is casting) to succeed. The

character loses the spell if the character fails.

Entangled: If the character wants to cast a spell while entangled, the character must make a Concentration check (DC 15) to cast the spell. The character loses the spell if the character fails.

Counterspelling

It is possible to use raw energy to counter an opponent's spell. By doing so, the caster is using energy from the Aspect(s) opposing the energy of the target spell in order to cancel it out.

How Counterspells Work: To use a counterspell, the character must select an opponent as the target of the counterspell. The character does this by choosing the ready action. In doing so, the character elects to wait to complete his or her action until the character's opponent tries to cast a spell. (The character may still move at normal speed, since ready is a standard action.)

If the target of the character's counterspell tries to cast a spell, the character makes a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, the character correctly identifies the opponent's spell and can attempt to counter it. (If the check fails, the character cannot do either of these things.)

To complete the action the character must spend a number of magic points from an Aspect that opposes the target spell equal to the amount used to cast the target spell. If the spell is made up of more than one Aspect's energies, the character must use an appropriate amount of each energy. For each type of energy involved in the spell the character must make a Spellcraft check (DC = 10 + Spell DC), opposed by a Concentration check (DC 10 + Spell DC) by the caster of the spell. A successful check indicates that the spell has been cancelled out. If only a part of the spell (i.e. one energy type involved) is cancelled, the caster of the spell gets a Spellcraft check (DC 15 + Spell level) to stabilize the spell, if successful, the spell goes off as normal.

Caster Level

A spell's power often depends on its caster level, which is generally equal to the character's class level.

The character can cast a spell at a lower caster level than normal, but the caster level must be high enough for the character to cast the spell in question, and all level-dependent features must be based on the same caster level.

Optional Rule: Racial Aspect Modifiers

Because many of the tribes of the world favor one Aspect and are opposed by another, this balance of power affects caster level from time to time. Each tribe casts their racially favored Aspect spells at +1 caster level, and opposed Aspect spells at -1 caster level. See the table below for quick reference.

Spell failure

If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if the character's concentration is broken and might fail if the character is wearing armor while casting a spell with somatic components.

Table 7-2 Racial Caster Level Modifiers

	Fire	Forest	Light	Shadow	Spirit	Water
Deku	-1	+1	-	-	-	-
Gerudo	-	-	-1	+1	-	-
Goron	+1	-	-	-	-	-1
Hylian	-	-	-	-	-	-
Kokiri	-	+1	-	-1	-	-
Moblin	-	-	-	+1	-	-1
Rito	-	-	+1	-1	-	-
Subrosian	+1	-	-	-1	-	-
Tokay	-	-	-	-1	-	+1
Zora	-1	-	-	-	-	+1

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that do not damage opponents are attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many spells give their subjects bonuses on ability scores, Defense, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. Two bonuses of the same type do not generally stack. With the exception of dodge bonuses, most circumstance bonuses, and bonuses granted by a suit of armor and a shield used in conjunction by a creature, only the better bonus works. The same principle applies to penalties - a character suffering two or more penalties of the same type applies only the worst one. Keep in mind a special note: *The Legend of Zelda D20* uses Defense, not Armor Class. Thus, a spell that grants an armor bonus to Armor Class applies directly to a character's Armor rating granted from armor rating. Otherwise, dodge bonuses and the like are applied to Defense.

Descriptors: Some spells have descriptors indicating something about how the spell functions. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

The descriptors are acid, cold, darkness, death, electricity, fear, fire, force, language-dependent, light, mind-affecting, sonic, and teleportation.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language being spoken by the caster.

Combining Magical Effects: Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves.

More generally, two bonuses of the same type do not stack even if they come from different spells (or from effects other than spells). The character uses whichever bonus gives the character the better score.

Different Bonus Names: The bonuses or penalties from two different spells do stack, however, if the effects are of different types.

A bonus that is not named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each

other irrelevant. Mental controls that do not remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This special effect is noted in a spell's description.

Instantaneous Effects: Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

Custom Spells

A custom spell is a spell made up of a number of spell pieces, each piece having some effect on the total effect of the spell and each piece costing you 1 mp from the piece's aspect upon casting the spell. Universal pieces may be paid for in magic points from any combination of aspects.

A SPELL'S CENTER

A spell's center is the target at which the spell is cast, like a place in the room, a person, or an object. The range of a spell limits what can be chosen as the spell's center (see RANGE). If the range is not personal, you normally must be able to see or, in the case of touch, touch the center upon casting the spell.

AREA OF EFFECT

A spell's area of effect is determined by the pieces used in the spell, and different things happen in an area of effect depending on the pieces used. If no area of effect is specified by a piece, it is always on the spell's center.

EFFECTS

A spell has various effects, each one summarized in a spell piece or a group of spell pieces of the same type (like 5 *repel vermin* pieces; one *repel water* piece and 5 *repel vermin* pieces would be two effects). One spell may have multiple effects each with varying areas of effect (like a spell that immediately deals acid damage in a 30-ft radius and detects magic for a few minutes in a 60-ft radius).

Each piece that affects an existing area of effect (such as *acid* or *spread*) needs to be assigned to a certain area of effect (therefore you may have two *spread* pieces, each assigned to a different or the same area of effect).

Common sense (and perhaps GM discretion) should be used when assembling spells so that they are feasible with the campaign.

Beside the basic effects, the caster may describe details like twinkles, small globes of light, a tingly feeling, purple-black clouds, or even berry flavor (but not enough to change how the spell actually works) while the spell takes effect. Be creative! The GM could even allow consistent details for monster spells to give PCs clues in a puzzle.

RANGE

A spell with a Personal or Touch range can have either you, the caster, as the center or be centered on anything or one you touch. Short allows the spell's center to be anywhere within 25 ft +5 ft/every two caster levels you possess, Medium is within 100 ft +10/caster level, and Long is within 400 ft +40 ft/caster level.

The range costs are as follows, and can be from any combination of aspect pools: Personal or Touch (0 mp), Short (1 mp), Medium (2 mp), Long (3 mp).

CASTING TIME

The casting time for any one custom spell is one action.

SAVING THROWS

The DC for a saving throw against any given effect of a spell is 10 + number of total pieces serving that effect + your spell-casting ability modifier.

If there are two different areas of effect with the same effect, such as Acid, each one has their own DC that depends on how many pieces were used in each. If the areas overlap somewhere, a creature inside would need to make a save for each DC.

If the save is made, the offending effect is negated unless the description says otherwise.

Example Spell: Fire and Ice

5d6 Fire and 5d6 Cold damage to anything within the area of effect. Range: Long (The center, where the twist stops, may be anywhere within the range.), 10 ft Spread (This is how the spell explodes in a cloud and/or creeps along any surface it hits.) Ray. Total Cost: 16 magic points (5 Fire, 5 Water, 6 any).

Example Spell: Sanctuary Light

Range: Touch; light illuminates in a 20 ft radius out from the center for 10 minutes/level with protection against creatures of dark focus for 1 minute/level using same area of effect; heal 3d8 damage in a radius of 15 ft (using Spread). Total Cost: 8 magic points (Light 1, Water 1, Forest 3, any 3).

UNIVERSAL

Universal effects do not belong to an aspect and are known to anyone who makes knowing aspects her business.

Trigger: The entire spell cast takes effect (goes off) when a certain condition (specified by you upon casting and of any complexity) takes place within a 30 ft (per piece) radius of the spell's center. This piece does not make that the area of effect, however.

A time-based condition ("After 5 minutes") does not require a large radius, but one that requires planets to align may need to instead rely on another device around to be triggered by the alignment to be practical ("When this telescope projects an image of the planets aligning.").

Spread: The area of effect is increased by a 5 ft (per piece) radius around the spell's center. This could describe a burst or splash effect.

Ray: You aim the spell at the center as with a ranged weapon (typically making ranged touch attack), but you do not have to see or touch the center while casting the spell. Creatures or objects that are in the way could provide cover and even block the spell ray or ball, causing the spell to take effect as though its center were in the obstacle's position. Each mp beyond 1 you spend on this piece grants you a duplicate spell center. Each spell center must be within spell range, and each one that tries to hit a target requires its own ranged touch attack. You could also decide to cast such a spell at one target. If the spell is blocked, it splits up into one ray (per piece) to fly in random directions (roll a die for directions). Use the original attack roll for these ricocheted rays.

Line: The area of effect travels in a straight, unblocked path or circular beam 5 ft wide/diameter (per piece) from you to the spell's center. The spell's center always originates at the center 5-ft space at the end of the farthest-traveling branch (or branches, in case of a tie) of the line, regardless of how thick any one branch is.

A solid barrier (any that would block a ranged weapon's line of sight but also solid: not darkness or fog) blocks the spell (if this is the farthest the entire line travels, the spell's center is here). An otherwise solid barrier with a hole of at least 1 square foot through it makes that 5 ft area of wall not a barrier for this line.

Thus, a line may be forked (as by a wall in the middle of the path not as wide as the line), a center appearing at each end of the farthest-traveling line branches at no extra mp cost.

Cone: The area of effect shoots out from you to the spell's center, widening as it travels (along a

surface or three-dimensionally through space). A cone's width at a given distance from you equals that distance. (A 30-ft-long cone is 20 ft wide/diameter at 20 ft of its length and 30 ft wide/diameter at its end.) A cone may be blocked in the same way as a line. Unlike a line, each farthest-traveling 5-ft space (or cube) at the end of a cone is treated as the spell's center.

FIRE

Fire: 1d6 Fire damage (per piece) will be given to anything in a chosen area of effect. Reflex save for half damage.

Body: Each creature within a chosen area of effect gets +1d4+1 (per piece) to any one physical ability score (Str, Dex, or Con) for 1 hour per caster level.

Damage: 1d4 magic damage (per piece) will be given to anything in a chosen area of effect. Reflex save for half damage.

Disintegrate: Up to one creature (per piece), or 10 ft square area of one object (per piece), within a chosen area of effect glows and is reduced to ash. If its Fortitude save is successful, then it instead takes 1d6 (per the same pieces) damage. A combination of objects and creatures may be destroyed or damaged in this way.

Enhance: You may, each time you cast the spell, divvy up any way you like one +1 enhancement bonus (per piece) among any number of all devices within a chosen area of effect. The total bonus awarded to any one device by this effect may not exceed +5. A weapon enhanced by this effect gives the bonus to attack rolls made with the weapon, not damage dealt by it.

Erase: Up to one piece or page (per piece) of exposed writing (each chosen upon casting) within a chosen area of effect is erased. Held writing has a 90% chance of being erased, and magical writing (such as from a spell scroll or a glyph or rune) must be erased by touching (regardless of range of the entire spell).

SHADOW

Force: 1d6 Force damage (per piece) will be given to anything in a chosen area of effect. Reflex save for half damage.

Chaos: Within a chosen area of effect, occurs any one random effect (one piece per piece) that you know from any aspect (but not universal) and does not have its own area of effect. The DM may pick or you may make a rolling table.

Darkness: Darkness billows in a 20-ft (per piece) radius area of effect around the spell's center for 10 minutes per caster level. Creatures that can normally see in the dark cannot see in magical darkness. Any *light* effect of a lower mp cost in the effected area is suppressed for the spell's duration.

Double: One illusory duplicate of you (per piece) separates from you and remains within 5 ft (per same piece) of another figment or you and disappears when struck. Normal visual and audio comparison usually cannot tell a figment from you, even when a figment separates from you. Figments mimic your actions, such as pretending to cast a spell when you cast a spell, This effect lasts 1 minute per caster level.

Note: Despite the description above, the DM may decide that the figments will differ from you in a subtle way picked up by careful comparison if you happen to be standing right next to one.

Drain: Each creature within a chosen area of effect who fails a Fortitude save loses 1d4 hp (per piece), and you gain the total amount of mp lost by them in this way. A successful save means half the loss and half your gain.

Encode: Up to one piece or page (per piece) of exposed writing (each chosen upon casting) within a chosen area of effect is encoded so that only you can read it as it normally would be (if it was written in code beforehand, it still reads to you as that code). This effect lasts 1 hour per caster level.

Garble: The audio communication of up to one (per piece) creature who fails a Will save (each chosen upon casting) within a chosen area of effect is garbled until the spell ends, regardless whether the area of effect or not. You are able to know what they mean to say, though this doesn't allow you to understand innuendo or foreign languages any more than if their speech weren't garbled. This effect lasts 1 hour per caster level.

Haze: Obscuring haze gathers around where the spell's center is upon casting in a 30-ft (per piece) radius area of effect for 1 minute per level (though it remains stationary from the time it was cast, regardless of other ongoing effects following a moving center). This works as well underwater as out of water.

Shapeshift: This effect requires you use pieces for one or the other part of this effect (one can't serve both); decide what each piece is doing upon each casting. One fourth (per piece: head, arms, middle, legs) of any creature of 1 HD (per piece) in a chosen area of effect who fails a Fortitude save is each either (decide upon casting) altered to look like someone else's or transformed into the equivalent body part of another kind of creature of less than or equal HD. You can't directly kill anyone by doing this (though you can change someone into a goldfish on land). This effect lasts for 1 hour per caster level.

Shift: Each creature within a chosen area of effect who fails a Fortitude save gets -1d8 (per piece) to any one ability score (specified at spell creation) while +1d8 (per piece) to any one other ability score (also specified then) for 1 minute per caster level.

Swipe: Each creature within a chosen area of effect who fails a Will save loses 1d4 mp (per piece), and you gain the total number of mp lost by them in this way. A successful save means half the loss and half your gain.

Telekinesis: The caster may move one or more objects in the spell range totaling up to 5 lbs (per piece) up to 15 ft (per piece). This means that one may carry an object from a point within the spell range (Short, Medium, etc.) to a point outside the range.

Toughen: Each creature within a chosen area of effect gains 3 (per piece) temporary hp (temporary hp are lost first). Any remaining hp vanish after 1 minute per caster level.

Weaken: Each creature within a chosen area of effect who fails a Fortitude save gets -1d6 damage to any one ability score (specified at spell creation) for 1 minute per caster level.

LIGHT

Electricity: 1d6 Electricity damage (per piece) will be given to anything in the spell's area of effect. Reflex save for half damage.

Aura of Truth: The true form of anyone or thing within a 30-ft (per piece) radius area of effect around the spell's center is revealed through suppression of its disguise or concealer; once the effect ends, or they leave the area of effect, the disguise is allowed to come back into effect. This suppresses illusions, invisibility, and magical light and darkness, and reveals what is in normal light or darkness.

Detect Magic: You detect magic from a spell taking effect or in effect within a 30-ft (per piece) radius area of effect around the spell's center.

Detect Snares and Pitfalls: You detect simple snares and pitfalls, (such as quicksand, loose rock, hunting snares but not magical traps, trapdoors, or anything more complicated) within a 30-ft (per piece) radius area of effect around the spell's center for 10 minutes per caster level.

Detect Will: You detect great good or ill will toward you or a designated group within a 30-ft (per piece) radius area of effect around the spell's center.

Detection: You detect the presence of a given subject (chosen upon spell

creation: Fey, Gorons, any humanoids, ale, metal, etc.) within a 30-ft (per piece) radius area of effect around the spell's center.

Eyes of Truth: Every creature within the area of effect is enabled to see through any kind of magical disguise, illusion, and any kind of darkness or light (but not through solid objects) for a distance of up to 20 ft (per piece) for 1 minute per caster level.

Hint: You pose a simple question ("What is this called?" "Is this good for me to do?") and receive a small, perhaps short-sighted, and brief hint or answer (from the DM).

The response and the questions can become more complicated or complete with more spell pieces ("This is a *long-chained* hookshot" "Good, *but possibly not later*."). This spell is not meant to be a detailed narrative of the future, though a many-pieced one could produce a fuzzy prophecy.

Identify: The spell can tell you one property (per piece) of a magical item. One piece might reveal an *arrow+1* while two pieces would reveal that that the arrow also dispels magic. If there are more pieces than properties, it may tell you why it was made or who made it, or it may just leave it at a list of properties.

Light: Light shines in a 20-ft (per piece) radius area of effect around the spell's center for 10 minutes per caster level. Any *darkness* effect of a lower mp cost in the effected area is suppressed for the spell's duration.

WATER

Cold: 1d6 Cold damage (per piece) will be given to anything within a chosen area of effect. Reflex save for half damage.

Armor: Anyone or thing within a chosen area of effect gets 1 DR/- (per piece).

Create Water: In the spell's center or within a chosen area of effect (decided upon casting), 2 gallons (per piece) of fresh water is created. If a creature is selected as the center, the water appears in the mouth or similar opening.

Paralyze: Up to 1 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fail a Will save is paralyzed for 1d4 rounds per caster level.

Protection: For 1 minute per caster level, anyone or thing within a chosen area of effect receives +2 (per piece) deflection bonus to AC and +2 (per same piece) to any saves made against anything by the subject (decided upon spell creation: creatures of evil intent, Elementals, spells, Cold subtype creatures, etc.). The spell also physically deflects attacks, blocks possession spells and effects made by the subject that try to reach into the area of effect. It also prevents all bodily contact with summoned subjects (so natural weapon attacks going either way don't work).

Repel: Any subject (decided upon spell creation: creatures of a certain focus, Fire subtype creatures, iron materials, etc.) within a chosen area of effect who, if applicable, fails a Will save is pushed by force in the shortest way out of the area's boundaries. The force is not great enough to crush a subject against a wall, though they receive 2d6 damage by crossing the barrier (if forced, like above, or by making a successful Will save). This effect lasts for 10 minutes per caster level.

Resistance: Anyone or thing within a chosen area of effect gets a +1 (per piece) bonus on saves against a certain energy type (decided upon spell creation: Fire, Cold, etc.) for 1 minute per caster level.

Shield: Any creature or object within a chosen area of effect gets a +2 (per piece) shield bonus to AC for 1 minute per caster level.

FOREST

Acid damage: 1d6 Acid damage (per piece) will be given to anything within a chosen area of effect. Reflex save for half damage.

Entangle: Up to one (per piece) creature (each chosen upon casting and during each round of the effect) within a chosen area of effect who

fails a Reflex save is entangled by surrounding plants, ropes, furniture legs, iron bars, etc. (even if it succeeds the save, it can still only move at half speed within the area). One can break free by succeeding at a Strength or Escape Artist check of an appropriate DC. Each round, the entanglements attempt to entangle any who have avoided or escaped entanglement but not more at once than the number limit.

Entangled: -2 penalty to attack rolls and a -4 penalty to effective Dexterity. It cannot move if the entanglements are anchored to an immobile object; otherwise, it can move at half speed but not run or charge. Casting a spell requires a successful Concentration check (DC 15) or the spell is lost.

Note: The DM may alter this effect somewhat based on the nature of the entangling scenery.

Fly: Any creature within a chosen area of effect can fly at the speed of 30 ft (per piece) (30 ft less to a minimum of 10 ft if wearing heavy or medium armor) for 10 minutes per caster level. If still in the air when the spell lands, you drop 60 ft per round for 1d6 rounds, then fall normally.

Gust: A gust of wind blows within a chosen area of effect, playing with flames and doing stuff a normal gust of that strength would do. Gust strength is determined by the number of pieces:

1: Light (0-10 mph): A gentle breeze, having little or no game effect.

2: Moderate (11-20 mph): A wind with a 50% chance of extinguishing small unprotected flames, such as candles.

3: Strong (21-30 mph): Gust that automatically extinguishes unprotected flames and impose a –2 penalty to ranged attacks and Listen checks. Tiny or smaller creatures are knocked down (Fortitude save: 10 DC).

4: Severe (31-50): Automatically extinguishes any unprotected flames, and cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of being extinguished. Ranged weapon attacks and Listen checks are at a –4 penalty. Tiny or smaller creatures are blown away, Small are knocked down, Medium-size are checked (Fortitude save: 15).

5: Windstorm-speed (51-74): Powerful enough to bring down branches if not whole trees, the gust automatically extinguishes unprotected flames and has a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind. Small or smaller creatures are blown away, Medium-size are knocked down, and Large or Huge are checked (Fortitude save: DC 18).

6: Hurricane-speed (75-174 mph): All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty to attack). Listen checks are impossible: all characters can hear is the roaring of the wind. Gusts of this strength could very well fell trees. Medium-size or smaller creatures are blown away, Large are knocked down, and Huge are checked (Fortitude save: DC 20).

7: Tornado-speed (175-300 mph): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. A tornado-speed gust may uproot trees and wreck buildings. Large or smaller creatures are blown away, Huge are knocked down, and Gargantuan or Colossal are checked (Fortitude save: DC 30).

Heal: Each creature within a chosen area of effect is healed of 1d8 damage (per piece).

Summon: Summons 1/2 HD-worth (per piece) of one creature or many creatures totaling that many HD (decide upon casting) to you for up to 1 round per caster level. They appear within spell range.

Teleport: All creatures within the area of effect (whose weight does not exceed your maximum carrying

capacity) are teleported to a place of your choosing.
1 piece: only a place very familiar to you. 2: can also be one you have carefully studied. 3: seen casually. 4: viewed once. 5: was described to you.

Pieces	On Target	Off Target	Similar Area	Mishap
1	01–97	98–99	100	—
2	01–94	95–97	98–99	100
3	01–88	89–94	95–98	99–100
4	01–76	77–88	89–96	97–100
False location 1d20+80	—	—	81–92	93–100

SPIRIT

Sonic: 1d6 Sonic damage (per piece) will be given to anything within a chosen area of effect. Fortitude save for half damage.
Calm: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save is calmed and does not take any extreme, wild, or destructive action other than to defend itself from serious injury for 1 round per caster level. Any aggressive action or serious injury against the creature ends this effect. This effect suppresses the effects of *confuse* and like spells.
Charm: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save regards you as it's trusted friend or ally for 1 hour per caster level.
Confuse: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save is confused for 1 round per caster level. Behavior may be rolled for (d10) and rerolled each round: 1: Wander away for 1 minute (unless prevented and no reroll until the minute's up); 2-6: Do nothing for 1 round; 7–9: Attack nearest creature for 1 round; 10: Act normally for 1 round.
Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.
Hypnotize: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save (+2 on the save if in combat, -2 if not and only a single creature) stop and stare blankly for up to 2d4 rounds. Any suggestion you make to someone thus fascinated seems more plausible (reacts as two steps more friendly in attitude).
Fascinated: -4 penalty to Listen and Spot checks. Any potential threat allows a second saving throw, and an obvious threat or rough movement breaks this effect.
Mind: Each creature within a chosen area of effect gets +1d4+1 (per piece) on any one nonphysical ability score (Int, Wis, or Cha) for 1 hour per caster level.
Panic: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save becomes panicked for 1 round per caster level.
Panicked: -2 morale penalty on saving throws, skill, and ability checks and drops what it's holding. Must flee, choosing it's path randomly (as long as it's away from immediate danger), flees any dangers that confront it, and, if cornered, cowers, but may also use a spell or special ability to escape.
Restore: Up to one person (per piece) within a chosen area of effect is each healed of all of the following conditions: confused, dazed, dazzled, nausea, panic or the like, paralyzation, petrification, and stun.
Sleep: Up to 2d4 HD-worth (per piece) of creatures (division chosen upon casting) within a chosen area of effect who fails a Will save falls asleep for 1 minute per caster level.

COUNTERING SPELLS

A custom spell is made of pieces of varying or same aspects (not counting the universal pieces). Custom spells are therefore countered in pieces, but in some cases, countering one piece may

make the others fizzle or become more limited (such as getting rid of an area of effect so that it goes to only the spell's center as default). You counter pieces by matching up the pieces you want to counter with pieces of the same aspects in a spell you cast. Matched-up pieces with be nullified while the rest (from your spell and the opponent's) will take effect if they still can. Universal pieces cannot be countered, but usually fizzle if there's no effect left to define them. Sometimes countering a diverse spell could take two wizzrobes working together by casting different aspect spells.

Psionics and Power Conversions

There are no psionics in the lands of the Tri-Force. While there are 'psions' and 'mind mages', their powers are channelled through the Tri-Force, just like arcane energies. This means that psionic powers are treated identical to spells within the *Zelda D20* setting. Psionic Attack and Defense Modes, and Psionic Feats are not used. The following information, taken from the *Psionics Handbook* will allow you to convert powers from other sources to your *Zelda D20* game.

Unless otherwise stated below, all converted psionic powers are treated identically to spells, for the regards of casting, counterspelling, and so on.

Name: This is the name by which the power is generally known. Powers might be known by other names in some locales, and psionic characters often have different names for their powers. This usually remains unchanged.

Discipline and Descriptors: This is the discipline to which the power belongs. Any descriptors that apply are given here [in brackets].

Disciplines: Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Psychoportation, and Telepathy. The key ability score for each discipline is given (in parentheses) for ease of calculating target DCs.

Descriptors: Acid, chaotic, cold, compulsion*, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

*Compulsion is treated as a subschool of the Enchantment school of magic, but is used as a descriptor here to the same effect.

Disciplines should be changed to schools, using the following guidelines: Clairsentinence powers usually match with the Divination school. Metacreativity powers usually match the summoning school. Psychokinesis powers usually match the Evocation school. Psychometabolism powers usually match the Transmutation school. Psychoportation powers usually come from the Transmutation school. Telepathy powers usually match the Enchantment school. All powers with the compulsion descriptor usually match the Enchantment School, and the Compulsion subschool. When in doubt, look for the spell in the *Player's Handbook* with the closest matching effects, and use that as a guide to the school of the power.

Level: This is the strength level of the power, ranging from 0-level (talents) through 9th level (the most powerful). This entry notes which classes can manifest this power. A power's level affects the DC for any saving throw allowed against the power. This usually remains unchanged, but you should check to see if it matches with similar effects of the same level.

Display: This gives the type of display that accompanies manifestation of the power.

Displays: Au (Audible), Ma (Material), Me (Mental), Ol (Olfactory), and Vi (Visible).

There are no displays for spells, but the displays do give guidelines for the components of the spell. Powers with audible displays have verbal components. Powers with material displays have material, focus, or divine focus components. Powers with visible, olfactory, or mental displays have somatic components.

Manifestation Time: The time required to manifest the power. This remains unchanged.
Range: The maximum distance from the manifester at which the power can affect a target. This remains unchanged
Target or Targets/Effect/Area: The number of creatures, dimensions, volume, weight, and so on, that the power affects. This remains unchanged.
Duration: How long the power lasts. This remains unchanged.
Saving Throw: Whether a power allows a saving throw, what type of saving throw it is, and the effect of a successful saving throw. This remains unchanged.
Power Resistance: Whether power resistance (PR) resists the power. This is usually applied to spell resistance.
Power Points: The power's cost to manifest. Talents (0-level powers) cost 1 power point to manifest after a character uses up his or her allotted free manifestations per day. The base cost for converted powers depend upon the level of the power, using the rules given above for magic points costs.
Descriptive Text: This portion of the power description details what the power does and how it works. If one of the previous portions of the description included "(see text)," this is where the explanation is found. This usually remains unchanged. However, the terms manifester and caster are considered to be used interchangeably, as are magic and psionics. Also, many psionic specific skills, feats and spells are considered interchangeable with their *Player's Handbook* equivalents.

Spell Format

Each spell description follows the same format. This section discusses that format and some of the fine points of how spells work.
Name: This is the name by which the spell is generally known.
School and Descriptors: This is the school and sub-school to which the spell belongs. Any descriptors that apply are given here [in brackets].
Schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal.
Descriptors: Acid, cold, darkness, death, electricity, fear, fire, force, language-dependent, light, mind-affecting, sonic, and teleportation.
Aspects: This is the Aspect(s) to which the spell belongs.
A [M] after the spell means it is a multi-aspect spell..
A [C] after the spell means it is a combi-aspect spell.
Aspects: Fire, Shadow, Water, Light, Forest, and Spirit.
Level: This is the relative power level of the spell. This entry includes an abbreviation for each class that can cast this spell. The "Level" entry also indicates if a spell is a domain spell and, if so, what its level is.
Class Abbreviations: Wizz (Wizzrobe).
Components: This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point cost (XP) components, or any combination thereof.
If the material component, focus or define focus has an Rupee cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value. Convert *Player's Handbook* gold piece costs according to this formula: 1 gold piece (gp) = 1 rupee (rp).
Material components are always consumed during the casting of a spell; a focus is not. If a special focus is required, it will be unique to the spell and cannot be used as the focus for other spells. Note that divine focuses need only be a symbol of the Tri-Force costing at least 50 rp.
Casting Time: The time required to cast a spell.

Range: The maximum distance from the character at which the spell can affect a target.
Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, weight, and so on, which the spell affects. The entry starts with one of three headings: "Target", "Effect", or "Area". If the target of a spell is "the character", the character does not receive a saving throw, and spell resistance does not apply. The saving throw and spell resistance headings are omitted from such spells.
Duration: How long the spell lasts.
Saving Throw: Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.
Spell Resistance: Whether spell resistance (SR), a special defensive ability, resists this spell.
magic points Cost: The cost in magic points that the spell requires to be cast.
Descriptive Text: This portion of the spell description details what the spell does and how it works.

Learning Spells

Learning a spell is a difficult and arduous task. At each level, the magic-user may learn as many spells as he wishes, provided he can pay the price associated with them.
Spells require massive amounts of research, meditation, research, and resources. (And did I mention research?).
Each spell costs:
For Research: [100 Rupees + 200 Rupees x (Spell level)]
The GM may modify this cost to take into account rarity, and other factors; this is just a guideline. In addition, the wizzrobe must spend 3 days per 200 rupees spent on research gathering supplies and doing the actual research.
The Rupees go to pay for rare components and facilities for learning the spell. Sometimes the wizzrobe might need certain special items to prime himself to unlock the spell, or he might need to buy medical supplies in case the spell goes wrong, or he might even need to hire a tutor. One can never tell what complications might arise when trying to learn a new spell.
To Learn: [100 Exp + 200 Exp (Spell level)]
The GM may modify this cost to take into account difficulty, and other such factors, this is just a guideline.

Spell List

Spells are listed by aspect, then by level. Spells marked with * are taken from the *Psionics Handbook*. Spell marked with [M] are multi-Aspect spells, while those marked with [C] are combi-Aspect spells.

Fire Aspect

Level 0

Burst*: Subject's speed improves by 10 ft. for 1 round.
Far Punch*: Telekinetic punch deals 1 damage.
Finger of Fire*: Deals 1d3 fire damage to one foe.
Inflict Minor Wounds: Touch attack, 1 point of damage.
Prestidigitation [M]: Performs minor tricks.
Talons*: Unarmed attacks deal +1 damage.
Virtue: Subject gains 1 temporary hp.

Level 1

Bite of the Dodongo*: Bite attack deals 1d8 damage.
Bless Weapon: Weapon is blessed.
Burning Hands: 1d4 fire damage/level (max 5d4).
Call Simple Weaponry*: Never lack for a simple weapon.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Doubles the caster's speed.
Fire Blast: 1d8 fire damage and ignites enemies.
Firefall*: Fiery sparks deal 1d4 fire damage in 10-ft. radius.
Hammer*: Touch deals 1d8 bludgeoning damage.
Inflict Light Wounds: Touch attack, 1d8 +1/level damage (max +5).

Jump: Subject gets +30 on Jump checks.
Knock: Opens locked or magically sealed door.
Lesser Concussion*: Pummel foe for 1d6 damage.
Magic Weapon: Weapon gains +1 bonus.
Matter Agitation*: Heats a creature or object.
Stomp*: Shock waves in the ground knock foes prone.
Vigor: Gain 3 temporary hit points.

Level 2

Bull's Strength: Subject gains 1d4+1 Str for 1 hr./level.
Burning Ray*: Fiery ray deals 3d6 damage to foe.
Call Martial Weaponry*: Never lack for a martial weapon.
Cat's Grace: Subject gains 1d4+1 Dex for 1 hr./level.
Claws of the Wolfos: Unarmed attack deals 1d12 damage.
Concussion*: Pummel foe for 3d6 damage.
Continual Flame: Makes a permanent, heatless torch.
Control Flames*: Control heat and movement of a fire.
Death Knell: Kill dying creature and gain 1d8 temporary hp, +2 Str, and +1 caster level
Din's Weapon: Magical weapon attacks on its own.
Endurance: Gain 1d4+1 Con for 1 hr./level.
Fire Trap :Opened object deals 1d4 +1/level damage.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere: Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Heat Metal: Make metal so hot it damages those that touch it.
Hustle*: Gain one extra partial action.
Inflict Moderate Wounds: Touch attack, 2d8 +1/level damage (max +10).
Inflict Pain*: Mental attack deals 3d6 damage.
Painful Touch*: Unarmed attacks deal an extra 1d6 subdual damage.
Produce Flame: 1d4 +1/two levels damage, touch or thrown.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Shatter: Sonic vibration damages objects or crystalline creatures.
Warp Wood: Bends wood (shaft, handle, door, plank).

Level 3

Bite of the Slime Eel*: Bite attack deals 2d8 damage.
Call Exotic Weaponry:* Never lack for an exotic weapon.
Claws of the ReDead*: Unarmed attack deals 1d8 damage. Heals the same amount.
Explosive Runes: Deals 6d6 damage when read.
Fireball: 1d6 damage per level, 20-ft. radius.
Flame Arrow: Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
Greater Concussion*: Pummel foe for 5d6 damage.
Greater Magic Weapon: +1 bonus/three levels (max +5).
Haste: Extra partial action and +4 def.
Inflict Serious Wounds: Touch attack, 3d8 +1/level damage (max +15).
Keen Edge: Doubles normal weapon's threat range.
Metaphysical Weapon*: Weapon gains a +3 bonus.
Prowess*: Caster may take one extra attack of opportunity.
ReDead Touch: Touch deals 1d6/two caster levels; caster gains damage as hp.
Whitefire*: Deals 5d4 fire damage in 20-ft. radius.

Level 4

Call Imbued Weaponry*: Never lack for a +1 weapon.
Din's Hammer: Damages and staggers creatures.
Din's Power: The caster gains attack bonus, 18 Str, and 1 hp/level.
Dismiss Ectoplasm*: Dissipates ectoplasmic targets.
Fire Mnemonic Enhancer: +4 magic points enhancement bonus to Fire pool of subject.
Fire Shield: Creatures attacking the caster take fire damage; the caster is protected from cold.

Flame Strike: Smites foes with fire (1d6/level).
Imbue with Fire Aspect: Transfer Fire Aspect feat, spells and magic points to subject.
Inflict Critical Wounds: Touch attack, 4d8 +1/level damage (max +20).
Mass Concussion*: Foes take 7d4 damage in 20-ft. radius.
Power Feedback*: Use magic points to boost your physical ability bonuss.
Rusting Grasp: The caster's touch corrodes iron and alloys.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Level 5

Adamant Grasp*: Gain a +10 bonus on your grapple checks.
Brilliant Blast*: Blast deals 9d4 fire damage in 20-ft. radius.
Call Enchanted Weaponry*: Never lack for a +2 weapon.
Circle of Doom: Deals 1d8 +1/level damage in all directions.
Din's Might: The caster's size increases, and the caster gains +4 Str.
Fire Permanency: Makes certain fire spells permanent; costs XP.
Forest Immunity [C]: Renders the target immune to forest magic.
Graft Weapon*: A weapon becomes a natural part of the caster.
Matter Rearrangement*: Transmute one metal to another.
Slay Living: Touch attack kills subject.
Water Immunity [C]: Renders the target immune to water magic.

Level 6

Blade Barrier: Blades encircling the caster deal 1d6 damage/level.
Breath of the Dragon*: Breathe fire for 11d4 damage.
Call Magical Weaponry*: Never lack for a +3 weapon.
Circle of Death: Kills 1d4 HD/level.
Disintegrate: Makes one creature or object vanish.
Fire Contingency: Sets trigger condition for another fire spell.
Fire Seeds: Acorns and berries become grenades and bombs.
Firestaff: Stores one fire spell in wooden quarterstaff.
Flaming Shroud*: Encased foe takes 11d6 fire damage.
Harm: Subject loses all but 1d4 hp.
Improved Vigor*: Gain 13 temporary hit points.
Mass Haste: As haste, affects one/level subjects.

Level 7

Call Legendary Weaponry*: Never lack for a +4 weapon.
Delayed Blast Fireball: 1d6 fire damage/level; the caster can delay blast for 5 rounds.
Destruction: Kills subject and destroys remains.
Din's Sword: Floating magic blade strikes opponents.
Earthquake: Intense tremor shakes 5-ft./level radius.
Finger of Death: Kills one subject.
Fire Magic: Alters reality-within spell limits.
Fire Storm: Deals 1d6 fire damage/level.
True Concussion*: Pummels foe for 13d6 damage.
Ultrablast*: Mental scream deals 13d4 damage to all within 15 ft.
Word of Din: Kills, confuses, stuns, or deafens subjects.

Level 8

Din's Aura: +4 def, +4 resistance, SR 25 against forest and water spells.
Din's Clenched Fist: Large hand attacks the caster's foes.
Incendiary Cloud: Cloud deals 4d6 fire damage/round.
Iron Body: Body becomes living iron.
Temporal Acceleration*: Time frame accelerates for 2 rounds.
Whirlwind: Cyclone inflicts damage and can pick up creatures.

Level 9

Antigenesis*: Creates a growing dead spot on an existing plane.
Detonation*: Pummels foe for 17d6 damage.
Din's Crushing Hand: As grasping hand, but stronger.

Dissolution*: Disintegrate very large objects or creatures.
Fire Elemental Swarm: Summons multiple fire elementals.
Fire Power: As limited wish, but with fewer limits.
Implosion: Kills one creature/round.
Meteor Swarm: Deals 24d6 fire damage, plus bursts.
Power Word, Kill: Kills 1 tough subject or many weak ones.
Temporal Velocity*: Time frame accelerates for 3d4 rounds.
Wail of the Banshee: Kills 1 creature/level.

Forest Aspect

Level 0

Catfall*: Recover well from a fall.
Cure Minor Wounds: Cures 1 point of damage.
Mending: Makes minor repairs on an object.
Prestidigitation [M]: Performs minor tricks.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Level 1

Astral Construct I*: Creates astral construct to fight for the caster
Biofeedback*: Self-control allows the caster to take some damage as subdual damage.
Cure Light Wounds: Cures 1d8 +1/level damage (max +5).
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants: Detects species of animals or plants.
Enlarge :Object or creature grows +10%/level (max +50%).
Entangle: Plants entangle everyone in 40-ft.-radius circle.
Feather Fall: Objects or creatures fall slowly.
Forest Blast: 1d6 acid damage and poisons enemies.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Invisibility to Animals: Animals cannot perceive one subject/level.
Lesser Body Adjustment*: Heal 1d8 hp, or gain a +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of temporary ability damage.
Magic Fang: One natural weapon of subject creature gets +1 bonus to attack and damage.
Magic Stone: Three stones become +1 projectiles, 1d6+1 damage.
Mount: Summons riding horse for 2 hr./level.
Pass without Trace: One subject/level leaves no tracks.
Reduce: Object or creature shrinks 10%/level (max 50%).
Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
Speak with Animals: The caster can communicate with natural animals.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster I: Calls outsider to fight for the caster.
Summon Nature's Ally I: Calls creature to fight.
Unseen Servant: Creates invisible force that obeys the caster's commands.

Level 2

Acid Arrow: Ranged touch attack deals 2d4 damage for 1 round + 1 round/three levels.
Animal Affinity*: Possess one ability score of a chosen animal.
Astral Construct II*: Creates astral construct to fight for the caster.
Barkskin: Grants 1/- natural DR bonus (or higher).
Body Adjustment*: Heal 3d6 damage, or gain a bonus on the next Fortitude save to resist poison or disease, or heal 2 temporary ability points.
Bolt*: Creates a short-lived bolt, arrow, or bullet.
Control Air*: Wind velocity increased or decreased by up to 10 miles per hour + 5 miles per hour/level.
Cure Moderate Wounds: Cures 2d8 +1/level damage (max +10).
Expansion*: Grow +10%/level (max +100%).
Fog Cloud: Fog obscures vision.

Glide*: Subject glides at speed of 20 ft.
Lesser Restoration: Dispels magic ability penalty or repairs 1d4 ability damage.
Levitate: Subject moves up and down at the caster's direction.
Make Whole: Repairs an object.
Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Speak with Plants: The caster can talk to normal plants and plant creatures.
Summon Monster II: Calls outsider to fight for the caster.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of small crawling or flying creatures.
Sustenance*: Go without food and water.
Tree Shape: The caster looks exactly like a tree for 1 hour/level.
Web: Fills 20-ft-radius spread with sticky spider webs.
Wood Shape: Rearranges wooden objects to suit the caster.

Level 3

Astral Construct III*: Creates astral construct to fight for caster.
Call Lightning: Directs lightning bolts (1d10/level) during storms.
Control Plants: Talk to and control plants & fungi.
Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 3d8 +1/level damage (max +15).
Diminish Plants: Reduces size or blights growth of normal plants.
Fly: Subject flies at speed of 90.
Greater Magic Fang :One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5)
Gust of Wind: Blows away or knocks down smaller creatures.
Heal Mount: As *heal* on warhorse or other mount.
Improved Biofeedback*: Take charge of body's damage.
Meld into Stone: The caster and the caster's gear merge with stone.
Neutralize Poison: Detoxifies venom in or on subject.
Phantom Steed: Magical horse appears for 1 hour/level.
Plant Growth: Grows vegetation, improves crops.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Rejuvenation*: Heal 1 point of temporary ability damage/hour.
Remove Disease: Cures all diseases affecting subject.
Shrink Item :Object shrinks to one-twelfth size.
Spike Growth: Creatures in area take 1d4 damage, may be slowed.
Stone Shape: Sculpts stone into any form.
Summon Monster III: Calls outsider to fight for the caster.
Summon Nature's Ally III: Calls creature to fight.
Trinket*: Creates a short-lived trinket.

Level 4

Air Walk: Subject treads on air as if solid (climb at 45-degree angle)
Astral Construct IV*: Creates astral construct to fight for the caster.
Cure Critical Wounds: Cures 4d8 +1/level damage (max +20).
Dissolving Touch*: Touch deals 7d6 acid damage.
Farore's Fury: Damages and poisons creatures.
Forest Mnemonic Enhancer: +4 magic points enhancement bonus to Forest pool of subject.
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns insects into giant vermin.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, etc.).
Imbue with Forest Aspect: Transfer Forest Aspect feat, spells and magic points to subject.
Immovability*: Caster is almost impossible to move.
Minor Creation: Creates one cloth or wood object.
Reincarnate: Brings dead subject back in a random body.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.
Summon Monster IV: Calls outsider to fight for the caster.
Summon Nature's Ally IV: Calls creature to fight.
Tree Stride: Step from one tree to another far away.

Level 5

Animal Growth :One animal/two levels doubles in size, HD.
Astral Construct V*: Creates astral construct to fight for the caster.
Awaken: Animal or tree gains human intellect.
Commune with Nature: Learn about terrain for one mile/level.
Control Winds: Change wind direction and speed.
Fabricate: Transforms raw materials into finished items.
Faithful Hound: Phantom dog can guard, attack.
Fire Immunity [C]: Renders the target immune to fire magic.
Forest Permanency: Makes certain forest spells permanent; costs XP.
Healing Circle: Cures 1d8 +1/level damage in all directions.
Insect Plague :Insect horde limits vision, inflicts damage, and weak creatures flee.
Major Creation: As minor creation, plus stone and metal.
Passwall: Breaches walls 1 ft. thick/level.
Sudden Minor Creation*: Quickly create cloth or wood object.
Summon Monster V: Calls outsider to fight for the caster.
Summon Nature's Ally V: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes/level.
Transmute Rock to Mud: Transforms two 10-ft. cubes/level.
Wall of Thorns: Thorns damage anyone who tries to pass.
Water Immunity [C]: Renders the target immune to water magic.

Level 6

Ablating*: Subject is buffered from one dispel effect.
Astral Construct VI*: Creates astral construct to fight for the caster.
Control Weather: Changes weather in local area.
Flesh to Stone: Turns subject creature into statue.
Forest Contingency: Sets trigger condition for another forest spell.
Foreststaff: Stores one forest spell in wooden quarterstaff.
Heal: Cures all damage, diseases, and mental conditions.
Heroes' Feast: Food for one creature/level cures and blesses.
Improved Fabricate*: Transforms raw goods to finished items.
Improved Fly*: Subject flies at speed of 180.
Ironwood: Magical wood is strong as steel.
Liveoak :Oak becomes treant guardian.
Move Earth: Digs trenches and build hills.
Retrieve*: Teleport to hand an item the caster can see.
Stone to Flesh: Restores petrified creature.
Summon Monster VI: Calls outsider to fight for the caster.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same species.

Level 7

Animal Shapes :One-ally/level polymorphs into chosen animal.
Astral Construct VII*: Creates astral construct to fight for the caster.
Changestaff: The caster's staff becomes a treant on command.
Creeping Doom: Carpet of insects attacks at the caster's command.
Farore's Whisper: Kills, paralyzes, weakens, or dazes subjects.
Fission*: Briefly duplicate self.
Forest Magic: Alters reality-within spell limits.
Greater Restoration: As restoration, plus restores all levels and ability scores
Oak Body*: Body becomes living wood.
Regenerate: Subject's severed limbs grow back.

Summon Monster VII: Calls outsider to fight for the caster.
Summon Nature's Ally VII: Calls creature to fight.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.

Level 8

Astral Construct VIII*: Creates astral construct to fight for the caster.
Clone: Duplicate awakens when original dies.
Command Plants: Plants animate and vegetation entangles.
Farore's Protection: +4 def, +4 resistance, and SR 25 against fire and water spells.
Greater Planar Ally: As lesser planar ally, but up to 24 HD.
Mass Heal: As heal, but with several subjects.
Matter Manipulation*: Increase or decrease an object's base hardness by 5.
Summon Monster VIII: Calls outsider to fight for the caster.
Summon Nature's Ally VIII: Calls creature to fight.
True Creation*: Creates permanent cloth, wood, stone, or metal objects.

Level 9

Air Elemental Swarm: Summons multiple air elementals.
Astral Construct IX*: Creates astral construct to fight for the caster.
Earth Elemental Swarm: Summons multiple earth elementals
Forest Power: As limited wish, but with fewer limits.
Freedom: Releases creature suffering imprisonment.
Genesis*: Instigate a new demiplane in the Astral Plane.
Shambler: Summons 1d4+2 shambling mounds to fight for the caster.
Shapechange: Transforms the caster into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls outsider to fight for the caster.
Summon Nature's Ally IX: Calls creature to fight.
True Metabolism*: Regenerate 10 points/round for 1 minute.

Light Aspect

Level 0

Arcane Mark :Inscribes a personal rune (visible or invisible).
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (-1 attack).
Guidance: +1 on one roll, save, or check.
Know Direction: The caster discerns north.
Kolkiri Sight*: Caster has low-light vision.
Light :Object shines like a torch.
Missive*: Sends a one-way telepathic message to subject.
My Light*: Eyes emit a 20-ft. cone of light.
Prestidigitation [M]: Performs minor tricks.
Read Magic: Read scrolls and spellbooks.

Level 1

Biocurrent*: Continuous bioelectrical current deals 1d4 electricity damage/round to up to two living creatures.
Combat Precognition*: Gains a +1 insight bonus to defense.
Comprehend Languages: Understand all spoken and written languages.
Deathwatch: Sees how wounded subjects within 30 ft. are.
Destiny Dissonance*: Touch deals 1d8 subdual damage.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Snares and Pits: Reveals natural or primitive traps.
Detect Undead: Reveals undead within 60 ft.
Expanded Vision*: Wider vision allows caster to see more.
Faerie Fire :Outlines subjects with light, cancelling blur, concealment, etc.

Feel Light*: Use tactile sensation to see.
Feel Sound*: Use tactile sensation to hear.
Hear Light*: Use auditory sensation to see.
Identify: Determines single feature of magic item.
Inkling*: 50% likely to know if an intended action is good or bad.
Know Location*: The caster knows where he or she is.
Light Blast: 1d6 electrical damage and blinds enemies.
Message: Whispered conversation at distance.
Object Reading*: Knows about an object's past.
Psycholuminescence*: Object sheds silvery light.
See Sound*: You use visual sensation to hear.
Sense Link*: Sense what the subject senses (single sense).
Shocking Grasp: Touch delivers 1d8 +1/level electricity.
True Strike: Adds +20 bonus to the caster's next attack roll.

Level 2

Augury: Learns whether an action will be good or bad.
Blindness: Makes subject blind.
Combat Prescience*: Gain a +2 insight bonus on your attack roll.
Darkvision: See 60 ft. in total darkness.
Daylight: 60-ft. radius of bright light.
Detect Thoughts: Allows listening to surface thoughts.
Find Traps: Notice traps as a rogue does.
Glitterdust: Blinds creatures, outlines invisible creatures.
Intrusive Sense Link*: Subject senses what the caster senses.
Locate Object: Senses direction toward object (specific or type).
Recall Pain*: Foe takes 3d6 damage from painful memory.
See Invisibility: Reveals invisible creatures or objects.
Sense Teleportation*: Know when others use teleport effects.
Sensitivity to Psychic Impressions*: Find out about an area's past.
Sever the Tie*: Deal 3d8 damage to undead in 10-ft. radius.
Tongues: Speak any language.
Vigilance*: See through mists, murk, and darkness.
Whispering Wind: Sends a short message one mile/level.
Zone of Truth: Subjects within range cannot lie.

Level 3

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Danger Sense*: Gain a +4 bonus against traps.
Discern Lies: Reveals intentional lies.
Helping Hand: Ghostly hand leads subject to the caster.
Invisibility Purge: Dispels invisibility within 5 ft./level.
Lightning Bolt: Electricity deals 1d6 damage/level.
Poison Sense*: Sense poison in 30-ft. radius.
Remove Curse: Frees object or person from curse.
Schism*: Splits caster's mind into two independently functional parts.
Scrying: Spies on subject from a distance.
Searing Light: Ray deals 1d8/two levels, more against undead.
Speak with Dead: Corpse answers one question/two levels.
Ubiquitous Vision*: Caster has all-around vision.
Undead Sense*: Sense the presence of undead.

Level 4

Anchored Navigation*: Navigate from a fixed reference point that caster mentally senses.
Arcane Eye: Invisible floating eye moves 30 ft./round.
Aura Sight*: Can read things in other's auras.
Detect Scrying: Alerts the caster of magical eavesdropping.
Divination: Provides useful advice on to specific proposed actions.
Fate of One*: Reroll a bad roll.

Imbue with Light Aspect: Transfer Light Aspect feat, spells and magic points to subject.
Legend Lore: Learn tales about a person, place, or thing.
Light Mnemonic Enhancer: +4 magic points enhancement bonus to Light pool of subject.
Locate Creature: Indicates direction to familiar creature.
Nayru's Smite: Damages and blinds creatures.
Nayru's Staff: Weapon becomes +5.
Rainbow Pattern: Lights prevent 24 HD of creatures from attacking or moving away.
Sending: Delivers short message anywhere, instantly.
Status: Monitors condition, position of allies.
Steadfast Perception*: Gain a +4 bonus against illusions, +2 bonus on Spot and Search checks.

Level 5
Commune: Deity answers one yes-or-no question/level.
Contact Other Plane: Ask question of extraplanar entity.
Dream: Sends message to anyone sleeping.
Light Permanency: Makes certain light spells permanent; costs XP.
Mind Probe*: Discover the subject's secret thoughts.
Prying Eyes: 1d4 floating eyes +1/level scout for the caster.
Recall Agony*: Foe takes 9d6 damage from painful memory.
Sense Magic*: Sense magic spells and effects.
Shadow Immunity [C]: Renders the target immune to shadow magic.
Spirit Immunity [C]: Renders the target immune to spirit magic.
Telepathic Bond: Link lets allies communicate.
True Seeing: See all things as they really are.

Level 6
Analyze Dweomer: Reveals magical aspects of subject.
Aura Cleansing*: Removes all compulsions from subject's aura.
Chain Lightning: 1d6 damage/level; secondary bolts.
Find the Path: Shows most direct way to a location.
Greater Biocurrent*: Continuous bioelectrical current deals 6d6 electricity damage/round to up to four living creatures.
Greater Scrying: As scrying, but faster and longer.
Light Contingency: Sets trigger condition for another light spell.
Lightstaff: Stores one light spell in wooden quarterstaff.
Precognition*: More in-depth than divination.
Shield of Prudence*: Gain a +6 insight bonus to defense.
Stone Tell: Talk to natural or worked stone.
Trace Teleport*: Learn origin or goal of subject's teleport.

Level 7
Improved Anchored Navigation*: Navigate from a fixed point even across planar boundaries.
Light Magic: Alters reality-within spell limits.
Nayru's Word: Kills, paralyzes, weakens, or dazes subjects.
Power Word - Stun: Stuns creature with up to 150 hp.
Sunbeam: Beam blinds and deals 3d6 damage.
Vision: As legend lore, but quicker and strenuous.

Level 8
Discern Location: Exact location of creature or object.
Hypercognition*: Deduce almost anything.
Nayru's Aura: +4 def, +4 resistance, and SR 25 against shadow and spirit spells.
Power Word, Blind: Blinds 200 hp worth of creatures.
Recall Death*: Foe vividly recalls its future death and dies.
Sunburst: Blinds all within 10 ft., deals 3d6 damage.

Level 9
Foresight: "Sixth sense" warns of impending danger.
Light Power: As limited wish, but with fewer limits.
Metafaculty*: Subject cannot hide name or location from caster.

Psychic Chirurgery*: Repair psychic damage and impart knowledge of new spells.
Time Regression*: Relive the last 1d4+1 rounds.

Shadow Aspect

Level 0
Control Shadow*: Control a normal shadow like a puppet.
Dancing Lights: Figment torches or other lights.
Ghost Sound: Figment sounds.
Mage Hand: 5-pound telekinesis.
Prestidigitation [M]: Performs minor tricks.

Level 1
Cause Fear :One creature flees for 1d4 rounds.
Change Self: Change own appearance.
Color Spray: Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Conceal Thoughts*: The caster conceals his or her motives.
Control Light*: Adjust light levels up or down.
Control Object*: Telekinetically animates a small object.
Dissipating Touch*: Touch deals 1d8 damage.
Entropic Shield: Ranged attacks against the caster suffer 20% miss chance.
Floating Disk: 3-ft.-diameter horizontal disk that holds 100 lb./level.
Invisibility to Undead: Undead cannot perceive one subject/level.
Magic Missile: 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Magical Aura: Grants object false magic aura.
Ray of Enfeeblement: Ray reduces Str by 1d6 points +1 point/two levels.
Shadow Blast: 1d4 force damage and stuns enemies.
Silent Image: Creates minor illusion of the caster's design.
Undetectable Aura: Masks magic item's aura.
Ventriloquism: Throws voice for 1 min./level.

Level 2
Alter Self: As change self, plus changes that are more drastic.
Blur: Attacks miss subject 20% of the time.
Chameleon*: Gain a +10 enhancement bonus on Hide checks.
Darkness: 20-ft. radius of supernatural darkness.
Desecrate: Fills area with negative energy, making undead stronger.
Ghoul Touch: Paralyzes one subject, who exudes stench (-2 penalty) nearby.
Invisibility: Subject invisible 10 min./level or until it attacks.
Magic Mouth: Speaks once when triggered.
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
Misdirection: Misleads divinations for one creature or object.
Obscure Object: Masks object against divination.
Rope Trick: Up to eight creatures hide in extradimensional space.
Scare: Panics creatures up to 5 HD (15-ft. radius).
Silence: Negates sound in 15-ft. radius.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Trap: Makes item seem trapped.

Level 3
Amplified Invisibility*: Attack once and stay unseen.
Animate Dead: Creates undead skeletons and zombies.
Blink: The caster randomly vanishes and reappears for 1 round/level.
Contagion: Infects subject with chosen disease.
Deeper Darkness: Object sheds absolute darkness in 60-ft. radius.
Dimension Slide*: Instantly move to any spot seen in close range.
Displacement: Attacks miss subject 50%.
Duodimensional Hand*: Unarmed attacks deal slashing damage with an increased threat range.

False Sensory Input*: Falsify one of the subject's senses.
Fear: Subjects within cone flee for 1 round/level.
Illusory Script: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As silent image, plus sound, smell and thermal effects.
Nondetection: Hides subject from divination, scrying.
Sculpt Sound: Creates new sounds or changes existing ones.
Secret Page: Changes one page to hide its real content.
Time Hop*: Subject hops forward in time 3d6 rounds.

Level 4

Black Tentacles: 1d4 +1/level tentacles grapple randomly within 15 ft.
Dimension Door: Teleports the caster and up to 500 lb.
Din's Blight: Damages and sickens creatures.
Enervation: Subject gains 1d4 negative levels.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Imbue with Shadow Aspect: Transfer Shadow Aspect feat, spells and magic points to subject.
Improved Invisibility: As invisibility, but subject can attack and stay invisible.
Lesser Planar Ally: Exchange services with an 8 HD outsider.
Mindwipe*: Subject's recent experiences wiped away.
Modify Memory: Changes 5 minutes of subject's memories.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Polymorph Other: Gives one subject a new form.
Polymorph Self: The caster assumes a new form.
Shadow Conjuration: Mimics conjuring below 4th level.
Shadow Mnemonic Enhancer: +4 magic points enhancement bonus to Shadow pool of subject.
Tailor Memory*: False memory implanted in subject.
Telekinesis*: Lift or move 25 lb./level at long range.

Level 5

Baleful Teleport: Destructive teleport deals 9d6 damage.
Clairtangency*: Use *mage hand* at any distance.
Ectoplasmic Shambler*: Foglike predator deals 1 point of damage/round to those it surrounds.
Ethereal Jaunt: The caster becomes ethereal for 1 round/level.
False Vision: Fools scrying with an illusion.
Feeblemind: Subject's Int drops to 1.
Greater Shadow Conjuration: As shadow conjuration, but up to 4th level and 40% real.
Light Immunity [C]: Renders the target immune to light magic.
Metamorphosis*: Take the form of creatures and objects.
Mirage Arcana: As hallucinatory terrain, plus structures.
Mislead: Turns the caster invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration required.
Plane Shift: Up to eight subjects travel to another plane.
Secret Chest: Hides expensive chest on Ethereal Plane; the caster retrieves it at will.
Seeming: Changes appearance of one person/two levels.
Shadow Evocation: Mimics evocation less than 5th level.
Shadow Permanency: Makes certain shadow spells permanent; costs XP.
Spirit Immunity [C]: Renders the target immune to spirit magic.
Telekinesis: Lifts or moves 25 lb./level at long range.
Teleport: Instantly transports the caster anywhere.
Wall of Force: Wall is immune to damage.

Level 6

Aura Deception*: Subject seems something it is not.

Call Cohort*: Teleport cohort to caster's location.
Create Undead: Ghouls, shadows, ghasts, wights, or wraiths.
Etherealness: Travel to Ethereal Plane with companions.
Eyebite: Charm, fear, sicken, or sleep one subject.
Greater Shadow Evocation: As shadow evocation, but up to 5th level.
Permanent Image: Includes sight, sound, and smell.
Planar Ally: As lesser planar ally, but up to 16 HD.
Programmed Image: As major image, plus triggered by event.
Project Image: Illusory double can talk and cast spells.
Scrying Trap*: Enemy scryers take 4d4 damage.
Shades: As shadow conjuration, but up to 5th level and 60% real.
Shadow Contingency: Sets trigger condition for another shadow spell.
Shadowstaff: Stores one shadow spell in wooden quarterstaff.
Teleport Trigger*: Predetermined event triggers teleport.
Veil: Changes appearance of group of creatures.
Word of Recall: Teleports the caster back to designated place.

Level 7

Blasphemy: Kills, paralyzes, weakens, or dazes subjects.
Control Undead: Undead do not attack the caster while under the caster's command.
Improved Telekinesis*: Lift or move 100 lb./level at long range.
Instant Summons: Prepared object appears in the caster's hand.
Mass Invisibility: As invisibility, but affects all in range.
Phase Door: Invisible passage through wood or stone.
Prismatic Spray: Rays hit subjects with variety of effects.
Reverse Gravity: Objects and creatures fall upward.
Screen: Illusion hides area from vision, scrying.
Sequester: Subject is invisible to sight and scrying.
Shadow Magic: Alters reality-within spell limits.
Shadow Walk: Step into shadow to travel rapidly.
Simulacrum: Creates partially real double of a creature.
Teleport without Error: As teleport, but no off-target arrival.
Vanish: As teleport, but affects a touched object.

Level 8

Cloak of Din: +4 def, +4 resistance, SR 25 against light and spirit spells.
Create Greater Undead: Mummies, spectres, vampires, or ghosts.
Horrid Wilting: Deals 1d8 damage/level within 30 ft.
Improved Clairtangency*: Use telekinesis at any distance.
Improved Etherealness*: Stay ethereal longer.
Maze: Traps subject in extradimensional maze.
Mind Blank*: Subject immune to mental/emotional effects, scrying, and remote viewing.
Polymorph Any Object: Changes any subject into anything else.
Prismatic Wall: Wall's colors have array of effects.
Shadow Body*: Become a living shadow (not the creature).

Level 9

Energy Drain: Subject gains 2d4 negative levels.
Gate: Connects two planes for travel or summoning.
Prismatic Sphere: As prismatic wall, but surrounds on all sides.
Probability Travel*: Caster and friends physically enter Astral Plane.
Shadow Power: As limited wish, but with fewer limits.
Teleportation Circle: Circle teleports any creature inside to designated spot.
True Telekinesis*: Lift or move 500 lb./level at long range.
Weird: As phantasmal killer, but affects all within 30 ft.

Spirit Aspect

Level 0

Daze: Creature loses next action.

Distract*: Subject's mind wanders, imparting a –1 penalty on some actions.
Prestidigitation [M]: Performs minor tricks.
Telempathic Projection*: Modifies subject's emotions.

Level 1

Animal Friendship: Gains permanent animal companions.
Animate Rope: Makes a rope move at the caster's command.
Attraction*: Subject has an attraction the caster specifies.
Bane: Enemies suffer -1 attack, -1 on saves against fear.
Bless: Allies gain +1 attack and +1 on saves against fear.
Calm Animals: Calms 2d4 +1/level HD of animals, beasts, and magical beasts
Charm Person: Makes one person the caster's friend.
Command: One subject obeys one-word command for 1 round.
Disable*: Subjects incorrectly believe they are disabled.
Doom: One subject suffers -2 on attacks, damage, saves, and checks.
Empathic Transfer*: Absorb others' hurts.
Empathy*: Know the subject's surface emotions.
Farore's Favour: The caster gains attack, damage bonus, +1/three levels.
Hypnotism: Fascinates 2d4 HD of creatures.
Lesser Mindlink*: Forge a limited mental bond with another creature.
Random Action :One creature acts randomly for one round.
Remove Fear: +4 on saves against fear for one subject +1/four levels.
Sleep: Put 2d4 HD of creatures into comatose slumber.
Spirit Blast: 1d6 sonic damage and deafens enemies.

Level 2

Aid: +1 attack, +1 on saves against fear, 1d6 temporary hit points.
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Aversion*: Subject has aversion the caster specifies.
Brain Lock*: Subject cannot move or take any mental actions.
Calm Emotions: Calms 1d6 creatures/level, negating emotion effects.
Charm Animal: Makes one animal the caster's friend.
Consecrate: Fills area with positive energy, making undead weaker.
Control Body*: Take rudimentary control of foe's limbs.
Deafness: Makes subject deaf.
Demoralize*: Foes suffer –1 penalty on some actions.
Ecto Puppet*: Directly control an astral construct.
Enthral: Captivates all within 100 ft. + 10 ft./level.
Hideous Laughter: Subject loses actions for 1d3 rounds.
Hold Animal: Hold one animal helpless; 1 round/level.
Hold Person: Holds one person helpless for 1 round/level.
Hypnotic Pattern: Fascinates 2d4+1 HD/level of creatures.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Suggestion: Compels subject to follow stated course of action.

Level 3

Bestow Curse: -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Charm Monster: Makes monster believe it is the caster's ally.
Cone of Sound*: Sonic energy deals 5d4 sonic damage.
Confusion: Makes subject behave oddly for 1 round/level.
Crisis of Breath*: Disrupt the subject's breathing.
Dominate Animal: Subject animal obeys silent mental commands.
Emotion: Arouses strong emotion in subject.
Fate Link*: Link the fates of two targets.
Halt Undead: Immobilizes undead for 1 round/level.
Lesser Geas: Commands subject of 7 HD or less.
Mindlink*: Have a mental bond with others.

Prayer: Allies gain +1 on most rolls, and enemies suffer -1.

Level 4

Dominate Person: Controls humanoid telepathically.
Farore's Shout: Damages and deafens creatures.
Fatal Attraction*: Implants death urge in subject.
Forced Mindlink*: Creates mental bond with unwilling subject.
Hold Monster: As hold person, but any creature.
Imbue with Spirit Aspect: Transfer Spirit Aspect feat, spells and magic points to subject.
Restoration: Restores level and ability score drains.
Shout: Deafens all within cone and deals 2d6 damage.
Spirit Mnemonic Enhancer: +4 magic points enhancement bonus to Spirit pool of subject.

Level 5

Atonement: Removes burden of misdeeds from subject.
Greater Command: As command, but affects one subject/level.
Greater Domination*: Subject obeys caster's will.
Light Immunity [C]: Renders the target immune to light magic.
Magic Jar: Enables possession of another creature.
Metaconcert*: Mental concert of two or more casters increases the total power of the participants.
Mind Fog: Subjects in fog get -10 Wis, Will checks.
Psychic Vampire*: Touch attack drains 2 magic points/level from foe, which caster gains.
Raise Dead: Restores life to subject who died up to 1 day/level ago.
Shadow Immunity [C]: Renders the target immune to shadow magic.
Spirit Permanency: Makes certain spirit spells permanent; costs XP.

Level 6

Animate Objects: Objects attack the caster's foes.
Farore's Transformation: The caster gains combat bonuses.
Geas/Quest: As lesser geas, plus it affects any creature.
Mass Suggestion: As suggestion, plus one/level subjects.
Mind Switch*: Switch minds with another.
Spirit Contingency: Sets trigger condition for another spirit spell.
Spiritstaff: Stores one spirit spell in wooden quarterstaff.
Suspend Life*: Caster's life functions slow to imperceptibility.

Level 7

Divert Teleport*: Choose destination for another's teleport.
Farore's Command: Kills, paralyzes, weakens, or dazes subjects.
Insanity: Subject suffers continuous confusion.
Mass Domination*: Many targets subject to caster's will.
Resurrection: Fully restore dead subject.
Spirit Magic: Alters reality-within spell limits.
Word of Din: Kills, confuses, stuns, or deafens subjects.

Level 8

Antipathy: Object or location affected by spell repels certain creatures.
Binding: Array of techniques to imprison a creature.
Demand: As sending, plus the caster can send suggestion.
Dream Travel*: Travel to other places through dreams.
Farore's Aura: +4 def, +4 resistance, and SR 25 against light and shadow spells.
Irresistible Dance: Forces subject to dance.
Mass Charm: As charm monster, but all within 30 ft.
Mind Seed*: Subject slowly becomes the caster.
Mind Store*: Store the caster's personality against future need.
Sympathy: Object or location attracts certain creatures.
Trap the Soul: Imprisons subject within gem.
True Domination*: Dominated subjects less likely to defy the caster's will.

Level 9

Affinity Field*: Effects that affect caster also affect others.
Apopsi*: Delete the spell knowledge of another.
Astral Projection: Projects the caster and companions into Astral Plane.
Confidante*: Caster and another share a permanent mental bond.
Dominate Monster: As dominate person, but any creature.
Microcosm*: Subject explores imaginary world at the expense of the real one.
Spirit Power: As spirit magic, but with fewer limits.
Thrall*: Subject is caster's slave forever.
True Resurrection: As resurrection, plus remains are not needed.

Water Aspect

Level 0

Create Water: Creates 2 gallons/level of pure water.
Float*: Buoys a subject in water or other liquid.
Lesser Natural Armor*: Gain 1/- natural DR bonus.
Open/Close: Opens or closes small or light things.
Prestidigitation [M]: Performs minor tricks.
Ray of Frost: Ray deals 1d3 cold damage.
Resistance: Subject gains +1 on saving throws.

Level 1

Alarm: Wards an area for 2 hours/level.
Bless Water: Makes holy water.
Chill Touch: 1 touch/level deals 1d6 damage and possibly 1 Str damage.
Endure Elements: Ignores 5 damage/round from one energy type.
Grease: Makes 10-ft. square or one object slippery.
Hold Portal: Holds door shut.
Mage Armor: Gives subject 2/- armor DR bonus.
Obscuring Mist: Fog surrounds the caster.
Protection: +2 def and saves, counter mind control, hedge out elementals and outsiders.
Sanctuary: Opponents cannot attack the caster, and the caster cannot attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Shield: Invisible disc gives cover and blocks magic missiles.
Skate*: Subject slides (skillfully) along ground as if on ice.
Steadfast Gaze*: Gaze attacks hold no terror for the caster.
Water Blast: 1d6 cold damage and partially slows enemies.

Level 2

Arcane Lock: Magically locks a portal or chest.
Body Equilibrium*: Walk on nonsolid surfaces.
Chill Metal: Cold metal damages those who touch it.
Ectoplasmic Cocoon*: Encapsulate a foe so it can't move.
Gentle Repose: Preserves one corpse.
Protection from Arrows: Subject immune to most ranged attacks.
Resist Elements: Ignores first 12 damage from one energy type each round.
Shield Other: The caster takes half of subject's damage.
Snare: Creates a magical booby trap.
Wind Wall: Deflects arrows, smaller creatures, and gases.

Level 3

Dispel Magic: Cancels magical spells and effects.
Ectoplasmic Form*: Amorphous form is hard to hurt.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Glyph of Warding: Inscription harms those who pass it.
Magic Circle: As protection, but 10-ft. radius and 10 min./level.
Magic Vestment: Armor or shield gains +1 enhancement DR bonus / three levels.
Negative Energy Protection: Subject resists level and ability drains.

Protection from Elements: Absorb 12 damage/level from one kind of energy.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Slow :One subject/level takes only partial actions, -2 def, and -2 melee rolls.
Stinking Cloud: Nauseating vapours, 1 round/level.
Tiny Hut: Creates shelter for 10 creatures.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.

Level 4

Antiplant Shell: Keeps animated plants at bay.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Chill Shield: Creatures attacking the caster take cold damage; the caster is protected from fire.
Control Water: Raise or lower bodies of water.
Death Ward: Grants immunity to death spells and effects.
Dimensional Anchor: Bars extradimensional movement.
Dismissal: Forces a creature to return to native plane.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Imbue with Water Aspect: Transfer Water Aspect feat, spells and magic points to subject.
Inertial Barrier*: Subject gains damage reduction 10/+5.
Minor Globe of Invulnerability: Stops 1st- through 3rd-level spell effects.
Natural Armor*: Gain a 4/- natural DR bonus.
Nayru's Wrath: Damages and dazes creatures.
Quench: Extinguishes nonmagical fires or one magic item.
Quintessence*: Collapse a bit of time into a physical substance.
Repel Vermin :Insects stay 10 ft. away.
Resilient Sphere: Force globe protects but traps one subject.
Secure Shelter: Creates sturdy cottage.
Solid Fog: Blocks vision and slows movement.
Spell Immunity: Subject is immune to one spell/four levels.
Stoneskin: Stops blows, cuts, stabs, and slashes.
Wall of Ectoplasm*: Create a protective barrier.
Wall of Ice: Ice plane creates wall with 15 hp +3/level, or hemisphere can trap creatures inside.
Water Mnemonic Enhancer: +4 magic points enhancement bonus to Water pool of subject.

Level 5

Adapt Body*: Adapt caster's body to hostile environments.
Catapsi*: Psychic static is a drag on spell casting.
Cloudkill: Kills 3 HD or less; 4-6 HD save or die.
Cone of Cold: 1d6 cold damage/level.
Ectoplasmic Armor*: Subject gains an 8/- DR bonus.
Energy Barrier*: Convert energy attacks to harmless light.
Fire Immunity [C]: Renders the target immune to Fire magic.
Forest Immunity [C]: Renders the target immune to Forest magic.
Greater Dispelling: As dispel magic, but +20 on check.
Lesser Planar Binding: Traps outsider until it performs a task.
Mark of Justice: Designates action that will trigger curse on subject.
Nayru's Interposing Hand: Hand provides 90% cover against one opponent.
Spell Resistance: Subject gains +12 +1/level SR.
Wall of Iron: 30 hp/four levels; can topple onto foes.
Wall of Stone: Creates a stone wall that can be shaped.
Water Permanency: Makes certain Water spells permanent; costs XP.

Level 6

Acid Fog: Fog deals acid damage.
Antilife Shell: 10-ft. field hedges out living creatures.

Antimagic Field: Negates magic within 10 ft.
Banishment: Banishes 2 HD/level extraplanar creatures.
Forbiddance: Denies area to creatures of another Focus.
Freezing Sphere: Freezes water or deals cold damage.
Globe of Invulnerability: As minor globe, plus 4th level.
Greater Glyph of Warding: As glyph of warding, but up to 10d8 damage or 6th level spell.
Guards and Wards: Array of magic effects protect area.
Nayru's Forceful Hand: Hand pushes creatures away.
Null Magics Field*: Negates magics within 10 ft.
Planar Binding: As lesser planar binding, but up to 16 HD.
Repel Wood: Pushes away wooden objects.
Repulsion: Creatures cannot approach the caster.
Water Contingency: Sets trigger condition for another Water spell.
Waterstaff: Stores one Water spell in wooden quarterstaff.
Wind Walk: The caster and the caster's allies turn vaporous and travel fast.

Level 7

Energy Conversion*: Convert energy attacks to one ray energy attack of caster's own.
Forcecage: Cube of force imprisons all inside.
Magnificent Mansion: Door leads to extradimensional mansion.
Mass Cocoon*: Encapsulate foes so they cannot move.
Nayru's Dictum: Kills, paralyzes, weakens, or dazes subjects.
Nayru's Grasping Hand: Hand provides cover, pushes, or grapples.
Refuge: Alters item to transport its possessor to the caster.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Statue: Subject can become a statue at will.
Water Magic: Alters reality-within spell limits.

Level 8

Greater Planar Binding: As lesser planar binding, but up to 24 HD.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
Protection from Spells: Confers +8 resistance bonus.
Repel Metal or Stone: Pushes away metal and stone.
Shield of Nayru: +4 def, +4 resistance, and SR 25 against Fire and Forest spells.
Symbol: Triggered runes have array of effects.
Telekinetic Sphere: As resilient sphere, but the caster moves sphere telekinetically.

Level 9

Disjunction: Dispels magic, disenchants magic items.
Imprisonment: Entombs subject beneath the earth.
Soul Bind: Traps newly dead soul to prevent resurrection.
Temporal Stasis: Puts subject into suspended animation.
Time Stop: The caster acts freely for 1d4+1 rounds.
Water Elemental Swarm: Summons multiple water elementals.
Water Power: As water magic, but with fewer limits.

Spell Information

Spell Revisions

The following spells have been revised from their descriptions given in the *Player's Handbook*, and these revisions are noted below. All other spells are treated as their *Player's Handbook* description.

Animate Dead: This is not an evil spell.
Barkskin: This spell grants the target a 1/- natural Damage Reduction bonus instead of an AC bonus. This increases to 2/- at 6th level, and 3/- at 12th level.
Bigby's Clenched Fist: Renamed Din's Clenched Fist. See Interposing Hand.
Bigby's Crushing Hand: Renamed Din's Crushing Hand. See Interposing Hand.

Bigby's Forceful Hand: Renamed Nayru's Forceful Hand. See Interposing Hand.

Bigby's Grasping Hand: Renamed Nayru's Grasping Hand. See Interposing Hand.

Bigby's Interposing Hand: Renamed Nayru's Interposing hand. The hand has a Defense of 9, and a Damage Reduction of 10/-.

Blasphemy: Blasphemy is not an evil spell, and works against all creatures in the area of effect regardless of focus.

Bless Water: Bless Water is not a good spell, although the water created is still holy water and considered blessed.

Bless Weapon: The weapon affected by this spell applies all its effects on any attack, regardless of the targets focus.

Blindness / Deafness: Blindness / Deafness has been split into two separate spells that belong to the Light and the Spirit aspects. Each version applies its effects as the specified type.

Chaos Hammer: Renamed Din's Hammer. The full effects of the spell apply to all creatures in the area of effect, regardless of their focus.

Charm Person or Animal: Renamed Charm Animal and only works against animals.

Cloak of Chaos: Renamed Cloak of Din. Grants SR 25 against spells and effects from the Light or Spirit Aspects instead of normal SR benefit. Confusion effect works on all successful attackers regardless of focus.

Contingency: Split into six different forms of contingency spell, that allow a spell of the specified Aspect to be automatically cast under the stated conditions.

Create Greater Undead: This is not an evil spell.

Create Undead: This is not an evil spell.

Death Knell: Death knell is not an evil spell.

Detect Chaos / Evil / Good / Law: This spell has been removed.

Dictum: Renamed Nayru's Dictum. The full effects of the spell apply to all creatures regardless of their focus.

Dispel Chaos / Evil / Good / Law: This spell has been removed.

Divine Favour: Renamed Farore's Favour.

Divine Power: Renamed Din's Power.

Elemental Swarm: Split into four spells that summon elementals of the specified elemental type.

Emotion: Emotion (rage) grants a –1 penalty to Defense.

Evard's Black Tentacles: Renamed Black Tentacles.

Fire Shield: Split into two forms (Fire Shield and Chill Shield) that deal fire or cold damage to successful melee attackers, and protects against fire or cold damage.

Greater Magic Weapon: The weapon is not considered blessed.

Hallow: This spell has been removed.

Holy Aura: This is not a good spell. Renamed Nayru's Aura. Grants SR 25 against spells and effects from the Shadow and Spirit Aspects instead of normal SR benefit. Blinding effect works on all successful attackers regardless of focus.

Holy Smite: This is not a good spell. Renamed Nayru's Smite. The full effects of the spell apply to all creatures in the area of effect, regardless of their focus.

Holy Sword: Renamed Nayru's Staff. Emits a *magic circle* effect instead of a *magic circle against evil.*

Holy Word: This is not a good spell. Renamed Nayru's Word. The full effects of the spell apply to all creatures in the area of effect, regardless of their focus.

Imbue with Spell Ability: One variant for each aspect. For the duration, grants the creature access to the relevant aspect feat. Also grants them access to a number of spells from that aspect the caster knows depending upon the recipient's HD. Also transfers up to 25% of the casters magic points from that aspect pool to the recipient. This magic points is lost,

even if the recipient does not use it before the duration ends.

Leomund's Secret Chest: Renamed Secret Chest.

Leomund's Secure Shelter: Renamed Secure Shelter.

Leomund's Tiny Hut: Renamed Tiny Hut.

Leomund's Trap: Renamed Trap.

Limited Wish: Renamed Magic, with one variant for each Aspect. Only allows the option to duplicate spells, or undo of other spells. Allows duplication of a sixth level or lower spell from the specified aspect. Allows duplication of a fifth level or lower spell if it is from an aspect not opposing the specified aspect. Allows duplication of a fourth level or lower spell if it is from an opposing aspect.

Mage Armor: Grants a 4/- force bonus to the target's Damage Reduction. This bonus stacks with other DR bonuses.

Magic Circle against Chaos / Evil / Good / Law: Renamed Magic Circle, and provides it's effects against targets regardless of their focus.

Magic Vestment: Grants a 1/- enhancement bonus per three caster levels to the Damage Reduction of a piece of armor or class ability.

Magic Weapon: The weapon is not considered blessed.

Melf's Acid Arrow: Renamed Acid Arrow.

Miracle: This spell has been removed.

Mordenkainen's Disjunction: Renamed Disjunction.

Mordenkainen's Lucubration: This spell has been removed.

Mordenkainen's Magnificent Mansion: Renamed Magnificent Mansion.

Mordenkainen's Sword: Renamed Din's Sword.

Nightmare: This is not an evil spell.

Nystul's Magic Aura: Renamed Magic Aura.

Nystul's Undetectable Aura: Renamed Undetectable Aura.

Order's Wrath: This is not a lawful spell. Renamed Nayru's Wrath. It deals is full effects to all creatures within the area of effect regardless of their focus.

Otiluke's Freezing Sphere: Renamed Freezing Sphere.

Otiluke's Resilient Sphere: Renamed Resilient Sphere.

Otiluke's Telekinetic Sphere: Renamed Telekinetic Sphere.

Otto's Irresistible Dance: Renamed Irresistible Dance.

Permanency: Split into six variants, one for each aspect. Each variant allows the caster to make spells of that aspect permanent.

Phantom Steed: Mount has a Defense bonus of 14 (-1 size, +5 dex) and 4/- DR (natural).

Prestidigitation: Multi-Aspect spell.

Protection from Chaos / Evil / Good / Law: Renamed Protection. All effects of the spell affect creatures regardless of their focus.

Rary's Mnemonic Enhancer: Renamed Mnemonic Enhancer. Six variants, with each providing a +4 enhancement bonus to the specified magic pool of the target, along with +4 magic points, that last for 24 hours. It does not confer the Aspect feat to the target, or teach them any spells.

Rary's Telepathic Bond: Renamed Telepathic Bond.

Righteous Might: Renamed Din's Might.

Shield of Law: This is not a lawful spell. Renamed Shield of Nayru. Grants SR 25 against spells and effects from the Fire and Forest aspects instead of normal SR benefit. Slow effect works on all successful attackers regardless of focus.

Spellstaff: Six variants, one for each aspect. Allows one spell of the specific aspect to be stored in a staff.

Spiritual Weapon: Renamed Din's Weapon.

Summon Monster I – IX: Can summon creatures of any alignment, regardless of the caster's focus.

Tasha's Hideous Laughter: Renamed Hideous Laughter.

Tenser's Floating Disk: Renamed Floating Disk.

Tenser's Transformation: Renamed Farore's Transformation.

Undetectable Alignment: This spell has been removed.
Unhallow: This spell has been removed.
Unholy Aura: This is not en evil spell. Renamed Din's Aura. Grants SR 25 against spells and effects from the Forest and Water aspects instead of normal SR benefit. Strength Damage works on all successful attackers regardless of focus.
Unholy Blight: Renamed Din's Blight. The full effects of the spell apply to all creatures in the area of effect, regardless of their focus.
Vampiric Touch: Renamed ReDead Touch.
Wish: Renamed Power, with one variant for each Aspect. Only allows the option to duplicate spells, or undo of other spells. Allows duplication of an eighth level or lower spell from the specified aspect. Allows duplication of a seventh level or lower spell if it is from an aspect not opposing the specified aspect. Allows duplication of a sixth level or lower spell if it is from an opposing aspect. Also allows an additional option depending upon the Aspect. *Fire:* Grant a creature a +1 inherent bonus to an ability score; *Forest:* Remove Injuries and Afflictions; *Light:* Create a valuable item; *Shadow:* Transport Travellers; *Spirit:* Revive the Dead; *Water:* Undo misfortune. Only access to the Tri-Force allows for the request for greater effects.
Word of Chaos: This is not a good spell. Renamed Word of Din. The full effects of the spell apply to all creatures in the area of effect, regardless of their focus.

Power Revisions

Astral Projection: Same as the *Player's Handbook* spell.
Astral Steed: Same as the *Player's Handbook* spell, *phantom steed*.
Augury: Same as *Player's Handbook* spell.
Aura Alteration: Split into two powers, called Aura Deception and Aura Cleansing. Aura Deception allows the subject's focus or level to be changed. Aura Cleansing attempts to remove all charms and compulsions from the subject.
Banishment: Same as *Player's Handbook* spell.
Bite of the Wolf: Renamed Bite of the Dodongo.
Bite of the Tiger: Renamed Bite of the Slime Eel.
Call Weaponry: Broken down into seven different spells that call specific levels of weaponry, for a magic points cost appropriate to the level.
Charm Monster: Same as *Player's Handbook* spell.
Charm Person: Same as *Player's Handbook* spell.
Clairaudience/Clairvoyance: Same as *Player's Handbook* spell.
Clairtangency: Allows use of the *mage hand* spell at any range.
Claw of the Bear: Renamed Claw of the Wolfos.
Claw of the Vampire: Renamed Claws of the ReDead.
Compression: Same as *Player's Handbook* spell, *reduce*.
Contingency: Same as the *Player's Handbook* spell. See the spell revisions above for more details.
Control Sound: Same as *Player's Handbook* spell. *sculpt sound*.
Create Food and Water: Same as the *Player's Handbook* spell.
Create Sound: Same as the *Player's Handbook* spell, *ghost sound*.
Darkvision: Same as *Player's Handbook* spell.
Daze: Same as the *Player's Handbook* spell.
Detect Poison: Same as *Player's Handbook* spell.
Detect Psionics: Same as *Player's Handbook* spell, *detect magic*.
Detect Remote Viewing: Same as the *Player's Handbook* spell, *detect scrying*.
Detect Thoughts: Same a *Player's Handbook* spell.
Dimension Door: Same as *Player's Handbook* spell.
Dimensional Anchor: Same as the *Player's Handbook* spell.
Disintegrate: Same as the *Player's Handbook* version.
Dismissal: Same as the *Player's Handbook* spell.

Displacement: Same as *Player's Handbook* spell.
Divination: Same as *Player's Handbook* spell.
Domination: Same as *Player's Handbook* spell, *dominate person*.
Ectoplasmic Armor: Subject gains a 8/- DR bonus instead of the defense bonus.
Ectoplasmic Form: Subject loses all DR bonuses with a dash after the slash (in the form #/-), and gains DR 20/+1. All bonuses to defense still apply.
Elfsight: Renamed Kolkiri Sight.
Emulate Power: Same as the *Player's Handbook* spell, *limited wish*. See the spell revisions above for more details.
Ethereal Jaunt: Same as *Player's Handbook* spell.
Etherealness: Same as *Player's Handbook* spell.
Fabricate: Same as the *Player's Handbook* spell.
Far Hand: Same as *Player's Handbook* spell, *mage hand*.
Feather Fall: Same as the *Player's Handbook* spell.
Fly: Same as the *Player's Handbook* spell.
Foresight: Same as *Player's Handbook* spell.
Freedom of Movement: Same as the *Player's Handbook* spell.
Grease: Same as *Player's Handbook* spell.
Greater Emulation: Same as the *Player's Handbook* spell, *wish*. See the spell revisions above for more details.
Identify: Same as *Player's Handbook* spell.
Incarnate: Same as the *Player's Handbook* spell, *permanency*. See the spell revisions above for more details.
Insanity: Same as the *Player's Handbook* spell.
Invisibility: Same as *Player's Handbook* spell.
Invisibility Purge: Same as *Player's Handbook* spell.
Iron Body: Same as the *Player's Handbook* spell.
Know Direction: Same as *Player's Handbook* spell.
Lesser Domination: This power has been removed.
Lesser Metaphysical Weapon: This power has been removed.
Lesser Natural Armor: Subject gains 1/- DR instead of the defense bonus.
Levitate: Same as *Player's Handbook* spell.
Major Creation: Same as the *Player's Handbook* spell.
Mass Suggestion: Same as the *Player's Handbook* spell.
Minor Creation: Same as the *Player's Handbook* spell.
Monster Domination: Same as the *Player's Handbook* spell, *dominate monster*.
Natural Armor: Subject gains 4/- DR instead of the defense bonus.
Negate Psionics: Same as *Player's Handbook* spell, *dispel magic*.
Nondetection: Same as the *Player's Handbook* spell.
Null Psionics Field: Same as the *Player's Handbook* spell, *antimagic field*.
Phase Door: Same as *Player's Handbook* spell.
Plane Shift: Same as *Player's Handbook* spell.
Polymorph Self: Same as *Player's Handbook* spell.
Power Resistance: Same as the *Player's Handbook* spell, *spell resistance*.
Power Turning: Same as the *Player's Handbook* spell, *spell turning*.
Psionic Lock: Same as *Player's Handbook* spell, *arcane lock*.
Psychic Chigurgery: You may remove all ongoing effects due to magical spells or effects. It can also restore any aspect of the character apart from lost levels, hit points, or Constitution damage due to death. You can also transfer knowledge of any spell you know, from any Aspect you know. You may also reassign the subject's magic points, putting them into other Aspects they know. You can also impart knowledge of Aspects you know. Reassigning magic points costs 50 XP per point reassigned. It costs 5000 XP to

impart knowledge of an Aspect you know.

Psychofeedback: Renamed Power Feedback. Caster uses magic points instead of power points, and can use magic points of any Aspect. Each physical ability may only be boosted by magic points from a single Aspect at a time.

Remote Viewing: Same as the *Player's Handbook* spell, *scrying*.

Remote View Trap: Renamed Scrying Trap.

See Invisibility: Same as *Player's Handbook* spell.

Sending: Same as *Player's Handbook* spell.

Sense Psionics: Renamed Sense Magic. Detect all spells and effects within range.

Sense Psychoportation: Renamed Sense Teleportation. Allows the caster to see all effects from the Transmutation [Teleportation] school.

Sequester: Same as *Player's Handbook* spell.

Shapechange: Same as *Player's Handbook* spell.

Spider Climb: Same as the *Player's Handbook* spell.

Suggestion: Same as *Player's Handbook* spell.

Telekinetic Sphere: Same as the *Player's Handbook* spell, *Ottiluke's telekinetic sphere.*

Teleport Without Error: Same as *Player's Handbook* spell.

Teleportation Circle: Same as *Player's Handbook* spell.

True Seeing: Same as *Player's Handbook* spell.

Valor: Same as *Player's Handbook* spell, *resistance*.

Verve: Same as *Player's Handbook* spell, *virtue*.

New Spells

Farore's Aura

Abjuration
Aspects: Spirit
Level: Wizz 8
Components: V, S, M
Casting Time: 1 action
Range: 20 ft.
Targets: Once creature / level in a 20 ft radius burst centred on you.
Duration: 1 round / level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
Magic points Cost: 15

An awesome radiance surrounds the subject, protecting them from attacks, granting them resistance to spells from the light and shadow aspects, and deafening creatures when they strike the subject. This abjuration has four effects:

First, warded creatures gain a +4 deflection bonus to Defense and a +4 resistance bonus to saves. Like *protection* this benefit applys against all attacks regardless of the attacker's focus.

Second, the warded creatures gain SR 25 against Shadow and Light spells or effects.

Third, the abjuration blocks possession and mental influence, just as *protection* does.

Lastly, if a creature succeeds at a melee attack against a warded creature, the offending attacker is deafened (Fortitude save negates, as *deafness*, but against *Farore's aura's* save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchemtn from a holy text. The reliquary costs at least 500 gp.

Farore's Command

Evocation
Aspects: Spirit
Level: Wizz 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30 ft. radius spread centred on you.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
Magic points Cost: 13

Uttering Farore's command has two effects.

If you are on your home plane, the spell instantly banishes extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place

regardless of whether the creatures hear *Farore's command.*
Creatures native to your plane who hear *Farore's command* suffer the following ill effects:
12 HD or more: Deafened; Less than 12: Dominated, deafened; Less than 8: Paralyzed, dominated, deafened; Less then 4: Killed, paralyzed, dominated, deafened.
The effects are cumulative.
Deafened: The creature is deafened (see *deafness*) for 2d4 rounds.
Dominated: The creature is dominated (see *dominate person)* for 2d4 rounds.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.
Killed: Living creatures die. Undead creatures are destroyed.

Farore's Fury
Evocation
Aspects: Forest
Level: Wizz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius burst.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 7
You draw down the power of Farore to smite your enemies.
The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures, and poisons them with an onset time of 1 turn. A successful reflex saving throw reduces damage to half and negates the poisoning effect.
Poisoned characters must make two fortitude saves, each a minute apart, to avoid taking initial and secondary damage of 1d3 con.

Farore's Protection
Abjuration
Aspects: Forest
Level: Wizz 8
Components: V, S, F
Casting Time: 1 action
Range: 20 ft.
Targets: Once creatre / level in a 20 ft radius burst centred on you.
Duration: 1 round / level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
Magic points Cost: 15
A awesome radiance surrounds the subject, protecting them from attacks, granting them resistance to spells from the fire and water aspects, and poisoning creatures when they strike the subject. This abjuration has four effects:
First, warded creatures gain a +4 deflection bonus to defense and a +4 resistance bonus to saves. Like *protection* this benefit applys against all attacks regardless of the attacker's focus.
Second, the warded creatures gain SR 25 against fire and water spells or effects.
Third, the abjuration blocks possession and mental influence, just as *protection* does.
Lastly, if a creature succeeds at a melee attack against a warded creature, the offending attacker is poisoned. Poisoned characters must make two fortitude saves, each a minute apart, to avoid taking initial and secondary damage of 1d3 con.
Material Component:: A deku seed bathed in spiced oils. The cost for these components is 500 rupees.

Farore's Shout
Evocation
Aspects: Spirit
Level: Wizz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius burst.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 7
You draw down the power of Farore to smite your enemies.
The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures, and deafens them for 1 round. A successful Reflex saving throw reduces damage to half and negates the deafening effect.

A deaf character, in addition to the obvious effects, suffers a –4 penalty to initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

Farore's Whisper
Evocation
Aspects: Forest
Level: Wizz 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30 ft. radius spread centred on you.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes
Magic points Cost: 13
Uttering Farore's command has two effects.
If you are on your home plane, the spell instantly banishes extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear *Farore's whisper*.
Creatures native to your plane who hear *Farore's whisper* suffer the following ill effects:
12 HD or more: Deafened; Less than 12: Poisoned, deafened; Less than 8: Paralyzed, poisoned, deafened; Less then 4: Killed.
The effects are cumulative.
Deafened: The creature is deafened (see *deafness*) for 2d4 rounds.
Poisoned: Poisoned characters must make two fortitude saves, each a minute apart, to avoid taking initial and secondary damage of 1d3 Con.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.
Killed: Living creatures die. Undead creatures are destroyed.

Fire Blast
Evocation [Fire]
Aspect: Fire
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 1
This spell unleashes a small blast of raw Fire magic from the caster's hands. It deals 1d8 fire damage to all creatures within the area of effect. Anyone taking damage must also make a second Reflex save or catch on fire, suffering a further 1d6 damage each round until a successful Reflex save is made, or the character is doused in water.

Fire Immunity
Abjuration
Aspects: Forest, Water [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
Magic points Cost: 5 from both Forest and Water pools.
The warded creature becomes immune to all Fire magic spells and effects for the duration, regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Fire magic points.

Forest Blast
Evocation [Acid]
Aspect: Forest
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 1
This spell unleashes a small blast of pure Forest magic from the caster's hand. It appears as a stream of green sap-like liquid that deals 1d6

acid damage to all creatures within the area of effect. Anyone taking damage must also make a successful Reflex save or become poisoned, with an onset time of 1 turn. Poisoned characters must make two Fortitude saves, each a minute apart, to avoid taking initial and secondary damage of 1d3 Con.

Forest Immunity
Abjuration
Aspects: Fire, Water [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
Magic points Cost: 5 from both Fire and Water pools.
The warded creature becomes immune to all Forest magic spells and effects for the duration, regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Forest magic points.

Light Blast
Evocation [Electrical]
Aspect: Light
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 1
This spell unleashes a bright blast of pure Light magic from the casters hand. It deals 1d6 electrical damage to all creatures within the area of effect. Anyone taking damage must also make a successful Fortitude save or be blinded for 1d3+1 rounds.

Light Immunity
Abjuration
Aspects: Shadow, Spirit [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
Magic points Cost: 5 from both Shadow and Spirit pools.
The warded creature becomes immune to all Light magic spells and effects for the duration, regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Light magic points.

Shadow Blast
Evocation [Force]
Aspect: Shadow
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 1
This spell unleashes a black blast of Shadow magic from the caster's hand, dealing 1d4 damage to all creatures within the area of effect. Anyone taking the damage must also make a successful Will save, or become stunned for 1d3+1 rounds.

Shadow Immunity
Abjuration
Aspects: Light, Spirit [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
Magic points Cost: 5 from both Light and Spirit pools.
The warded creature becomes immune to all Shadow magic spells and effects for the duration,

regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Shadow magic points.

Spirit Blast
Evocation [Sonic]
Aspect: Spirit
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Magic points Cost: 1
This spell creates a cone of clear Spirit magic that causes 1d6 sonic damage to everyone within the area of effect. Anyone taking damage must make a successful Will save or become deafened for 1d3+1 rounds.

Spirit Immunity
Abjuration
Aspects: Light, Shadow [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
Magic points Cost: 5 from both Light and Shadow pools.
The warded creature becomes immune to all Spirit magic spells and effects for the duration, regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Spirit magic points.

Water Blast
Evocation [Cold]
Aspect: Water
Level: Wizz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
magic points Cost: 1
This spell unleashes a small blast of freezing Water magic, which deals 1d6 cold damage to all creatures with the area of effect. Anyone taking damage must make a Reflex save or become partially slowed, and only able to take move or attack (not both or full attack) actions each round for 1d3+1 rounds.

Water Immunity
Abjuration
Aspects: Fire, Forest [C]
Level: Wizz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 Levels).
Target: One creature.
Duration: 1 minute / level
Saving Throw: Will negates
Spell Resistance: Yes
magic points Cost: 5 from both Fire and Forest pools.
The warded creature becomes immune to all Water magic spells and effects for the duration, regardless of whether they are harmful or beneficial. This includes all spells, spell-like abilities, or spell like effects from magic items, that includes the expenditure of Water magic points.

Chapter 8 Ranks of Prestige

As a hero gains experience and advances in their training, they will find that their options increase, as they build upon the foundations of learning they already have and expand them in new directions. They could discover new ways to apply magic and shape their spellcasting abilities, either by dedicating themselves to a single Aspect, or by learning how all the Aspects interact together. They could expand their combat prowess, learning how to defend others better, or how to become a master with their chosen weapon. They could begin focusing of racial talents, and working those in with the rest of their training.

Regardless of how they intend to do it, there comes a time when the character gains recognition for his unique abilities, above and beyond those of his peers. When they cease to be a mere warrior, but become an armsmaster, or they become known as an artificer, instead of your common artisan. It is a point when the character earns prestige from his skills and gains the right to start training in the ranks of prestige classes, gaining access to better powers and abilities, and the support of several possible organizations and the enmity of others. There is nothing forcing a character to pursue these alternate paths. Indeed, just as many choose not to, either delaying the point at which they start to train in a prestige class, or simply focusing in another direction.

Prestige Classes, Multiclassing, and Advancement

Prestige classes are treated like any other classes in the game, with the exception that a player may only take a level in a prestige class if they meet the requirements to do so. All the prestige classes presented here are shown exactly like those in **Chapter 4: Mantle of the Hero**. Characters are not forced to take levels in prestige classes, and may choose to take levels in core classes instead of taking a level in a prestige class. As long as the character meets the requirements of a prestige class, they may choose to take a level in the prestige class at any time they gain a new level, as long as they still meet the requirement of the prestige class at that time. Thus, if a character has just fulfilled the requirements for taking the Soldier prestige class at 6th level, he must gain a new level before taking his first level in the Soldier prestige class at 8th level.

If a prestige class has an Aspect requirement, then it refers only to the six active Aspect pools. Magic points in the latent pool are not counted for magic points requirements unless specifically stated.

Arcanist

Arcanists are the epitome of spell casters, bending all the restrictions placed upon them by the Goddesses. They can shape spells out of any type of power, using their own bodies to convert Magic from one type to another. In times of need, they can even use energy from their own bodies to power spells.

Wizzrobes are the only class able to become arcanists, since they are the only class able to use active magic. However, some arcanists are multiclass wizzrobe/academics who seek to understand magic, and inevitably control it beyond the dreams of their peers.

Hit Die: d4

Requirements

Knowledge (Tri-Force): 8 Ranks
Spellcraft: 8 Ranks
Feats: Three Cycle feats.
Aspects: Magic points in all six Aspects.

Table 8-1 Arcanist Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0	+2	Magic Substitution – 0 Level, Bonus Feat
2	+1	+0	+2	+3	+0	+3	Magic Substitution – 1st Level, Channeling (Fatigue)
3	+1	+1	+2	+3	+1	+3	Magic Substitution – 2nd Level, Bonus Feat
4	+2	+1	+2	+4	+1	+4	Magic Substitution – 3rd Level, Channeling (VP)
5	+2	+1	+3	+4	+1	+4	Magic Substitution – 4th Level, Bonus Feat
6	+3	+2	+3	+5	+2	+6	Magic Substitution – 5th Level, Channeling (WP)
7	+3	+2	+4	+5	+2	+6	Magic Substitution – 6th Level, Bonus Feat
8	+4	+2	+4	+6	+2	+8	Magic Substitution – 7th Level, Channeling (Ability)
9	+4	+3	+4	+6	+3	+8	Magic Substitution – 8th Level, Bonus Feat
10	+5	+3	+5	+7	+3	+10	Magic Substitution – 9th Level, Channeling (Levels)

Class Skills

The arcanist's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Any) (Int), Profession (Wis), Scry (Int), Speak Language (None), Spellcraft (Int), Spellsight (Wis), Use Magical Device (Cha).

Skill Points at Each Level: 2 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The arcanist does not gain any weapon or armor Proficiencies.

Spells: At each level, the arcanist can learn any three spells of his choice from any aspect he knows, which are no higher than half the sum of his arcanist and wizzrobe levels (rounded upwards). Additional spells may be researched by expending experience points and rupees as normal.

Magic Substitution (Ex): The arcanist is adept at magic, and can use any magic points from any pool to power spells and effects, even when using magical items.

Bonus Feat: The arcanist gains a bonus Metamagic or Meditation Feat free.

Channelling (Sp): The arcanist understands the principles of magic, and can use his own body as a source of power. As he increases in levels, the arcanist can channel more and more to receive yet more magic points in times of need. At 2nd level, the arcanist can channel some of his own internal energy, to produce a number of magic points up to his arcanist level, at the cost of being fatigued for a number of hours equal to the magic points gained. At 4th level, the arcanist can sacrifice a number of hit points equal to his arcanist level and generate 2 magic points per hit point sacrificed. At 6th level, the arcanist can sacrifice a number of Whit points up to his arcanist level and gain five magic points per hit point. At 8th leve, the arcanist can sacrifice ability score points up to his arcanist level, and gain 10 magic points per point drained. At 10th level, the arcanist can sacrifice character levels up to his arcanist level, and gain 25 magic points per level sarcrifices.

These values are restored as normal over time or with magic. ability points channelled in this way count as ability score drains. Levels channelled count as negative levels, but the save to restore them automatically fails. The arcanist cannot channel more points of any type that he currently possesses. This ability counts as a free action, but the magic points only lasts until the end of the round. Should the arcanist channel enough points to kill himself, he will die at the end of the round, kept alive by the energy to complete his final actions, unless the points can be restored by the end of the round.

Table 8-2 Armsmaster Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		Legendary threat, Will of the Weapon
2	+2	+3	+2	+0	+2		Razor Edge
3	+3	+3	+2	+1	+2		Legendary threat
4	+4	+4	+2	+1	+2	+2	Master Strike
5	+5	+4	+3	+1	+3		Legendary threat

Armsmaster

Warriors, wilderfolk, and others who wield weapons as befits their station know the importance of great skill with arms. A trusted sword in the hands of a skilled warrior is deadly, but any weapon in the hands of armsmaster is twice as deadly. Armsmasters represent the pinnacle of what most hardened warriors can achieve – total mastery with arms. Armsmasters are found in all races, in all lands, in nearly every legend or myth. They are as rare as oases in the desert, yet as powerful as the largest raging volcano.

Hit Die: d10

Requirements

Base Attack Bonus: +7

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Critical (in same weapon that you have Weapon Focus in), Power Attack, Weapon Focus (in a single weapon of choice)

Class Skills

The armsmaster's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Swim (Str).

Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: An armsmaster gains no additional weapon or armor proficiencies.

Legendary Threat (Ex): Armsmasters are legendary for stories of them cutting down swaths of foes in single strokes. The legends are not simple myths. Starting at 1st level, the armsmaster gains a 1 point increase to threat ranges on a single weapon. This weapon must be the weapon in which he has taken both Weapon Focus and Improved Critical. Every two levels after, the threat range of the weapon when wielded by the armsmaster increases by 1 point.

Will of the Weapon (Ex): An armsmaster is so familiar with his weapon of choice that he is able to use it for defense as well as offence. When wielding the weapon that the armsmaster has taken Weapon Focus, Improved Critical, and Legendary Threat in, the armsmaster receives a +2 bonus to his Defense rating.

Razor Edge (Ex): No hide, armor, or barriers can deter the will of the armsmaster. An armsmaster may spend 5 magic points to empower a single attack of his to pierce any damage reduction up to -/adamantine. For an additional 2 magic points spent, the armsmaster may breach an different type of damage reduction from chosen from the following: cold-iron, silver, and magic.

Master Strike (Ex): An armsmaster knows no superiors in the field of combat. Wielding his preferred weapon, an armsmaster is a nearly unstoppable force, capable of sundering his foes with incredible power. At 4th level, an armsmaster gains the ability to attack his opponents in a devastating flurry of attacks meant to cripple and destroy the target before retaliation is possible. The armsmaster must designate a single target in combat. For every round that the target attacks the armsmaster and the armsmaster does not attack back, the armsmaster gains an additional attack against the target at his highest Base Attack Bonus. For example, and armsmaster faces a moblin in combat. The armsmaster designates the moblin as his target

Table 8-3 Artificer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+2	+1	+0	+2	Bonus Feat
2	+1	+0	+3	+2	+0	+3	Imbue Item
3	+2	+1	+3	+2	+1	+3	Custom Spell
4	+3	+1	+4	+2	+1	+4	Bonus Feat
5	+3	+1	+4	+3	+1	+4	Imbue Weapon
6	+4	+2	+5	+3	+2	+6	Custom Spell
7	+5	+2	+5	+4	+2	+6	Bonus Feat
8	+6	+2	+6	+4	+2	+8	Imbue Armor
9	+6	+3	+6	+4	+3	+8	Custom Spell
10	+7	+3	+7	+5	+3	+10	Bonus Feat

opponent. For the next five rounds, the moblin attacks the armsmaster and the armsmaster does not attack back. On the 6th round, the armsmaster is allowed to make his full number of attacks allowed to him by his level and Base Attack Bonus, plus an additional five attacks granted by the use of this ability. The additional attacks are made with the highest Base Attack Bonus. While acquiring additional attacks, the armsmaster may use the total defense option.

Artificer

Sometimes the talents of an artisan takes him in a new direction, opening up his heart and mind to the beauty and power that he can create within his own works. They become artificers, able to blend craft and magic into objects of unique power and excellence. Unfortunately, not all artificers stay with their noble outlook, as they soon realise the demand that exists for arcana obscura in the lands of the Tri-Force. Some quickly debase themselves to knocking out charms and knickknacks for peddlers and nobles alike, lining their own pockets with rupees. Yet, there are those that see magic as the craft, with the physical form merely a label or container, and seek to spread these aids throughout the lands to the rich and poor alike.

Hit Die: d6

Requirements

Craft (any three skills): 8 Ranks each.

Spellcraft: 8 Ranks.

Feats: Any two Item Creation Feats, Skill Focus (any of the above craft skills).

Aspects: Magic points in at least one Aspect of magic.

Class Skills

The artificer's class skills (and the key abilities for each) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (Any) (Int), Profession (Wis), Spellcraft (Int), Spellsight (Wis), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each Additional Level: 8 + Int bonus

Class Features

Weapon and Armor Proficiencies: The artificer is proficient in all simple weapons, as well as light and medium armor.

Spells: At each level, the artificer can learn any two spells of his choice from any Aspect he knows, which areof a level no higher than half the sum of his artificer and wizzrobe levels (rounded up). Additional spells may be researched by expending experience points and rupees as normal.

Bonus Feat: The artificer gains a bonus Item Creation Feat or the Magical Artisan feat for free.

Imbue Item (Sp): The artificer can create temporary magical items by etching runes and symbols of power and imbuing them with his own magical power. The artificer may spend a number of magic points up to his artificer level, and imbue this power into an non-weapon, non-armor item, and have it grant an enhancement bonus to all skill checks the item is used for equal to the magic points spent. For example, a lockpick imbued with 2 magic points grants a +2 enhancement bonus to all Open Locks checks. This bonus lasts for one day, during which

time magic points spent in this way cannot be recovered. After this time this magic points is recovered normally.

Custom Spell: The artificer gets a Custom Spell feat for free.

Imbue Weapon (Sp): The artificer can temporarily imbue weapons with increased power and strength. The artificer may spend a number of magic points up to his artificer level and imbue a weapon with an enhancement bonus to attack and damage equal to the magic points spent. Neither attack nor damage may be increased beyond a bonus of +5, and the bonuses may be split in any desired fashion. For example, a longsword can be imbued with 5 magic points for a +4 attack bonus and a +1 damage bonus. Conversely, the artificer may spend 10 magic points and gain a +5 enhancement bonus to attack and damage. This bonus lasts for a number of hours equal to the artificer's artificer class levels, during which time magic points spent in this way cannot be recovered. After this time the magic points are recovered normally.

Imbue Armor (Sp): The artificer can temporarily imbue armor with increased durability. The artificer may spend a number of magic points up to his artificer level, and grant an enhancement bonus to Defense or improved damage reduction, the total of which equal the magic points spend. Neither the Defense or damage reduction can be increased beyond a bonus of +5. For example, a suit of chainmail imbued with 7 magic points can grant a +2 enhancement bonus to Defense and increase the chainmail's damage reduction by +5. This bonus lasts for a number of hours equal to the artificer's artificer class levels, during which time magic points spent in this way cannot be recovered. After this time the magic points are recovered normally.

Gerudo Blademaster

Deep in the gerudo deserts, the blademaster waits. She waits for a challenge to arise, a threat to hearken, or an enemy to send challenge. The blademaster is the gerudo's warrior elite – a small, proud society built into the caste society of the gerudo. Blademasters are revered amongst the Gerudo, and are often given positions of status and honour their tribes. When given assignments by tribal leaders, shamans, or elders, blademasters are often dispatched as leaders of troops, assassins, or bodyguards. Above all, blademasters represent the warrior elite of the gerudo society, and their honour is everything to them. Many blademasters are assigned the time-honoured task of guarding prisoners, and woe to the blademaster who allows her honour to be soiled by the escape or rebellion of captured enemies.

Note that while this prestige class is almost entirely unknown outside the gerudo, non-gerudo can be taught the ways of the blademaster.

Hit Die: d10

Requirements

Base Attack Bonus: +7

Feats: Two-Weapon Fighting, Dodge, Weapon Focus (scimitar and shortspear)

Class Skills

The blademaster's class skills (and the key abilities for each) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Tumble (Dex).

Skill Points at Each Additional Level: 2 + Int bonus

Table 8-4 Blademaster Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+2		Hidden Strike +1
2	+2	+3	+2	+0	+3		Improved Two-Weapon Fighting
3	+3	+3	+2	+1	+3		Tumbling Attack
4	+4	+4	+2	+1	+4	+2	Hidden Strike +2
5	+5	+4	+3	+1	+4		Luring the Blade
6	+6	+5	+3	+2	+5		Leap Attack
7	+7	+5	+4	+2	+5		Tumbling Attack, Hidden Strike +3
8	+8	+6	+4	+2	+6	+3	Blade Wall
9	+9	+6	+4	+3	+6		Luring the Blade
10	+10	+7	+5	+3	+7		Hidden Strike +4

Class Features

Weapon and Armor Proficiencies: A gerudo blademaster is proficient in all simple and martial weapons as well as light armor.

Hidden Strike (Ex): Whenever a blademaster uses the feint ability in combat (see Bluff skill, pg 67 in the *Player's Handbook*), he receives a +1 competence bonus to the check. This bonus increases by +1 every three levels.

Improved Two-Weapon Fighting: The blademaster receives the Improved Two-Weapon Fighting feat at 2nd level.

Tumbling Attack (Ex): A blademaster is able to use his skill at tumbling to attack foes with deadly precision. By making a Tumble check (DC 18) to enter melee range (or whichever range his weapon allows him to strike from) the blademaster may attack his opponent with a full attack action. This does not provoke an attack of opportunity. If the blademaster fails the Tumble check, he provokes an attack of opportunity from everyone whose threat range he has entered. This ability may only be used with a melee weapon of some kind (including reach weapons).

Luring the Blade (Ex): Anytime the blademaster delays his attack until after his opponents have attacked him, he receives a +2 bonus to attack rolls to hit against any opponents that attacked him. At 9th level, this bonus increases to +4.

Leap Attack (Ex): The blademaster may use his Jump skill to enter combat and catch unsuspecting foes unaware. The blademaster may make a Jump check (distance and DC as per the Jump skill, pg. 77 in *Player's Handbook*) and attack her opponent. Doing so allows the blademaster one extra attack against a single opponent in addition to his normal number of attacks. The blademaster may then make a full attack action if she wishes – the jumping attack counts as the free additional attack at the highest Base Attack Bonus. This action provokes an attack of opportunity from all others threatening the area where the blademaster will land, but not from the target of that attack. If the Jump check fails, this provokes an attack of opportunity from the target.

Blade Wall (Ex): A blademaster may forego all attacks in a around and focus solely on defense. The blademaster pulls back, becoming a whirling wall of blades. The blademaster must give up all attacks in the round, including attacks of opportunity. Doing this grants the blademaster a +8 parrying bonus to Defense for the round.

Deku Burrower

The dekus are a solitary, serious-minded people. For them, little else matters in the world as much as security and financial gain. Bartering and haggling are a daily part of life for dekus, and nothing insures the security and sanctity of the deku way of life as much as their most honoured military position: the burrower. Burrowers are not simply ordinary soldiers, they are the elite of the deku armed forces, often serving as guards on the grounds of royal palaces, temples, and other important sites for the deku or sent as emissaries of the deku rulers to other royalties or nobles. These powerful and deceptively maneuverable soldiers are easily the match of other race's armed forces.

Hit Die: d8

Table 8-5 Burrower Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		Burrow
2	+2	+3	+2	+0	+2		Great Fortitude
3	+3	+3	+2	+1	+2		Emerging Strike
4	+4	+4	+2	+1	+2	+2	Foes of the Deku
5	+5	+4	+3	+1	+3		Improved Seed Shot
6	+6	+5	+3	+2	+3		Whispers of the Soil
7	+7	+5	+4	+2	+4		Powered Seed Shot
8	+8	+6	+4	+2	+4	+3	Foes of the Deku
9	+9	+6	+4	+3	+4		Tunneling
10	+10	+7	+5	+3	+5		Master Burrower

Requirements

Race: Deku.
Base Attack Bonus: +5
Feats: Alertness, Dodge, Endurance, Power Attack, Cleave

Class Skills

The burrower's class skills (and the key abilities for each) are Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Swim (Str).
Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: A burrower gains no additional weapon or armor proficiencies.
Burrow (Ex): Burrowers are aptly named. Their most famous and secret training technique allows them to burrow into the terrain to lie in ambush for approaching enemies. The burrower may use this ability on any sufficiently soft, unfrozen, and non-toxic substance. Soft or marshy soil and sand all make ideal substances. The burrower takes a full round action to drill his body a few feet into the ground. Plants breathe too; thus, the deku keeps his snout exposed on the surface of the ground to take in air. The deku burrower gains the tremorsense ability while submerged. The burrower may choose to emerge from the ground as a full round action, or, if the deku passes a Strength check (DC 20), as a standard action. In addition, the burrower receives nine-tenths cover (+10 to Defense, +3 to Reflex saves) while submerged.
Great Fortitude: At 2nd level, the burrower gains the Great Fortitude feat.
Emerging Strike (Ex): The burrower's skill at submerging himself in the ground increases with experience. At 3rd level, the burrower has refined the ability of emerging from the soil to attack foes to a high level. Any time the burrower emerges from the soil within melee range of opponents, he may make a free attack of opportunity against the closest opponent. Opponents may make Spot checks (DC 15 + Burrower's burrower class levels) to negate the burrower's free attack of opportunity. This free attack is in addition to any attacks or actions that the deku is normally allowed by emerging from the ground as a standard action.
Foes of the Dekus (Ex): Starting at 4th level, a burrower gains an advantage in combat for working in unison with his colleagues. For every deku (regardless of class) that the burrower is allied or at least non-hostile towards within 30 feet, the burrower receives a +2 morale bonus to attack and damage rolls against opponents. For every nearby allied deku that has any levels in the burrower prestige class, increase the bonus by +1. At 8th level, the base morale bonus extends to the burrower's Defense rating as well, using the same guidelines as before.
Improved Seed Shot: Part of the training burrowers go through upon becoming a burrower is the perfection of their race's seed shot ability. The burrower receives the Improved Seed Shot feat at fifth level.
Whispers of the Soil (Ex): When burrowed beneath the ground, the dekus find it hard to communicate, thus the burrowers eventually developed a means of communication between

submergered burrowers. By constraining their normal speech in their 'vocal chords', a submerged burrower can communicate with any other submerged burrower within 20 feet. Creatures that are actually moving on the ground cannot hear this communication unless a Listen check (DC 25) is passed.

Powered Seed Shot (Su): Constant training and discipline pushes the burrower to new heights of power and ability when using the seed shot ability. For every 3 magic points the burrower spends, he may add a +1 enhancement bonus to attack and damage when firing a seed shot. The burrower may increase this bonus to a maximum of +5.

Tunnelling (Ex): As the burrower becomes a master at burrowing, he gains the ability to move underground. Starting at 9th level, the burrower may move at half his base speed after he has successfully burrowed into the ground. The burrower must hold his breath while tunnelling (see the *Game Master's Guide* for rules on drowning). Creatures on the surface with tremorsense or other such sensory abilities may be able to detect the movement below. To make an air hole with their snout without being detected, the deku must succeed at a Hide check opposed by the topside creature's Spot check.

Master Burrower (Ex): The burrower's prime battle and stealth technique are honed with experience. At 10th level, the burrower has reached the pinnacle of his burrowing ability. The burrower takes only a standard action to burrow into the ground and may emerge as a standard action without the need for a Strength check.

Dustrider

The gerudo are legendary for their skill with horse and bow. Their prowess with mounted archery is unmatched in all the lands beneath the Tri-Force. Skilled in riding, mounted archery and scouting, the gerudo dustrider is the epitome of the gerudo mounted warrior. Many dustriders are often sent as advance scouts or to assist cavalry during times of war. Their combination of skilled riding and pinpoint accuracy with the bow makes them an incredibly deadly force, capable of devastating unprepared opponents in short order. Of all the gerudo warriors, the dustrider is acclaimed as the most skilled, and many dustriders, though they serve as preliminary scouts, are often accorded a great deal of respect and honour amongst their peers.

Hit Die: d8

Requirements

Base Attack Bonus: +6
Listen: 4 ranks
Ride: 6 ranks
Spot: 4 ranks
Feats: Mounted Combat, Mounted Archery, Martial Weapon Proficiency (any 2 of the following: shortbow, composite shortbow, longbow, or composite longbow).
Special: Must pass the Gerudo Riding Trial. The Gerudo Riding Trial is what separates the dustriders from the other mounted warriors. It is a difficult trial of precision and skill. The applicant must approach a senior dustrider who is willing to administer and judge the young applicant for her Trial. The actual layout of the Trial varies from tribe to tribe, but the basic premise is always the same. A gerudo mounted on a horse of the applicant's choosing must ride through some form of ravine or obstacle course while firing at targets on either side of the course. The targets vary from standing targets, to moving targets pulled with levers or ropes and pulleys. The applicant must hit, though not necessarily score a bull's-eye on each and every target on the course within a set amount of time. Generally, a strict amount of time is set in which to complete the course, and it is a source of pride for many dustriders who have gone back and completed the course in even less time. The senior dustrider then judges the applicant's performance, and if the

Table 8-6 Dustrider Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+2		Alertness, Skilled Rider
2	+1	+2	+3	+0	+3		Stone Saddle
3	+2	+2	+3	+1	+3		Burst of Speed
4	+3	+2	+4	+1	+4	+2	Improved Mounted Archery
5	+3	+3	+4	+1	+4		Improved Range (+10 ft.)
6	+4	+3	+5	+2	+5		Burst of Speed
7	+5	+4	+5	+2	+5		Stone Saddle
8	+6	+4	+6	+2	+6	+3	Improved Range (+20 ft.)
9	+6	+4	+6	+3	+6		Supreme Mounted Archery
10	+7	+5	+7	+3	+7		Ranged Focus

senior dustrider finds it worthy, the applicant becomes a dustrider.

Class Skills

The dustrider's class skills (and the key abilities for each) are Balance (Dex), Concentration (Con), Craft (Int), Handle Animal (Cha), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis).

Skill Points at Each Additional Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies: A dustrider gains proficiency in any of the two bows he was previously not proficient with (see Requirements above), as well as all simple weapons and light armor.

Alertness: The dustrider gains the Alertness feat at 1st level.

Skilled Rider: The dustrider gains the Skilled Rider feat at 1st level.

Stone Saddle (Ex): The dustrider is a highly trained rider and is capable of remaining mounted and in the saddle even during extremely strenuous conditions. When riding bareback, the dustrider receives only a –3 penalty to Ride checks, and receives a +10% competence bonus to remain in the saddle if knocked unconscious while mounted. At 7th level, the dustrider receives no penalty for riding bareback and an additional +10% competence bonus to remaining in the saddle when unconscious.

Burst of Speed (Ex): A dustrider is able to push his mount to its very limits and beyond with skill and tact. At will, the dustrider may cause his mount to move up to double the mount's normal charge movement. At 6th level, the dustrider may push the mount to triple its normal charge movement. This ability may be used once per day without harming the mount. Each use after that causes the mount to make a Fort save (DC 20 + 5 for every time after the second) or immediately take 2d6 (4d6 if tripled movement was used) points of normal damage.

Improved Mounted Archery (Ex): The dustrider is the most highly skilled mounted archer that has ever galloped across the lands of Hyrule and beyond. Starting at 5th level, the dustrider takes no penalty from shots taken while the mount is using a double move.

Improved Range (Ex): At 5th level, the dustrider may add an additional 10 ft. to all range increments. Every three levels thereafter, this bonus increases by an additional 10 ft. This stacks with the bonus from the Far Shot feat.

Supreme Mounted Archery (Ex): The dustrider truly earns the mantle as the greatest horse archer of all the lands. Starting at 9th level, the dustrider takes only a -2 penalty from shots taken while the mount is running.

Ranged Focus (Ex): By spending a full round aiming at a target and passing a Concentration check (DC 20), the dustrider may add a competence bonus to attack and damage rolls against the intended target equal to her dustrider class levels. This ability may be used even if the dustrider is mounted bareback and at full gallop.

Kokiri Forester

The kokiri are an isolated folk, attuned to the woodlands in which they make their home. Though the kokiri are a peaceful people who care

Table 8-7 Forester Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+2	+1	+2		Forest Stealth +2, Track
2	+1	+0	+3	+2	+3		True Camouflage
3	+2	+1	+3	+2	+3		Forest Empathy
4	+3	+1	+4	+2	+4	+2	Forest Stealth +4, Improved Attunement
5	+3	+1	+4	+3	+4		Spirit of the Woods

little for warfare and strife, they are not a foolish people. Deep in the depths of their woodland homes, kokiri foresters roam the land, protecting the people and acting as the eyes and ears of the living woods the kokiri claim as their homeland. Kokiri foresters are trained in the ways of attuning themselves with their wild homelands and the creatures that inhabit it. Their mastery of woodland stealth and nature senses allow them to be silent guardians of their people.

Hit Die: d6

Requirements

Race: Kolkiri.
Base Attack Bonus: +4
Animal Empathy: 4 ranks
Hide: 4 ranks
Wilderness Lore: 6 ranks
Feats: Alertness

Class Skills

The forester's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wisdom), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Additional Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies: A forester is proficient in all simple weapons as well as light armor and shields.

Forest Stealth (Ex): The forester is at home in the woodlands of the land. When within any forest, a forester gains the listed bonus to any Hide, Move Silently, Listen, and Spot checks made.

True Camouflage (Su): The forester bonds with the woodlands of the world, becoming one with nature. This provides the forester with protection against the prying spells of others who seek to pry into their very natures. Any time a spell or ability would detect the focus of the kokiri, the forester may make a Will save (DC 10 + diviner's Wisdom bonus). Success allows the kokiri to choose what focus is detected.

Forest Empathy (Su): A forester is at home in the woods, and is also comfortable with the denizens of the woods as well. This empathy with the woodlands runs so deep that the forester radiates an aura of peacefulness felt by all wild animals and beasts that are native to woodland environments. Any creatures categorized as vermin, animals or beasts that are native to the forest terrain have a difficult time attacking or harming the forester for almost any reason. Unless the forester makes a threatening gesture, such as attacking or casting a spell at the creature, or the creatures see the kokiri harm another of their species, the creatures must succeed at a Will save (DC 20 + forester's Cha bonus) in order to attack him under any condition. Creatures who are magically controlled to attack the forester receive a +4 morale bonus to their saves to resist the effects of the spell when applicable. This power applies to summoned monsters as well. This aura radiates in a 40 ft. radius.

Improved Attunement (Ex): The kokiri are synonymous for their attunements, and the forester, with his mystical understanding of nature and the forests, is a master attuner. He gains that feat for at 4th level.

Spirit of the Woods (Sp): The forester is a master woodsman, truly at home beneath the leafy canopy of the forest. The forester's bond with

nature runs deep and strong. At 5th level, the forester gains the ability to use the magic of the Tri-Force found in all things to help and aid him in protecting the land and his people. The forester must spend 8 magic points as a free action. Starting on the next turn, the forester begins to manifest the spirit of the woods into him and the surrounding area. He may do any of the following, one per round:

Clutch of the Thorns: The forester may cause any area that he has cast *speed of the vine* upon to grow long, wickedly sharp thorns and briars. Any creatures that try to free themselves or move through the brambles suffer 3d4 points of damage per round while the effect lasts.

Protection of the Oak: The forester's skin becomes rough and turns a dark brown color. It takes on the texture of ancient, thick tree bark. This provides the forester a natural damage reduction of 5/- for the duration of the effect.

Shade of Leaves: The forester's skin turn the shade of the foliage around him, enabling the forester to blend into any area. The forester receives a +10 to any Hide checks, regardless of the speed he moves at, as long as he remains in the woods. This negates any penalties for moving while attempting to hide, regardless of speed.

Speed of the Vine: The forester may point to any location and cause the targeted are to be affected as though by an *entangle* spell in a 50 ft. diameter radius for the duration of the effect. The effect of this power is shapable and is considered to be a spell-like ability cast at 12th level for purposes of resistance and dispelling.

Duration: These effects last for a number of rounds equal to the forester's forester level + Wisdom bonus. The forester may cancel any effect at any time he wishes, and may use the powers as many times as he wishes until the duration runs out. Thus, a forester could cast *speed of the vine* on several different areas, affecting a larger overall area until time ran out.

Illuminator

Bearing the magic of Light, illuminators are the embodiment of the Light Aspect of Tri-Force magic. Illuminators, like their other specialist brothers and sisters, are masters of their particular Aspects of magic and by honing their potent magical energies, are able to command their favoured Aspect with incredible ease and grace. Their power with their chosen element is unchallenged, and their ability to utilize and manipulate it is unrivalled. Illuminators typically are good-natured, light focused individuals who seek enlightenment, wish to aid others, or try to help their comrades with their magical prowess. An illuminator's responsibility lies in using the Aspect of light and the powers of the Tri-Force for revealing truth, destroying falsehoods, and the pursuit of justice. Above all, an illuminator is charged with using his magical powers for protection and wisdom. More than anyone else, illuminators are looked at as great sources of wisdom. Their history of guiding others and mentoring dates back to the first recorded histories of the world, and illuminators have continued to keep their place as the guides of those who would seek truth and light.

Hit Die: d4

Requirements

Base Attack Bonus: +3
Concentration: 6 ranks
Knowledge (Tri-Force): 8 ranks
Spellsight: 8 ranks.
Feats: Any two metamagic feats
Aspect: Must have magic points in the Light Aspect only.

Class Skills

The illuminator's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (Any) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language

Table 8-8 Illuminator Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0	+2	Light Specialization
2	+1	+0	+2	+3	+0	+3	Awareness
3	+1	+1	+2	+3	+1	+3	
4	+2	+1	+2	+4	+1	+4	True Sight
5	+2	+1	+3	+4	+1	+4	
6	+3	+2	+3	+5	+2	+6	Mind Illumination
7	+3	+2	+4	+5	+2	+6	
8	+4	+2	+4	+6	+2	+8	Imbue Light
9	+4	+3	+4	+6	+3	+8	
10	+5	+3	+5	+7	+3	+10	Light's Grace

(None), Spellcraft (Int), Spellsight (Wis), Use Magic Device (Cha).

Skill Points at Each Additional Level: 6 + Int bonus

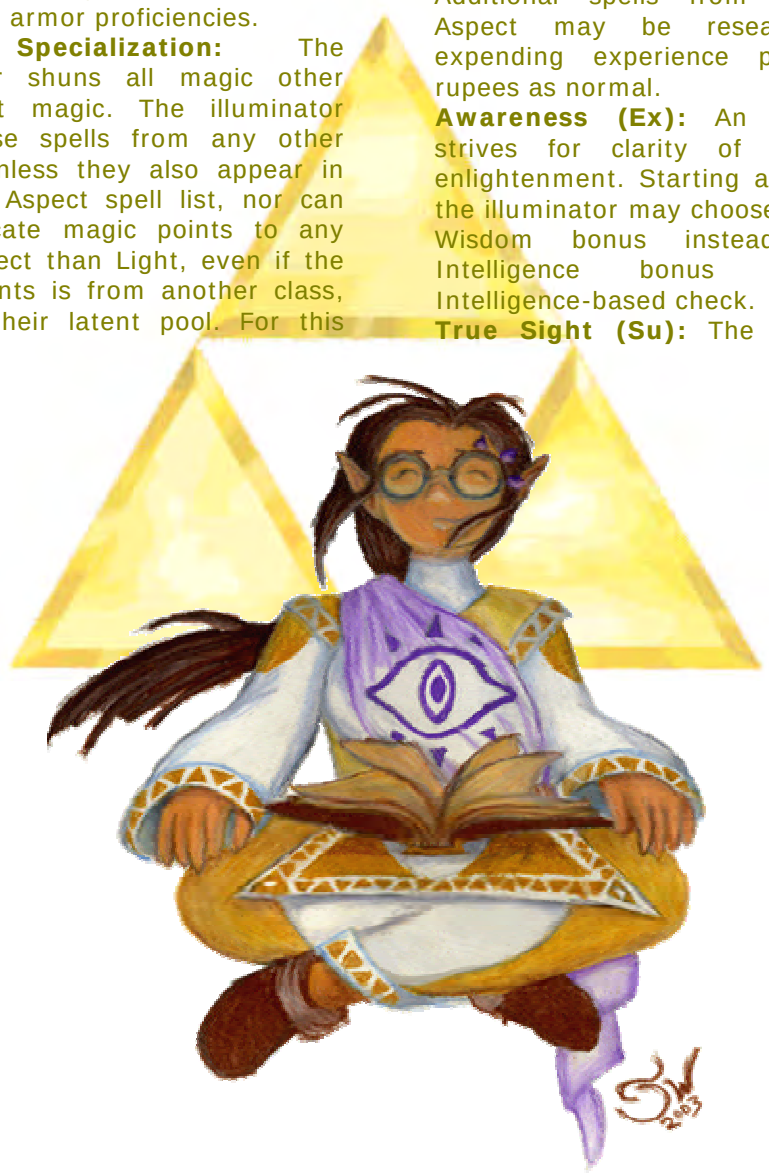
Class Features

Weapon and Armor Proficiencies: An illuminator gains no additional weapon or armor proficiencies.

Light Specialization: The illuminator shuns all magic other then light magic. The illuminator cannot use spells from any other Aspect, unless they also appear in the Light Aspect spell list, nor can they allocate magic points to any other Aspect than Light, even if the magic points is from another class, or from their latent pool. For this devotion, they gain +4 competence to all attempts to dispel illusions. At each level, the illuminator can learn any three spells of his choice from the Light Aspect, which are no higher than half the sum of his illuminator and wizzrobe levels (rounded up). Additional spells from the Light Aspect may be researched by expending experience points and rupees as normal.

Awareness (Ex): An illuminator strives for clarity of mind and enlightenment. Starting at 2nd level, the illuminator may choose to use his Wisdom bonus instead of his Intelligence bonus on any Intelligence-based check.

True Sight (Su): The illuminator



An Illuminator.

values clarity of mind, and the pursuit of truth and wisdom. Illuminators cannot afford to let illusions cloud their thinking. At 4th level, illuminators become immune to illusions of any kind. They see through these falsifications of truth as light banishes darkness at the break of dawn.

Mind Illumination (Su): Illuminators value clear thought greatly. They use their minds and wisdom to see through the fabric of reality and discern the truth behind all things. Starting at 6th level, illuminators may add their number of illuminator levels to all Diplomacy, Scry, Sense Motive and Spellsight checks.

Imbue Light (Sp): Illuminators seek the truth behind all questions. Unfortunately, some answers are guarded by powers of obscurity or darkness. Starting at 8th level, the illuminator may imbue any single weapon wielded by himself or another, or spells cast by himself or someone else casting Light Aspect spells with the powers of Light. This costs the illuminator 5 magic points for every time the illuminator imbues an object or spell. The weapon or spell deals an additional 1d6 points of electrical damage per 5 magic points spent on the imbuing. For every additional 5 magic points the illuminator spends on the enchantment, he may add an additional 1d6 to the damage rolls of the weapon or spell. This enchantment lasts for a number of rounds equal to the illuminator's number of illuminator levels. This bonus does not stack if the illuminator is already using a weapon that causes additional electrical damage.

Light's Grace (Sp): The life of an illuminator is consumed by the pursuit of truth and enlightenment. This pursuit often takes the form of adventuring, and the illuminator must be prepared to defend himself and his allies in times of duress. At 10th level, the illuminator may literally harness the energy of Light to aid him in times of great need. To use this ability, the illuminator must be within range of some light source the equivalent of at least a freshly lit torch, and spend 15 magic points. Upon doing this, the illuminator begins to shine forth with an incredibly bright light that burns through the minds and eyes of those who would seek to harm what the illuminator protects. This light shines in a radius of 30 feet. Any creatures that the illuminator decides to target with this ability must make a Will save (DC 20 + illuminator's Wisdom bonus) or take 2d10 electrical damage and be blinded until they leave the area of effect and 5 rounds pass. In addition, all Shadow Aspect spells are immediately dispelled. The illuminator shines with this light for a number of rounds equal to the number of illuminator levels he possesses plus his Wisdom bonus.

Knight of Hyrule

Across the Kingdom of Hyrule ride the Knights of Hyrule. They are the ancient protectors of the land, and the first line of defense for the folk of Hyrule. Long ago, during the reign of the first kings of Hyrule, the Order of the Knights of Hyrule was established to safeguard the throne from usurpers. While in their infancy, the Knights of Hyrule were often called upon to assist the fledgling nation's armed forces in turning back invading warlords and monsters. It soon became obvious that their high level of training, loyalty to the crown, and martial prowess were an invaluable weapon in the field of combat, and since then they have reigned as the Kingdom's warrior champions.

Hit Die: d10

Requirements

Focus: Light.
Base Attack Bonus: +6
Ride: 4 ranks
Feats: Mounted Combat, Power Attack, and Heavy Armor Proficiency
Special: Must prove themselves worthy to join the Order. To become a knight, an applicant must first present himself to a ranking knight.

Table 8-9 Knight of Hyrule Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+0	+1	+2	+0		Defensive Blow +2
2	+2	+0	+2	+3	+0		Knightly Grace (Cha Bonus to Saves)
3	+3	+1	+2	+3	+1		Glorious Charge 1/day (2x Damage with Melee)
4	+4	+1	+2	+4	+1	+2	Defensive Blow +3
5	+5	+1	+3	+4	+1		Knightly Grace (Cha Bonus to Mounts)
6	+6	+2	+3	+5	+2		Glorious Charge 2/day (3x Damage with Lance)
7	+7	+2	+4	+5	+2		Defensive Blow +4
8	+8	+2	+4	+6	+2	+3	For the Kingdom
9	+9	+3	+4	+6	+3		Glorious Charge 3/day (4x Damage with Lances, 3x Damage with Melee)
10	+10	+3	+5	+7	+3		Defensive Blow +5, For the Kingdom

The ranking knight may then test or quiz the young applicant to determine if he or she is worthy to join the order. The ranking knight may bestow quests to determine this worthiness, though any quests that are deemed as overly dangerous or hazardous are considered a violation of the Order's principles of protection, and the ranking knight may be brought up on charges. The applicant must appease the sponsor's requests. When this is done, the applicant is presented to the King and Queen of Hyrule where judgement is passed upon the applicant. If the applicant's actions are deemed worthy, and the applicant has shown loyalty to Hyrule, the applicant swears an oath of fealty to the Kingdom and is inducted to the Order.

Class Skills

The knight's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str).

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

Weapon and Armor Proficiencies: A knight gains proficiency in simple and martial weapons and is proficient in the use of all armors and shields.

Defensive Blow (Ex): Whenever a knight is actively engaged in defending a weaker creature (fewer total HD or total character level); the knight gains +2 morale bonus to attack rolls. This bonus increases by +1 every three levels.

Knightly Grace (Su): The knight may add his Charisma bonus (if any) as a bonus to his saving throws. At 5th level, he may apply this bonus to his mount's (if any) saving throws whenever he is mounted.

Glorious Charge (Ex): A knight is highly skilled in mounted combat. Starting at 3rd level, when the knight is mounted and charging in combat (charge action), he may deal double damage when striking with a melee weapon once per day. In addition, at 6th level, the knight may deal triple damage with lances while charging, and at 9th level, he may deal quadruple damage with lances and triple damage with melee weapons. The number of times the knight may use this ability also increases by +1 every three levels after the 3rd level.

For the Kingdom (Su): A knight has sworn fealty to protect the lands of Hyrule and the throne at all costs. This oath, sworn by the Tri-Force and the Three Goddesses, empowers he knight in times of great need and duress. At 8th level, the knight may harness his magical energy into a manifestation of his loyalty and devotion to his oath of fealty. The knight may spend any number of magic points to gain an equivalent bonus to attack and damage rolls for a number of rounds equal to the knight's current knight of Hyrule level. At 10th level, the Knight may spend 8 magic points to reinforce his physical being with tremendous stamina. This power lasts for a

Table 8-10 Lawmaster Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0		Oath of Nayru, Watcher's Staff (Dex Bonus to AC)
2	+1	+2	+0	+3	+0	+2	
3	+1	+2	+1	+3	+1		
4	+2	+2	+1	+4	+1	+3	Purity of Nayru, Watcher's Staff (Can't Be Flanked)
5	+2	+3	+1	+4	+1		
6	+3	+3	+2	+5	+2	+3	Staff of Nayru
7	+3	+4	+2	+5	+2		Watcher's Staff (+1 vs. Traps)
8	+4	+4	+2	+6	+2	+4	Second Sight
9	+4	+4	+3	+6	+3		
10	+5	+5	+3	+7	+3	+4	Watcher's Staff (+2 vs. Traps), Nayru's Decree

number of rounds equal to the knight's Constitution plus Charisma bonuses added together. During this time, the knight may continue to act and fight, even after going below 0 hit points, with no penalty. Once this ability's effects wear off, the knight suffers all the effects of damage taken while using this ability as normal. Thus, a knight reduced to –9 hit points would collapse and be considered dying on the round when the ability's effects wore off, but not until.

Lawmaster

The lawmaster of Nayru are amongst the highest ranking clergy of Nayru, Goddess of Wisdom. Armed with only their staff and the unswerving law of Nayru, they preach to the faithful, fulfilling the role of wandering priest, defender, and sheriff. Often, their wanderings bring them to a settlement where they will set up an impromptu courthouse in regions where there is not a standing judge. Other times they can be found bringing Nayru's law to the wilderness to fight back the encroaching forces of Shadow wherever it may lurk. As a direct emissary of the Goddess Nayru, only wizzrobes, the practioners of the divine magic of the Tri-Force, can become lawmasters. More often than not though, they are multiclass wizzrobe/warriors, or multiclass wizzrobe/drifters.

Hit Die: 1d6

Requirements

Base Attack Bonus: +5.
Concentration: 8 ranks.
Knowledge (local): 8 ranks.
Knowledge (Tri-Force): 8 ranks.
Feats: Combat Expertise, Toughness, and Weapon Focus (quarterstaff).
Deity: Nayru.
Aspects: Magic points in Light and Water aspects.

Class Skills

The lawmaster's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Any) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Spellsight (Wis).

Skill Points per Level: 4 + Int Modifier.

Class Features

Armor and Weapon Proficiencies: The lawmaster of Nayru does not gain any new armor or weapon proficiencies.

Oath of Nayru: Nayru's path is a hard one, tough and rigid like her magic. The lawmaster is prevented by her devotion from allocating magic points gained from this class into pools other than those of Light and Water. The Lawmaster may continue to use and allocate magic points from other classes into other pools as normal. At each level, the lawmaster can learn any three spells of his choice from the Light or Water Aspects, which are no higher than half the sum of his lawmaster and wizzrobe levels (rounded upwards). Additional spells from the Light or Water Aspects may be researched by

Table 8-11 Leaguer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+1		Increase Speed, Aqua Familiarity
2	+1	+2	+3	+0	+2		At home in the water
3	+2	+2	+3	+1	+2		Increase Speed
4	+3	+2	+4	+1	+2	+2	Deep leaguer
5	+3	+3	+4	+1	+3		Increase Speed

expending experience points and rupees as normal.

Watcher's Staff (Su): The staff of the lawmaster is the focus of most of the power of Nayru. As the lawmaster gains more favour with Nayru, his staff becomes semi-sentient, watching out for him. It provides the Uncanny Dodge (as per the drifter class) ability as long as the lawmaster holds the staff. If the lawmaster already possesses Uncanny Dodge as a class ability froma previous class, then the staff provides the benefits of Improved Uncanny Dodge. If the lawmaster already possesses Improved Uncanny Dodge, the staff provides an additional +1 enhancement bonus to Defense.

Purity of Nayru (Sp): Nayru grants the full power of Light to the lawmaster; specifically its ability to purify an area. The lawmaster may turn/destroy undead at his current lawmaster levels.

Staff of Nayru (Su): The staff of Nayru is ever watchful, protecting his faithful. The lawmaster may expend 4 magic points from his Water pool to use his Combat Expertise feat to grant the bonus to any other ally within 30 feet. This ability can only be used while the lawmaster carries his staff, and lasts for a number of rounds equal to the lawmaster's number of lawmaster class levels.

Second Sight (Sp): The lawmaster can show others the future with the power of Nayru. As a full round action, the lawmaster may expend 4 magic points from his Light pool and concentrate; any and all allies within 50 feet gain a +2 insight bonus to attacks and defense this round.

Nayru's Decree (Sp): Nayru's word is the law. As a full round action, the lawmaster may expend all of his remaining magic points to dispel all magic within 50 feet. In addition, every enemy must make a Fortitude save (DC 5 + magic points spent) or be stunned for 1d4 rounds.

Zoran Leaguer

The zorans are renowned as the world's most proficient swimmers, and with good cause. The aquatic race of zorans has always lived within the rivers, lakes, streams, and oceans of the world. The zoran leaguer is the ultimate swimmer, and even other zorans marvel at the leaguer's speed and grace in the water. Leaguers are the best swimmers within a zoran culture or habitat. Their swimming abilities are held in high regard by all other zorans, not to mention other races. Leaguers have no formal association or infrastructure. They have no use or need of one – for them, nothing is as important as their freedom in the endless blue of the waters.

Hit Die: d6

Requirements

Race: Zora.
Base Attack Bonus: +3
Swim: 6 ranks
Feats: Endurance

Class Skills

The leaguer's class skills (and the key abilities for each) are Balance (Dex), Craft (Int), IntMove Silently (Dex), Profession (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: A leaguer is proficient in all simple weapons and shields, but not armor.

Increase Speed (Ex): The leaguer is truly a marvel of grace and speed in the water. Starting at 1st level, the leaguer may increase his swimming speed by +5 ft. Every two levels, the

Table 8-12 Minstrel Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0		Water Channeling
2	+1	+0	+2	+3	+0	+2	Performance
3	+2	+1	+2	+3	+1		Encore, Epic Ballad
4	+3	+1	+2	+4	+1	+3	Performance
5	+3	+1	+3	+4	+1		Renown, Epic Ballad
6	+4	+2	+3	+5	+2	+3	Performance
7	+5	+2	+4	+5	+2		Accompaniment, Epic Ballad
8	+6	+2	+4	+6	+2	+4	Performance
9	+6	+3	+4	+6	+3		Masterpiece, Epic Ballad
10	+7	+3	+5	+7	+3	+4	Performance

leaguer may add an additional +5 ft. to his swimming speed.

Aqua Familiarity (Ex): The leaguer is more comfortable deep below the surface of the water than anywhere else. Whenever a leaguer is engaged in combat underwater, he may spend up to 2 magic points to add a +1 enhancement bonus to attack rolls, Swim checks, Bluff checks (for feinting only), Defense, or damage rolls. For every additional 2 magic points spent, the leaguer may increase the enhancement bonus by +1, up to maximum of +5. The bonuses last for a number of rounds equal to the number of leaguer levels the leaguer possesses.

At Home in the Water (Ex): Leaguers are truly at home in the water. A leaguer may add his number of leaguer levels to all Survival and Swim checks made in or in relation to any type of aquatic environment.

Deep Leaguer (Ex): Diving into the depths of the world's waters is part of what makes a leaguer what she is. Starting at 4th level, a leaguer may dive to double the normal allowable depths before suffering any penalties or damage for high-pressure effects (see pg. 86 in the *Game Master's Guide*).

Zoran Minstrel

The zorans love music. They embrace music as an aspect of their daily lives, and very few zorans lack the ability to create music in some form or another. The zoran minstrel is the virtuoso of her peoples – a masterful weaver of music and harmony into a single force. Zoran minstrels are the most talented of their race's performers, often composing legendary ballads, poems, and songs that live on long after the zoran composer has vanished from the world. Zoran minstrels use the power of their music and their artistic abilities to aid them in their adventures across the world. Often, they adventure for inspiration for their next epic work. After all, epic adventures create epic works of art.

Hit Die: d6

Requirements

Race: Zora

Concentration: 6 ranks

Craft (Musical Instrument): 6 ranks

Perform: 9 ranks

Performances: The zoran must have at least three performances

Class Skills

The minstrel's class skills (and the key abilities for each) are Appraise (Int), Concentration (Con), Craft (Int), Listen (Wis), and Perform (Cha).

Skill Points at Each Additional Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies: A minstrel gains no additional weapon or armor proficiencies.

Water Channelling (Su): A minstrel is naturally at home in the water. Likewise, they are naturally attuned to the Aspect of Water, and find themselves naturally able to draw upon it easier for their magical empowerment. Whenever a minstrel uses magic points from the Water pool to fuel any performances, she may count the number of magic points spent as doubled to determine performance effects, or to meet performance expenditure.

Performance: The minstrel gains performances. She may choose a single performance from those she is eligible for at 2nd level, and another performance every two levels thereafter.

Encore (Ex): The minstrel is a master of performances. Once per day, the minstrel may choose any single performance and use it a second time that same day, at no magic point cost. The performance is activated at exactly the same strength the first one was, and the minstrel may select which performance she wishes to encore at any time. Thus, a minstrel who performs two performances in a day may repeat one of those performances again the same day at no magic point cost.

Epic Ballad (Ex): As the minstrel gains experience and artistic ability, her works of song and music become more powerful and grandiose. Starting at 3rd level, the minstrel may choose any performance she knows and enhance it. From then on, she may perform the performance without question. Thus, the minstrel does not have to make any rolls of any kind to activate the performance. She may activate and start it successfully at will as a standard action. In addition, the minstrel may maintain the performance indefinitely without a check. The minstrel may end the song when she chooses. She may choose another performance to enhance as an epic ballad every two levels thereafter.

Renown (Ex): The minstrel gains fame and notoriety as word and lore of her deeds begin to circulate. The minstrel may add her minstrel level as a bonus to any Perform checks she makes.

Accompaniment (Su): The minstrel's voice is a powerful tool, but when accompanied by an instrument of her own make and craftsmanship, the minstrel's performances are that much more potent. To use this ability the minstrel must play her musical instrument in accompaniment with her performance. The instrument must have been handcrafted by the minstrel and consist of materials costing no less than 500 rupees. A Craft check must be made (DC 20) to actually construct the instrument. The minimum time for the construction of the instrument is one week, though the GM may feel fit to adjust this up or down depending upon the actual plans for construction and role-playing circumstances. Using this ability grants the minstrel the ability to double the numerical values of her performances. Thus, a performance that would normally grant a +1 morale bonus to all attack rolls to all allies within 30 ft. of the minstrel would now grant a +2 morale bonus to attack rolls to all allies within 60 feet of the minstrel.

Masterpiece (Ex): The minstrel eventually succeeds at creating her own masterpiece song that is as unique to her as her very soul. At ninth level, the minstrel may construct her own unique performance and add it to her known list of performances. The construction of the performance requires that the player of the minstrel follow the guidelines similar to other performances of a similar nature. As always, the GM must approve the final version of the performance. The GM is encouraged to work carefully with the player in creating the minstrel's masterpiece to make sure that it is properly balanced for play.

Orator

Some people have an innate ability to connect with others around them, winning them to their cause, imparting their ideas, and inspiring them to follow their wishes. These people seem to know exactly what to say, and how to say it, regardless of the situation. Those with this gift are truly the movers and shakers of the world, and depending upon the focus of the individual, such a talent can drastically alter the fate of life itself.

Hit Die: d6

Table 8-13 Orator Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0	+2	Spirit Specialization
2	+1	+0	+2	+3	+0	+3	Subliminal Suggestion
3	+1	+1	+2	+3	+1	+3	
4	+2	+1	+2	+4	+1	+4	Steely Gaze
5	+2	+1	+3	+4	+1	+4	
6	+3	+2	+3	+5	+2	+6	Sonic Tirade
7	+3	+2	+4	+5	+2	+6	
8	+4	+2	+4	+6	+2	+8	Majestic Command
9	+4	+3	+4	+6	+3	+8	
10	+5	+3	+5	+7	+3	+10	Awesome Demeanor

Requirements

Diplomacy: 8 ranks.
Innuendo: 8 ranks.
Sense Motive: 8 ranks.
Feats: Leadership, Iron Will, Spell Penetration (Enchantment).
Aspects: Magic points in Spirit only.
Special: Must know six or more languages.

Class Skills

The orator's class skills (and the key abilities for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility & Royalty) (Int), Knowledge (Tri-Force) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Spellsight (Wis), Use Magical Device (Cha).
Skill Points per Level: 6 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The orator does not gain any weapon or armor proficiencies.
Spirit Specialisation: The orator shuns all magic other than that in the Spirit Aspect. The orator cannot use spells from any other magic list, unless they also appear in the Spirit pool, nor can they allocate magic points to any other Aspect than Spirit, even if the magic points is from another class, or from their latent pool. For this devotion, any mind-affecting Enchantment spell they cast ignores the first 5 points of spell resistance on the target. At each level, the orator can learn any three spells of his choice from the Spirit Aspect, which are no higher than half the sum of his orator and wizzrobe levels level (rounded up). Additional spells from the Spirit Aspect may be researched by expending experience points and rupees as normal.
Subliminal Suggestion (Sp): Sometimes, the orator needs to plant a suggestion in the minds of his audience without anyone noticing, or get around language barriers and other distractions. By spending 4 Spirit magic points, the orator can make a single suggestion effect subliminal. If the orator succeeds on an Bluff check (DC = 10 + spell level), the suggestion effect is implanted subliminally, even if the targets do not understand the orator, or there are other distractions. In addition, a Sense Motive check (DC 10 + Orator's Bluff check result) is required by anyone to spot the suggestion attempt. Note that if the distraction to the audience is significant enough, the orator may need to make a Concentration check to prevent being distracted.
Steely Gaze (Su): Just a look is all that is required to peer right into the core of someone, holding them rigid with fear. The orator may spend 4 Spirit magic points and look at a single target. They are affected by a *hold person* spell as if cast by a caster equal to the orator's class level. This is a gaze attack, and may be prevented or redirected as such.
Sonic Tirade (Sp): The words of an orator are also their weapons, and they may become deadly at a moment's notice. By spending 4 Spirit magic points, the orator may attack with his voice, causing 1d4 sonic damage per orator level to anyone within a 30-foot cone of the orator. The orator may direct his tirade to either affect, or ignore

targets of a single focus with the area of affect.

Majestic Command (Sp): The orator has such presence and bearing, that almost any command they make is followed instinctively by their audience. By spending 4 Spirit magic points, the orator may make a single command, no longer than a single sentence. Anyone hearing the command must make a Will Save (DC 10 + the orator's class level) or follow the command without hesitation or question, even if it involves personal harm to the target, or conflicts with other commands. Targets ordered to die or to kill themselves would instead fall unconscious for a single round should they fail the Will save, but are otherwise unharmed.

Awesome Demeanour (Sp): The orator has an aura of awesome power around them, causing almost everyone who sees them to be fascinated for 1d6 rounds if they fail a Will save (DC 5 + orator's class level).

Pirate of the Great Sea

In the vastness of the Great Sea, there sails a type of pirate far more fearless and daring than any other pirate known. These daring swashbucklers, known as the pirates of the Great Seas, are notorious for their bravery, incredible skills as sailors, and merciless pursuit of all enemies. Pirates of the Great Sea rule the region aboard their mighty ships, trading in cargo, loot and more as they make their way back and forth across the enormous expanse of the endless waters of the Great Sea. Some are ruthless tyrants who loot and pillage for the sheer thrill of it. Others are oddly noble souls who adhere to a strangely honourable code of pirate ethics that include: Never stealing from those who do not deserve it, never harm others unless necessary, and never cause injury or deceit to the innocent. Yet, there are others who simply roam the Great Sea, searching for the next target, be it a fat merchant ship or a small shop ship, to raid and plunder to their pirate's heart content. In all the Great Sea, these pirates are the true rulers, going where they wish, when they wish, and creating ever-changing territorial boundaries that are contested by others of their kind.

Hit Die: d8

Requirements

Base Attack Bonus: +5
Balance: 3 ranks
Climb: 5 ranks
Profession (sailor): 5 ranks
Survival: 5 ranks
Swim: 5 ranks
Use Rope: 3 ranks
Feats: Great Sea Waker

Class Skills

The class skills for the pirate of the great sea (and the key abilities for each) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Use Rope (Dex), Intimidate (Cha), Profession (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int bonus.

Table 8-14 Pirate of the Great Sea Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+2		Expert sailor
2	+1	+2	+3	+0	+3		Ship familiarity, sneak attack +1d6
3	+2	+2	+3	+1	+3		Speed sailing, in the rigging
4	+3	+2	+4	+1	+4	+2	Expert sailor
5	+3	+3	+4	+1	+4		Hoist the flag
6	+4	+3	+5	+2	+5		Inspire crew, blood on the water, sneak attack +2d6
7	+5	+4	+5	+2	+5		Expert sailor
8	+6	+4	+6	+2	+6	+3	Dread reputation
9	+6	+4	+6	+3	+6		To the limit
10	+7	+5	+7	+3	+7		Expert sailor, legendary pirate, sneak attack +3d6

Class Features

All of the following are class features of the pirate of the Great Sea prestige class.

Expert Sailor (Ex): As a pirate of the Great Sea gains experience sailing the Great Sea, he gains a greater understanding of his control over his vessel. At first level, the pirate of the Great Sea gains a +2 competence bonus to Profession (sailor) or Survival checks. Only one skill may be chosen per interval. The pirate receives another +1 competence bonus to apply where desired every three levels thereafter.

Ship Familiarity (Ex): A pirate of the Great Sea becomes intimately familiar with ships of all kinds and types. A pirate of the Great Sea is considered proficient when using tools or pieces of ship equipment as weapons. He does not suffer the –4 penalty to attack rolls for not being proficient with the weapon. Examples of ship tools or equipment might include belaying pins, nets, rigging weights, gaffs, and anchors. Other tools and equipment are subject to the GM's discretion.

Sneak Attack (Ex): The best time to strike is when the enemy is weakest. In combat, a pirate's greatest chance of survival lies in pinpointing an enemy's weakness and exploiting it. Any time a pirate's target would be denied his Dexterity bonus to Defense or when the pirate flanks the target, the pirate's attack deals an additional damage. Every four levels, starting with the second, the pirate deals an additional +1d6 points of damage. This damage is not multiplied on a successful critical hit. Ranged attacks may count as sneak attacks as long as the target is within 30 feet. With an unarmed attack (or a weapon meant to subdue instead of kill), the pirate may attempt a sneak attack that deals subdual damage rather than lethal damage. However, the pirate cannot use a weapon that deals subdual damage to deal lethal damage in a sneak attack, even with the standard –4 penalty. In order to use the sneak attack, the pirate must be attacking something with a discernible anatomy. Undead, plants, oozes, constructs, and incorporeal creatures are immune to sneak attacks.

Speed Sailing (Ex): The pirate of the Great Sea knows how to get the most out of his ship. When steering and controlling a ship at sea, the pirate of the Great Sea may increase the ship's speed by half its base movement rate at no penalty.

In the Rigging (Ex): A pirate of the Great Sea's ability to maneuver on board ship is honed to perfection. Anytime you are climbing the rigging of your ship, you may move your base speed at no penalty with a successful Climb check. In addition, you may climb and make attacks without provoking attacks of opportunity while in the rigging. You may also move by swing on ropes or sails and pulleys up to your base speed per round up to maximum distance depending on the length of the object you are swinging from.

Inspire crew (Ex): Your reputation as a pirate of the Great Sea has grown so powerful that you inspire leadership from those who follow you. Whenever you lead any amount of crew loyal to you in battle, all allied crew gain a +1 morale bonus to attack rolls, saves, and Defense per member fighting with you. This ability affects any crewmembers that have visual contact with you in some form.

Blood on the Water (Ex): Even on the listing and rolling deck of a ship, a pirate of the Great Sea is able to fight to the best of his ability. Regardless of the stability of the deck (bad storm, choppy waters, heaving ship, etc), you suffer no penalties in combat. In addition, while in combat on board a ship while the sea and deck are calm, you gain a +2 bonus to attack rolls and Defense.

Dread Reputation (Ex): Over time a pirate of the Great Sea gains a reputation either as a fierce conqueror, or a noble warrior. As a result, it becomes much more difficult to intimidate you. All

Table 8-15 Pyromancer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0	+2	Fire Specialization
2	+1	+2	+0	+3	+0	+3	Fire Substitution
3	+1	+2	+1	+3	+1	+3	
4	+2	+2	+1	+4	+1	+4	Fire Immunity
5	+2	+3	+1	+4	+1	+4	
6	+3	+3	+2	+5	+2	+6	Fire Shield
7	+3	+4	+2	+5	+2	+6	
8	+4	+4	+2	+6	+2	+8	Fire Aura
9	+4	+4	+3	+6	+3	+8	
10	+5	+5	+3	+7	+3	+10	Elemental Form

Intimidate checks made against you are made at +2 to the DC per level of pirate of the Great Sea you possess. This ability also allows the pirate to purchase any ships or ship tools and equipment at only ¾ the normal listed or asking price.

To the Limit (Ex): Your skill with ships is unparalleled. Starting at 9th level, you may temporarily take measures to increase your ship's speed well above normal means. By passing a Profession (sailor) check (DC 20), you may increase your ship's movement up to 4 times its normal speed. This lasts for one hour per pirate of the Great Sea class level and is usable once per day.

Legendary Pirate (Ex): Through a career of pirating, the pirate of the Great Sea has become the ultimate pirate and warrior of the seas. At 10th level, the pirate of the Great Sea may now add his number of Profession (sailor) ranks to any saves made while on board ship. In addition, he may use his save instead of the ship's saves for attacks made against the ship when determining the result of attacks made against the ship that the pirate of the Great Sea is controlling. To do so requires the pirate of the Great Sea to be at helm of the ship under attack at the time of the attack.

Pyromancer

The pyromancer specializes in the Aspect of Fire magic, to the degree that he becomes one with the element of fire itself. He can stare into the flames, and understand the underlying pattern that flickers within, revealing the secrets of the chaotic destruction burning away existence. The pyromancer alone knows the true meaning of the blaze, and how it can be nurtured, employed, cherished, and protected. He understands why the flickering tendrils invoke such passion and emotion. He understands that he is the flame!

Hit Die: d8

Requirements

Concentration: 8 ranks.
Spellcraft: 8 ranks.
Feats: Spell Focus (Evocation), Spell Penetration (Evocation).
Aspects: magic points in Fire only.

Class Skills

The pyromancer's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Tri-Force) (Int), Profession (Wis), Spellcraft (Int), Spellsight (Wis).

Skill Points per Level: 2 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The pyromancer does not gain any additional weapon or armor proficiencies.

Fire Specialisation: The pyromancer shuns all magic other then that in the Fire magic. The pyromancer cannot use spells from any other Aspect, unless they also appear in the Fire Aspect, nor can they allocate magic points to any other Aspect than Fire, even if the magic points is from another class, or from their latent pool. For this devotion, they cause +1 damage per dice for any Fire Aspect spells they cast. This ability is unaffected by Elemental Form. At each level, the pyromancer can learn any three spells of his choice from the Fire

Table 8-16 Scavenger Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+2		Inspired Search
2	+1	+2	+3	+0	+3		Procure 1/week
3	+2	+2	+3	+1	+3		Uncanny Dodge
4	+3	+2	+4	+1	+4	+2	Inventive Application
5	+3	+3	+4	+1	+4		Procure 2/week
6	+4	+3	+5	+2	+5		Improved Uncanny Dodge
7	+5	+4	+5	+2	+5		Impromptu Construction
8	+6	+4	+6	+2	+6	+3	Procure 3/week
9	+6	+4	+6	+3	+6		Evasion
10	+7	+5	+7	+3	+7		Desperate Measures

Aspect, which are no higher than half the sum of his pyromancer and wizzrobe levels (rounded upwards). Additional spells from the Fire Aspect may be researched by expending experience points and rupees as normal.

Fire Substitution: The pyromancer may change the energy type of any spell he cast or released from a magic item to be fire. This does not change the damage done by the spell

when the Pyromancer takes Elemental Form.

Fire Shield (Su): The pyromancer is affected by a permanent *fire shield* effect (as per the spell). This ability remains when the pyromancer takes Elemental Form, stacking with Burn. This also negates the double damage from cold attacks, so that the pyromancer only takes normal damage from cold attacks once he has taken Elemental Form.

Fire Aura (Su): The pyromancer's attacks all deal additional fire damage as if they had the flaming magical item property. This is negated if the pyromancer uses any weapon that deals cold damage. This ability stacks with Burn when the pyromancer takes Elemental Form.

Elemental Form (Su): The pyromancer permanently becomes a fire elemental, changing his type to outsider, and gaining all the abilities of a fire elemental of Hit Dice equivalent to the pyromancer's class level, including becoming a fire subtype. The effects of the earlier pyromancer abilities also change when he takes Elemental Form (see individual abilities).

or magic item effect, though it does chage the properties of he energy type. Thus, a pyromancer wielding a weapon that dealt acid damage could change the weapon's bonus energy damage type from acid to fire. This ability is unaffected by Elemental Form.

Fire Immunity (Ex): The pyromancer becomes immune to all forms of fire, magical or non-magical. This ability is superceded

Scavenger

Tokay are curious and adaptable, despite their primitive technology and intellect. They will always seek to explore and gather anything vaguely interesting, and will always find a use for their bric-a-brac, even if it wasn't what the user originally intended. This outlook has got them into many tricky situations, but has also pulled them out of such situations relatively intact.

Hit Die: d6

Requirements

Race: Tokay.
Appraise: 8 Ranks.
Search: 8 Ranks.
Spot: 8 Ranks.
Feats: Improved Initiative.

Class Skills

The scavenger's class skills (and the key abilities for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str),

Tumble (Dex), Use Magical Device (Cha), Use Rope (Dex).
Skill Points at Each Level: 8 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The scavenger gains proficiency with all simple weapons, and with light armor.

Inspired Search (Ex): Guided by inspiration and curiosity, the scavenger can find all sorts of things that others would miss, simply because they do not understand the potential within such items. The scavenger may use his Wisdom bonus instead of his Intelligence bonus when using the Appraise and Search skills. In addition, the scavenger will always find at least one item when searching, as long as there is something there to be found regardless of his roll. This item does not have to be useful or valuable.

Procure (Ex): The scavenger can always get his hand on the right thing at the right time, when the group needs it most. Starting at 2nd level, the scavenger can obtain a single item he desires, at a cost of a number of XP equal to the rupee cost of the item. The scavenger must be able to reasonably acquire the item from either his environs or his contacts for this ability to work. The scavenger may use this ability once per week, and an additional time per week for every three levels afterwards.

Uncanny Dodge (Ex): Starting at 3rd level, the scavenger retains his Dexterity bonus to Defense even when caught flat-footed or struck by invisible attackers. If you already possess Uncanny Dodge as a class ability from a previous class, you gain the benefit of Improved Uncanny Dodge (see below). If you already posses Improved Uncanny Dodge, you receive a +1 competence bonus to Defense.

Inventive Application (Ex): The scavenger is adept at seeing uses in objects, even if they are not what the item was intentionally designed for. He may use his Wisdom bonus instead of his Intelligence bonus when using the Disable Device skill. In addition, he may use any object as if it was an entirely different object for one use only. After this use, the item is destroyed. The scavenger must have an item to use this ability. For example, the scavenger can use some travelling robes as 50' of rope, a dagger as a door spike, or even a mirror as a hammer.

Improved Uncanny Dodge (Ex): At 6th level, the scavenger is never considered flanked, and retains his Dexterity bonus to Defense. This negates the ability of another character with sneak attack capabilities of using a flanking to sneak attack the scavenger, unless they are at least four levels higher than the scavenger is. If you already posses Improved Uncanny Dodge, you receive a +1 competence bonus to Defense (this bonus may stack with the one granted from 3rd level; see above).

Impromptu Construction (Ex): Using miscellaneous items he has in his possession, the scavenger may build almost anything. The scavenger may use his wisdom bonus instead of his Intelligence bonus when using the Craft skill. In addition, he may craft anything in 25% of the time, even without the proper materials or tools, but it only last for 1d6 days or uses before falling apart and destroying all the materials. The scavenger must have at least some materials of the same mass as the construction in order to use this ability. For example, the tokay scavenger may use a pile of rags to construct a ladder, or rusted longswords to construct a bridge provided he has enough of the materials (no less than ¾ of the same amount of materials necessary).

Evasion (Ex): Anytime a scavenger is forced to make a Reflex save for half damage, successful save results in no damage taken. Scavengers are well trained in keeping themselves out of harm's way, even in the most dire circumstances.

Table 8-17 Shadowmaster Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0	+2	Shadow Specialization
2	+1	+0	+2	+3	+0	+3	Shadow Haze
3	+1	+1	+2	+3	+1	+3	
4	+2	+1	+2	+4	+1	+4	Shadow Self
5	+2	+1	+3	+4	+1	+4	
6	+3	+2	+3	+5	+2	+6	Shadow Master
7	+3	+2	+4	+5	+2	+6	
8	+4	+2	+4	+6	+2	+8	Shadow Call
9	+4	+3	+4	+6	+3	+8	
10	+5	+3	+5	+7	+3	+10	Shadow Cloak

Desperate Measures (Ex): When it comes to the crunch, the scavenger can use almost anything as a weapon. The scavenger can use any item to make a ranged or melee attack. The attack causes damage as an unarmed attack of the item's size, except that the damage is normal rather then subdual. The scavenger counts as armed while making this attack, and is considered proficient with the attack (does not suffer the -4 penalty for not being proficient with the weapon). After the attack, the item is automatically destroyed. The scavenger must have an item on his person for this ability to work.

Shadowmaster

The shadowmaster specialises in the powers of darkness, twilight, and shadow. He controls what we can see in the gloom, and what is hidden from our sights. More than this, the shadowmaster knows the secrets of the shadows themselves, that shadow isn't merely the absence of light, but is a potent and living entity in it's own right. Moreover, armed with this knowledge, he can call upon the shadows to do his bidding, unseen from the eyes of mortals.

Hit Die: d6

Requirements

Hide: 8 ranks.
Intimidate: 8 ranks.
Move Silently: 8 ranks.
Feats: Blind-Fight; Spell Focus (Illusion)
Aspects: Magic points in Shadow only.

Class Skills

The shadowmaster's class skills (and the key abilities for each) are Bluff (Cha), Craft (Int), Disguise (Cha), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (Tri-Force) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Spellcraft (Int), Spellsight (Wis).

Skill Points per Level: 6 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The shadowmaster gains proficiency in all simple weapons.**Shadow Specialization:** The shadowmaster shuns all magic other then Shadow magic. The shadowmaster cannot use spells from any other Aspect, unless they also appear in the Shadow Aspect, nor can they allocate magic points to any other Aspect than Shadow, even if the magic points is from another class, or from their latent pool. For this sacrifice, all illusions cast by the shadowmaster have their save DCs increased by +2. At each level, the shadowmaster can learn any three spells of his choice from the Shadow Aspect, which are no higher than half the sum of his shadowmaster and wizzrobe levels (rounded upwards). Additional spells from the Shadow Aspect may be researched by expending experience points and rupees as normal.

Shadow Haze (Su): The shadowmaster is imbued with a permanent *blur* effect. This effect is considered to function at a caster level equal to the shadowmaster's class level.

Shadow Self (Su): The shadowmaster is imbued with a permanent *mirror image* effect that causes him to be surrounded by two duplicates. If these duplicates are hit, they will wink out for five rounds. This effect is considered to function at a caster level equal to the shadowmaster's class level.

Shadow Master (Sp): The shadowmaster has a natural control over Shadows. Starting at 6th level, the shadowmaster may to rebuke/control shadows at his current shadowmaster level.

Shadow Call (Sp): The shadowmaster may spend 15 magic points from his Shadow pool and summon a Shadow, similar to a *summon monster* spell. This shadow is under the shadowmaster's control, but may be turned/rebuked/controlled normally.

Shadow Cloak (Su): The shadowmaster can summon a permanent Shadow companion, which he can wear around him like a cloak. The Shadow is completely under the control of the shadowmaster, and cannot be turned or rebuked, even by other shadowmasters. While worn as a cloak, the Shadow grants the shadowmaster damage reduction 5/magic, and can attack in melee



A shadowmaster.

with a –4 penalty to attack rolls. The shadowmaster is immune to the Strength Drain of his own Shadow Cloak.

Sheikah

Safeguarding the lands they inhabit, the sheikah have always existed on the fringe. An ancient organization dedicated to safeguarding those who have earned the sheikah's loyalty as well as those who stand as champions of the Tri-Force, the sheikah are mysterious and wrapped in shadow. A sheikah is chosen most often by succeeding his mentor. He is then trained in the ways of the sheikah for years, eventually being graced with the mantle of 'Sheikah' when the mentor feels the supplicant is prepared for the trials ahead. The sheikah have long served the kingdom of Hyrule, and rumours circulate that all the royal family are trained in some of the sheikah's secrets during their adolescence.

Hit Die: d6

Requirements

Base Attack Bonus: +5
Hide: 4 ranks
Listen: 4 ranks
Move Silently: 4 ranks
Spot: 4 ranks
Feats: Alertness, Lightning Reflexes, Dodge, Mobility
Aspect: Must have access to the Shadow aspect.
Special: Must be trained in the ways of the sheikah by a sheikah

Class Skills

The sheikah's class skills (and the key abilities for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Jump (Str), Knowledge (Nobility and Royalty) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skill Points at Each Additional Level: 6 + Int bonus

Class Features

Weapon and Armor Proficiencies: A sheikah gains proficiency in all simple and martial weapons, light and medium armor and shields.

Protect the Royal Line (Ex): Whenever the sheikah is in combat with the intent of protecting, defending or saving members of the royal line they have sworn to protect, they receive a +2 morale bonus to attack and damage rolls.

Royal Bond (Su): The sheikah is the guardian of the royal lines they swear to protect. They take this responsibility seriously to the point of forming a nigh-unbreakable bond with a certain member of the line. At 1st level, the sheikah must bond with one member of the royal line (or anyone else so desired) he is protecting. The process of bonding is near instantaneous and the sheikah and the guarded one (as the royal member or ward is known) are bonded until the death of one of them. From that point on, they both gain a +2 synergy bonus to Bluff and Sense Motive checks while they are within each other's line of sight; their empathetic bond allows each to share the experiences of the other. In addition, they can each spend one round in deep though and pass a Concentration check (DC 20 –

Table 8-18 Sheikah Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+1		Protect the Royal Line, Royal Bond
2	+1	+2	+3	+0	+2		Sheikah Stealth, Sneak Attack +1d6
3	+2	+2	+3	+1	+2		Uncanny Dodge
4	+3	+2	+4	+1	+2	+2	Evasion
5	+3	+3	+4	+1	+3		Opportune Strike
6	+4	+3	+5	+2	+3		Improved Uncanny Dodge, Sneak Attack +2d6
7	+5	+4	+5	+2	+4		Sheikah Stealth
8	+6	+4	+6	+2	+4	+3	Magical Guidance
9	+6	+4	+6	+3	+4		Linked Evasion
10	+7	+5	+7	+3	+5		Attack of Shadows, Sneak Attack +3d6

sheikah's number of sheikah levels) to locate each other. This power works within a 200 ft. radius and alerts them to the general direction (though not necessarily the most direct route) of the other person.

Sheikah Stealth (Ex): The sheikah is trained in the arts of stealth and subtlety. Starting at 2nd level, a sneaking sheikah may move more than half his race's base speed and suffer only a –2 penalty. In addition, the sheikah suffers only –10 (instead of the normal –20) to Hide while running. At 7th level, the sheikah suffers only –5 when hiding while running.

Sneak Attack (Ex): The best time to strike is when the enemy is weakest. In combat, a sheikah's greatest chance of survival lies in pinpointing an enemy's weakness and exploiting it. Any time a sheikah's target would be denied his Dexterity bonus to Defense or when the sheikah flanks the target, the sheikah's attack deals an additional 1d6 points of damage. Every four levels, starting with the second, the sheikah deals an additional +1d6 points of damage. This damage is not multiplied on a successful critical hit. Ranged attacks may count as sneak attacks as long as the target is within 30 feet. With an unarmed attack (or a weapon meant to subdue instead of kill), the sheikah may attempt a sneak attack that deals subdual damage rather than lethal damage. However, the sheikah cannot use a weapon that deals subdual damage to deal lethal damage in a sneak attack, even with the standard –4 penalty. In order to use the sneak attack, the sheikah must be attacking something with a discernible anatomy. Undead, plants, oozes, constructs, and incorporeal creatures are immune to sneak attacks.



A Shiekah.

Uncanny Dodge (Ex): Starting at 3rd level, the sheikah retains his Dexterity bonus to Defense even when caught flat-footed or struck by invisible attackers. If you already possess Uncanny Dodge as a class ability from a previous class, you gain the benefit of Improved Uncanny Dodge (see below). If you already posses Improved Uncanny Dodge, you receive a +1 competence bonus to Defense.

Evasion (Ex): The sheikah's responsibility is to protect their lieges. They train themselves to be ever alert and sensitive to danger. Any time the sheikah is forced to make a Reflex saving throw to halve the damage taken, the sheikah takes no damage on a successful save.

Opportune Strike (Ex): During any round where the sheikah attacks an opponent who is flat-footed and denied their Dexterity bonus to Defense, the sheikah may opt to use the opportune strike instead of a regular sneak attack. This ability allows the sheikah to automatically deal maximum damage, and maximum sneak attack damage if

Table 8-19 Soldier Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+0		Battle Prowess
2	+2	+3	+2	+0	+0		Bonus Feat
3	+3	+3	+2	+1	+1		Battle Endurance
4	+4	+4	+2	+1	+1	+2	Battle Prowess
5	+5	+4	+3	+1	+1		Bonus Feat
6	+6	+5	+3	+2	+2		Battle Loyalty
7	+7	+5	+4	+2	+2		Battle Prowess
8	+8	+6	+4	+2	+2	+3	Bonus Feat
9	+9	+6	+4	+3	+3		Combat Proven
10	+10	+7	+5	+3	+3		Battle Prowess

the sheikah scores a hit. The sheikah must spend 5 magic points from any pool, as he focuses all of his will into a single strike. This damage may be subdual if the sheikah wishes following the normal guidelines for sneak attacks.

Improved Uncanny Dodge (Ex): At 6th level, the sheikah is never considered flanked, and retains his Dexterity bonus to Defense. This negates the ability of another character with sneak attack capabilities of using a flanking to sneak attack the sheikah, unless they are at least four levels higher than the sheikah is. If you already posses Improved Uncanny Dodge, you receive a +1 competence bonus to Defense (this bonus may stack with the one granted from 3rd level; see above).

Magical Guidance (Sp): The sheikah are warriors and crafty masters of skills, yet they are also attuned to the ebb and flow of the Tri-Force around them. A sheikah may give a portion of his link to the Tri-Force to protect his guarded one. The sheikah may spend any amount of magic points and add it as an equivalent magical bonus to any single roll or numerical value his guarded one makes or possesses. The sheikah must be within 50 feet of and be able to see the guarded one to do this. For example, Impa is 35 feet away from princess Zelda. Impa burns 4 of her magic points and chooses to add these to Zelda's Defense rating, giving Zelda an edge as she flees from the moblin pursuers.

Linked Evasion (Su): The bond between the sheikah and the guarded one grows stronger as the sheikah gains more maturity. At 9th level, the sheikah's guarded gains the benefits of the sheikah's Evasion ability anytime they are within 100 feet of each other.

Attack of Shadows (Su): At the cost of 8 magic points from the Shadow pool per strike, the sheikah may imbue his strikes with the essence of shadow magic inflicting +1d4 points of force damage per strike. This is a free action causing the sheikah's weapons to glow with a dark aura. This ability may be used with the sheikah's Opportune Strike and Sneak Attack abilities. This also allows the sheikah to bypass damage reduction -/magic with each imbued attack.

Soldier

Throughout Hyrule, Termina, and all the lands of the world, there are soldiers. Men and women-at-arms who hire themselves out or join a military organization for the opportunity it gives them to do what they do best: fight. Soldiers may not even belong to an organization. They may be independent folk, making their way through life by the skill and grace of their weapons alone. Soldiers may even be those who are disenfranchised with their lives and wish to make a more suitable life by following their own path in life. Regardless of why a person becomes a soldier, one thing unites all soldiers: They all live and die by their skill at arms.

Hit Die: d12

Requirements

Base Attack Bonus: +5

Feats: Power Attack, Cleave, Toughness, Weapon Focus (in any 2 weapons)

Class Skills
The soldier's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str).
Skill Points at Each Additional Level: 2 + Int bonus

Class Features
Weapon and Armor Proficiencies: A soldier is proficient in all simple and martial weapons, and all armor and shields.
Battle Prowess (Ex): A soldier's life depends on his ability to survive in combat. Starting at 1st level, a soldier gains a +1 bonus to either attack or damage rolls because of the experience he has accumulated in battle. Every three levels afterwards, the soldier becomes more highly skilled in combat, and may choose to add an additional +1 bonus to either attack or damage. These bonuses stack, though once a bonus is applied, it cannot be switched.
Bonus Feat: At each interval, the soldier may choose a bonus feat from the following list: Alertness, Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency, Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Mounted Archery, Trample, Ride-By Attack, Spirited Charge, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Shot on the Run, Great Cleave, Improved Bull Rush, Sunder, Quick Draw, Run, Toughness, Weapon Focus. All requirements for each feat must be met by the Soldier as normal.
Battle Endurance (Ex): The soldier needs to be a tough and rugged individual in order to survive the rigors of a soldiering life. Starting at 3rd level, the soldier may choose to use his Constitution bonus instead of his Strength bonus for attack and damage rolls. He may freely choose which to use, depending on which provides a greater bonus.
Battle Loyalty (Ex): Some soldiers make their way through life as fiercely independent warriors, fighting only for their beliefs. Yet, no soldier is as powerful as one who has joined a lord or cause for which to fight. Whenever a lord or commander of some sort with the same focus employs a soldier, the soldier gains a +2 morale bonus to attack rolls against enemies of his liege. This bonus stacks with all other bonuses.
Combat Proven (Ex): Soldiers live their lives on the battlefields and depend on their ability to survive against overwhelming odds. Once per day, when the soldier is damaged or injured, he may choose to disregard a number of points of damage equal to his Constitution score. This damage reduction may be applied to any amount of damage, and may lower massive damage below a risk level.

Spellcrafter
Spellcrafters are the artists of the arcane arts, able to manipulate the energies of the Tri-Force into rich tapestries of lights, sounds, and effects. Each spell they design is a work of art in its own right, and a wonder to behold. However, not all of the spells created are used merely for their beauty. The magics wielded by the spellcrafter are as deadly as any other is, if not more so.
Hit Die: d4

Requirements
Concentration: 8 ranks
Knowledge (Tri-Force): 8 Ranks
Spellcraft: 8 Ranks
Feats: Six Custom Spell feats

Class Skills
The spellcrafter's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Knowledge (Tri-Force) (Int), Profession (Wis), Spellcraft (Int), Spellsight (Wis).

Table 8-20 Spellcrafter Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0	+2	Custom Spell
2	+1	+2	+0	+3	+0	+3	Improved Custom Spell
3	+1	+2	+1	+3	+1	+3	Bonus Feat
4	+2	+2	+1	+4	+1	+4	Maximized Custom Spell
5	+2	+3	+1	+4	+1	+4	Custom Spell
6	+3	+3	+2	+5	+2	+6	Instant Custom Spell
7	+3	+4	+2	+5	+2	+6	Bonus Feat
8	+4	+4	+2	+6	+2	+8	Advanced Custom Spell
9	+4	+4	+3	+6	+3	+8	Custom Spell
10	+5	+5	+4	+7	+3	+10	Chained Custom Spell

Skill Points at Each Level: 2 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The spellcrafter does not gain any weapon or armor proficiencies.

Spells: At each level, the spellcrafter can learn any two spells of his choice from the Aspects they know, which are no higher than half the sum of his spellcrafter and wizzrobe levels (rounded upwards). Additional spells from Aspects they know may be researched by expending experience points and rupees as normal.

Custom Spell: The spellcrafter gains the Custom Spell feat free at first level and at every four levels thereafter.

Improved Custom Spell: The spellcrafter gets +1 to all variable numeric effects used in custom spells.

Bonus Feat: The spellcrafter gets a Metamagic Feat, Aspect Feat, or a Custom Spell feat free at 3rd level and every four levels thereafter.

Maximized Custom Spell (Su): The spellcrafter has all her custom spells cast as if they were maximized at no cost.

Instant Custom Spell (Su): The spellcrafter may cast a single effect spell from any Aspect they know, just as if they had cast a custom spell with a single effect.

Advanced Custom Spell: The spellcrafter may use advanced custom spell effects in her spells.

Chained Custom Spell (Su): The spellcrafter may attempt to merge two custom spells she knows into a single spell. When attempting to cast a merged spell, she must make a Concentration check (DC = 10 + [Total number of effects x 2]). If she succeeds, then the merged spell works, and both spells are cast at once. If she fails, both spells fail to be cast, and all magic points spent on the spells are lost.

Stalker

Deep in the wildest reaches of the world, the moblin stalker waits. The moblin stalker is the epitome of his people's warrior ways – deadly and efficient in combat, a master stalker is capable of catching nearly any opponent by surprise. The moblin stalker specializes in the ability to track, stalk, and destroy with swift, brutal, unerring accuracy. Renowned for their talents, moblin stalkers are something special both to their own people and to other races alike. Societies that have social or economic dealings with moblins have been known to hire stalkers to track down thieves or bandits. During times of duress and war, whole bands of moblin stalkers have come together like a pack to pursue a singular military objective, often with incredible results.

Hit Die: d10

Requirements:

Base Attack Bonus: +7
Hide: 5 ranks.
Move Silently: 5 ranks.
Survival: 5 ranks.
Feats: Track, Alertness

Class Skills

The following are the stalker's class skills (and the relevant ability for each): Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int bonus.

Table 8-21 Stalker Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		Stalking
2	+2	+3	+2	+0	+2		Great tracker
3	+3	+3	+2	+1	+2		Target familiarity
4	+4	+4	+2	+1	+2	+2	Presence of the stalker
5	+5	+4	+3	+1	+3		Stalking
6	+6	+5	+3	+2	+3		Legendary tracker
7	+7	+5	4	+2	+4		Target familiarity
8	+8	+6	+4	+2	+4	+3	Target adaptability
9	+9	+6	+4	+3	+4		Stalking
10	+10	+7	+5	+3	+5		Mythical tracker

Class Features

Stalking (Ex): The stalker's primary job is tracking down foes and ensuring their capture or destruction. Whether for personal or business reasons, the stalker is a master of his craft and gains an almost sixth sense when hunting their opponents down. Starting at 1st level, the stalker may choose a single target or a number of targets equal to his current stalker level as the targets. He either must have had personal contact with the targets, or have been given at least 3 factual pieces of information about the target. The three pieces of information can be any factual detail of the intended targets' life, profession, tribe, personal life, or appearance. Once this information has been given to the stalker and the stalker begins to hunt his intended victims, he receives a +1 insight bonus to attack rolls, saves, and Defense when engaged in combat with the targets. In addition, he also receives a +1 bonus to Intimidate, Listen, Move Silently, Search, Spot, and Survival checks made to find, search out, or track his intended quarry. This bonus remains in effect until the stalker has captured or killed his opponent, or the stalker is killed. The stalker may choose to drop his intended quarry at any time, thereby losing all bonuses granted by this ability. The stalker may not choose another intended quarry for a period of 24 hours. Every four levels after the first, the bonuses granted by this ability increase by +1.

Great Tracker (Ex): The stalker is a master at tracking his prey with 2nd level, the stalker is able to move his base speed while tracking without penalty.

Target Familiarity (Ex): A stalker becomes mentally obsessed with the intended target to the point where he can understand the nature of his foe. Starting at 3rd level, a stalker may choose any single skill, weapon proficiency feat (one weapon only), or armor proficiency feat (one type only) that his target possess and become proficient in it. He may now use the feat or skill, but only half as well as his prey. For skills, the stalker is considered trained in the skill and has half the ranks in it that the target does. For weapon proficiency feats, the stalker is considered only half trained, and thus suffers only a -2 penalty when wielding weapons otherwise unknown to him. For armor proficiencies, the stalker only suffers half the listed armor check penalty on attack rolls and skill checks. When the stalker completes his stalk by capturing or killing his foe, or drops the target, the stalker loses all benefits from this ability. At 7th level, the stalker no longer suffers any penalties if proficiencies are chosen. He still loses them once the stalking is complete.

Presence of the Stalker (Su): The stalker's reputation and sheer skill have earned him a fearsome reputation. His very demeanour reflects this. At 4th level, the stalker radiates a sense of menace affecting any opponents and/or targets within 15 ft. Opponents engaged in combat against the stalker must pass a Will save (DC 15 + stalker level) or suffer a -4 morale fear penalty to attack rolls, skill checks, and saves for a number of rounds equal to the stalker's total character level.

Legendary Tracker (Ex): The stalker's speed while tracking is

Table 8-22 Steel Savant Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0		Detect Metal
2	+1	+2	+0	+3	+0	+2	Metal Transformation (DR 1/-)
3	+2	+2	+1	+3	+1		Shape Metal
4	+3	+2	+1	+4	+1	+3	Metal Transformation (DR 2/-)
5	+3	+3	+1	+4	+1		Transmute Metal
6	+4	+3	+2	+5	+2	+3	Metal Transformation (DR 3/-)
7	+5	+4	+2	+5	+2		Corrode Metal
8	+6	+4	+2	+6	+2	+4	Metal Transformation (DR 4/-)
9	+6	+4	+3	+6	+3		Control Metal
10	+7	+5	+3	+7	+3	+4	Metal Transformation (DR 5/-)

unsurpassed. At 6th level, the stalker may now move double base speed while tracking. You suffer a -5 penalty to your check when doing this, however.

Target Adaptability (Ex): A stalker's success depends on his ability to adapt to the circumstances of the hunt. When locked in combat with his quarry, the stalker may choose to shift his offence and defense to his best advantage. Starting at 8th level, the stalker may subtract any number of points from his Defense rating or Base Attack Bonus and add it to the other. The stalker may only subtract numbers that come from raw class, racial, or ability score and feat bonuses, such as a Dexterity bonus to Defense, the tribal Defense Bonus, class Base Attack Bonus, etc. The stalker may do this at will as a free action, but only against a target he is stalking (as denoted under the Stalking ability above).

Mythical Tracker (Ex): Your skills at tracking your quarry have become mythical in proportion. At 10th level, the stalker may now move double your base speed while tracking with no penalty.

Steel Savant

Subrosians are born with an innate kinship with metal. They can see it on an elemental level, and spot the forms and structure within. They can sense metal in the earth around their home and feel its attraction instinctively pulling them. They bond easily with metal, its very touch soothing them and comforting them, its taste and smell a drug that gives them a renewed sense of purpose. However, for some the addiction of metal becomes too much to resist, and they devote themselves to it completely. These steel savants slowly change with the metal, as it consumes them while they consume it. Subrosian culture dotes upon these savants, awed by their impressive command over the metal they all adore, and assisting them fulfill their dream – to become one with the elemental metal they so adore.

Hit Die: d8

Requirements

Race: Subrosian.
Appraise: 8 Ranks.
Craft (any two metal-related skills): 8 ranks each.
Feats: Skill Focus (Any metal-related Craft skill), Iron Will.

Class Skills

The steel savant's class skills (and the key abilities for each) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Listen (Int), Open Lock (Dex), Search (Int), Spot (Wis).
Skill Points at Each Level: 8 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The steel savant gains proficiency with all metal weapons and armors.

Detect Metal (Sp): The subrosian steel savant can detect the presence of metal within 60 feet at will, regardless of form. This allows the steel savant to tell the shape and type of metal, and whether it is pure, an alloy or even in ore form.

Metal Transformation (Su): Slowly the steel savant transforms into living metal. When unarmored, the

steel savant counts as wearing light metal armor and gains a damage reduction value. The steel savant still gains his class bonuses to Defense while unarmored as normal. Should the steel savant wear armor, he loses his Defense bonuses from class, and uses the higher of the two damage reduction values.

Shape Metal (Su): The steel savant can shape any metal with the power of his mind alone. He may craft metal, without tools in a mere fraction of the time, reducing the time to craft completely metal items to 1/8, or any partially metal items to 1/4. In addition, the steel savant may bend and warp the metal of his enemies by spending a full round action to grant a –1 penalty to the attack rolls, damage rolls, armor check penalties and Defense values to all enemies within 10 feet. A Craft check (DC equal to 10 + the steel savant's class level) can be made to restore the bent items at any time outside combat.

Transmute Metal (Su): The steel savant understands the properties of metal to such a degree that he can effectively transmute it into another type of metal altogether by will alone. The steel savant can transmute an amount of metal (equal in value to his class level x 100 rp) to an amount of a different metal of identical value. For example, he may transmute 100 rp worth of silver into 100 rp worth of gold.

Corrode Metal (Su): The steel savant can corrode metal on touch, as he literally absorbs the metal into his body. On a successful touch attack against any piece of metal, the metal is absorbed into the body of the savant, destroying the metal item. Magic items must make a Reflex save (DC 12) or be absorbed when touched. For each piece of metal absorbed, the steel savant's natural DR from Metal Transformation is increased by +1 for one round per pound in weight of the item.

Control Metal (Sp): The steel savants kinship with metal has evolved to such a degree that he can control it with his mind alone, moving it about at whim. You may use *telekinesis* at will against any object consisting of at least 50% metal. Doing so requires you pass a Concentration check (DC 18) each round to maintain this ability, during which time the steel savant cannot do anything else.

Stoneroller

Goron legends focus on mythical warriors, able to focus the might of their ancestral home, Death Mountain, and use it to vanquish the foes of the peace loving people. Goron stonerollers are these legendary heroes. To become a stoneroller, a goron warrior trains diligently for years, honing the use of his race's rolling techniques as well as the marshalling of their strength. Once the goron begins to attain a level of mastery over these techniques, he approaches the elders of the tribe and petitions them to be accepted by the ancestors of the tribe. During a long and meditative ceremony, the goron is shown the spirits of his ancestors and blessed with the charge of standing as a warrior for his peoples. Thus the stonerollers are born.

Hit Die: d10

Requirements

Race: Goron.
Base Attack Bonus: +9
Tumble: 4 ranks
Feats: Power Attack, Great Fortitude, Toughness, and Endurance

Class Skills

The stoneroller's class skills (and the key abilities for each) are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Profession (Wis), Tumble (Dex).

Skill Points at Each Additional Level: 2 + Int bonus

Table 8-23 Stoneroller Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		Might of Din, Mountain Stance
2	+2	+3	+2	+0	+2		Improved Rolling, Damage Reduction (2/-)
3	+3	+3	+2	+1	+2		Might of Din, Mountain Stance
4	+4	+4	+2	+1	+2	+2	Supreme Rolling, Damage Reduction (3/-)
5	+5	+4	+3	+1	+3		Might of Din, Fire of Death Mountain

Class Features

Weapon and Armor Proficiencies: A stoneroller gains no additional weapon and armor proficiencies.

Might of Din (Su): A stoneroller is the warrior elite of the gorons. By using the innate magic of the Tri-Force and Din within them, they are able to enhance their strength well beyond the norm. At 1st level, the stoneroller may spend 2 magic points to grant a +2 enhancement bonus to Strength. Every two levels thereafter, the magic points cost and the strength bonus increase by +2. This ability increase lasts for a number of rounds equal to the number of stoneroller levels.

Mountain Stance (Ex): The stoneroller may use his great strength and inner devotion to become a near unmovable obstacle in combat. When the stoneroller decides to take his stance, activation is automatic, but it must be declared at the start of the round. The stoneroller receives a +2 deflection bonus to Defense and all saving throws. The stoneroller may also add a +4 competence bonus to any checks made to oppose bull rushes and trip attacks when in the stance.. The stoneroller's bonus increases at third level to +4 deflection bonus to Defense and saves, and bull rushes and trip attacks are resisted with a +8 competence bonus. When using this ability, the stoneroller may not move at all, nor take actions or use skills that require him to move from his stance. He may take his stance a number of times a day equal to his Constitution bonus, however, he may hold the stance as long as he wishes to. When the stoneroller ends his stance, he is fatigued (-2 to Strength and Dexterity; cant charge or run) until the stoneroller rests (taking no actions) for a number of rounds equal to the time he held the stance.

Improved Rolling (Ex): The stoneroller is a true warrior amongst the goron. His ability to utilize his curl-and-roll ability is far beyond what normal gorons can accomplish. When using his curl-and-roll ability, the stoneroller does not need to go as far to cause damage and causes more damage upon impact. To determine the stoneroller's new damage when using his curl-and-roll, consult the **Improved Rolling Damage** table below.

Table 8-24 Improved Rolling Damage

Distance Traveled	Damage
50 ft.	1d6 +1 per 50 lbs.
80 ft.	2d6 +1 per 50 lbs.
110 ft.	3d6 +1 per 50 lbs.
140 ft	4d6 +1 per 50 lbs.
170 ft.	5d6 +1 per 50 lbs.

Damage Reduction (Ex): The stoneroller is an incredibly tough opponent, capable of withstanding a tremendous amount of punishment. The stoneroller may add 2 points to any damage reduction he currently has. This stacks with damage reduction granted from racial attributes, class features, and other sources.

Supreme Rolling (Ex): The stoneroller has reached mastery over the use of the curl-and-roll. When using his curl-and-roll ability, the stoneroller causes does not need to go as far to cause damage and causes more damage upon impact. To determine the stoneroller's new damage when using his curl-and-roll, consult the **Supreme Rolling Damage** table below.

Table 8-25 Supreme Rolling Damage

Distance Traveled	Damage
40 ft.	1d8 +1 per 50 lbs.
70 ft.	2d8 +1 per 50 lbs.
100 ft.	3d8 +1 per 50 lbs.
130 ft	4d8 +1 per 50 lbs.
160 ft.	5d8 +1 per 50 lbs.

Fire of Death Mountain (Su): A stoneroller can draw upon the fires of Din's magic and the Tri-Force to smite his foes with terrible fiery wrath. By spending 5 magic points from his Fire pool, the stoneroller acquires the fire subtype for a number of rounds equal to his number of stoneroller levels + Constitution bonus. This makes the goron immune to fire damage, as well as bestowing the flaming ability to all attacks the goron makes, adding +1d6 points of fire damage per hit. In addition, anyone who successfully grapples the goron takes 1d6 points of fire damage per round until they relinquish the grapple. While this ability is in use, the goron is doubly vulnerable to cold and takes double damage from cold attacks unless a saving throw is allowed, in which case the goron takes half damage on a success save and double on a failure.

Stormcaller

The stormcaller has an almost uncanny ability to manipulate water, whether in the air around her, underneath her feat, or even within her own body. She can manipulate its composition at whim, making it as hard as ice or as soft as the moisture she breathes, all within the twinkling of an eye. She can even create water form where there is seemingly none, and provide moisture to the most arid of climate, or move it in the extreme conditions. It is understood, that the stormcaller is in high demand at most ports, and often enlists with vessels to ensure protection in a storm, or to provide a steady wave behind their keels.
Hit Die: d6.

Requirements

Concentration: 8 ranks.
Swim: 8 ranks.
Use Rope: 8 ranks.
Feats: Skill Focus (Concentration), Spell Focus (Abjuration).
Aspects: Magic points in the Water Aspect only.

Class Skills

The stormcaller's class skills (and the key abilities for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (nature) (Int), Knowledge (Tri-Force) (Int), Spellcraft (Int), Spellsight (Int), Swim (Str), Use Rope (Int).
Skill Points per Level: 6 + Int bonus.

Class Features

Weapon and Armor Proficiencies: The stormcaller is proficient in the following weapons: Dagger, club, quarterstaff, javelin, sap, trident, whip, and net.
Water Specialization: The stormcaller shuns all magic other then Water magic. The stormcaller cannot use spells from any other Aspect, unless they also appear in the Water Aspect, nor can they allocate magic points to any other Aspect than Water, even if the magic points is from another class, or from their latent pool. For this devotion, they cast all Abjuration spells at +1 caster level. At each level, the stormcaller can learn any three spells of his choice from the Water Aspect, which are no higher than half the sum of his stormcaller and wizzrobe

Table 8-26 Stormcaller Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0	+2	Water Specialization
2	+1	+2	+0	+3	+0	+3	Soothing Rains
3	+2	+2	+1	+3	+1	+3	
4	+3	+2	+1	+4	+1	+4	Icy Veneer
5	+3	+3	+1	+4	+1	+4	
6	+4	+3	+2	+5	+2	+6	Aquatic Symbiosis
7	+5	+4	+2	+5	+2	+6	
8	+6	+4	+2	+6	+2	+8	Wave Riding
9	+6	+4	+3	+6	+3	+8	
10	+7	+5	+3	+7	+3	+10	Storm Calling

levels (rounded upwards). Additional spells from the Water Aspect may be researched by expending experience points and rupees as normal.

Soothing Rains (Sp): The stormcaller can spend one magic point per round and cause soothing rain to fall from the heavens for that many rounds, even in the most arid of environments. This rainfall revitalises everyone within 50 feet of the stormcaller, removing the effects of fatigue. In addition, the rains heal 1 hp per round that they fall. These rains have no effect on undead, elemental, constructs or incorporeal creatures. This ability cannot work indoors or underground.

Icy Veneer (Su): The stormcaller unconsciously freezes the water surrounding the air around her, creating an icy skin on top of her own that in neither uncomfortable nor inhibiting in any way. It grants damage reduction 2/-.

Aquatic Symbiosis (Su): The stormcaller's control of water allows her to separate the oxygen from water as she breathes, allowing her to effectively breath underwater indefinitely.

Wave Riding (Su): As she moves, the stormcaller solidifies the moisture beneath her feet with enough traction to walk normally without hindrance across any watery or icy surface as if it was solid earth at will.

Storm Calling (Sp): While water has many uses, the most common is that of cleansing. By expending a number of magic points, the storm caller can summon a great storm to cleanse the area of her foes. The storm lasts for a number of rounds equal to half the magic points spent (round down) and covers 50 ft. around the stormcaller. The storm deals 1d4 cold damage to everyone exposed to it per round. Lastly, the storm is so powerful that everyone must make a Concentration check to perform any action each round while the storm lasts. This is in addition to any other Concentration check that needs to be made. This ability cannot be used indoors or underground.

Summoner

The summoner is adept at conjuring creatures from seemingly nothing, and is constantly followed by a range of myriad beasts that follow his whims. The creature called by the summoner are more than just servants, however, they are also his closest confidants and dearest friends, and he has the enviable ability to remember every creature summoned personally and to identify each one by name. Most summoners revere nature, and are the protectors of animals that are abused. The more unscrupulous practitioners consort with the more exotic creatures that can be summoned from the very planes of light and shadow themselves, often sacrificing everything, even their immortal soul for the causes of their otherworldly allies.

Hit Die: d8.

Requirements

Knowledge (nature): 8 ranks.
Knowledge (the planes): 8 ranks.
Spellcraft: 8 ranks.
Feats: Skill Focus (Knowledge (nature or the planes), Spell Focus (Conjuration)
Aspects: Magic points in the Forest pool only.

Class Skills

Table 8-27 Summoner Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+0	+2	+0	+2	Forest Specialization
2	+1	+2	+0	+3	+0	+3	Extended Summons
3	+2	+2	+1	+3	+1	+3	
4	+3	+2	+1	+4	+1	+4	Instant Summons
5	+3	+3	+1	+4	+1	+4	
6	+4	+3	+2	+5	+2	+6	Augmented Summons
7	+5	+4	+2	+5	+2	+6	
8	+6	+4	+2	+6	+2	+8	Horde Summons
9	+6	+4	+3	+6	+3	+8	
10	+7	+5	+3	+7	+3	+10	Permanent Summons



A deku summoner, outside of battle, summons companions.

The summoner's class skills (and the key abilities for each) are Concentration (Con), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (Tri-Force) (Int), Spellcraft (Int), Spellsight (Wis).

Skill Points per Level: 4 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The summoner gains proficiency with clubs, daggers, quarterstaffs, and slings only. The summoner also gains proficiency with light armor.

Forest Specialization: The summoner shuns all magic other then Forest magic. The summoner cannot use spells from any other Aspect, unless they also appear in the Forest Aspect, nor can they allocate magic points to any other Aspect than Forest, even if the magic points is from another class, or from their latent pool. For this devotion, they cast Summoning spells at +1 caster level. At each level, the summoner can learn any three spells of his choice from the Forest Aspect, which are no higher than half the sum of his summoner and wizzrobe levels (rounded upwards). Additional spells from the Forest Aspect may be researched by expending experience points and rupees as normal.

Extended Summons (Su): The summoner may extend the duration of any summoning spell by spending +1 Forest magic points per additional round. This magic points must be spent while the spell is being cast.

Instant Summons (Su): The summoner may spend an additional +4 Forest magic points to cast any summoning spell as a quickened, still, silent spell.

Augmented Summons (Su): The summoner may spend a number of additional Forest magic points, up to his summoner level, to add that number of extra hit dice to any creatures summoned by a summoning spell. These extra hit dice can be shared amongst the summoned creatures as the summoner wishes.

Horde Summons (Su): The summoner may spend +4 Forest

Table 8-28 Treasure Hunter Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+1		Expert Appraiser
2	+1	+2	+3	+0	+2		Trap Expertise
3	+2	+2	+3	+1	+2		Cautious
4	+3	+2	+4	+1	+2	+2	Trap Disarm
5	+3	+3	+4	+1	+3		Detect Treasure
6	+4	+3	+5	+2	+3		Cautious
7	+5	+4	+5	+2	+4		Trap Mastery
8	+6	+4	+6	+2	+4	+3	Trap Dodge
9	+6	+4	+6	+3	+4		Cautious
10	+7	+5	+7	+3	+5		Trap Detect

magic points to double the amount of creatures summoned by any summoning spell.

Permanent Summons (Su): The summoner may double the magic points cost of any summoning spell (including all magic points cost bonuses) to make the duration of the spell permanent. Permanently summoned creatures can still be dispelled as normal, and will fade away when they are 'killed' as normal.

Treasure Hunter

Whether searching the temples, palaces, and ruins of Hyrule, pillaging from the monuments and forgotten cities of Termina, or seeking fame and fortune on the fabled Koholint Island, the treasure hunter is always ready for adventure. Treasure hunters are found everywhere, and can come from any background. The lure of forgotten riches lying in a dusty tomb is too much for these intrepid adventurers to bare. For some folk, the lure of adventure and treasure is a pull so strong that it rips them away from ordinary life, sending them headlong into a life of danger and excitement. Treasure hunters rely on their wits to navigate the ruins and forgotten temples they explore, and their skill at keeping themselves alive through harrowing situations is legendary. Truly, treasure hunters are one of a kind – nimble and tricky, yet cunning and deft.

Hit Die: d6

Requirements

Base Attack Bonus: +4
Appraise: 6 ranks
Open Lock: 6 ranks
Search: 6 ranks
Feats: Dodge, Mobility, Lightning Reflexes

Class Skills

The treasure hunter's class skills (and the key abilities for each) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Additional Level: 6 + Int bonus

Class Features

Weapon and Armor Proficiencies: A treasure hunter is proficient in all simple weapons and light armor.

Expert Appraiser (Ex): Treasure hunters live by hunting treasure down. It is vitally important for them to be able to accurately assess a treasure's worth before taking it to market. After all, a treasure hunter who is cheated in price on all his findings will not be a treasure hunter for long. The treasure hunter may add his total number of treasure hunter levels to any Appraise checks.

Trap Expertise (Ex): Where there is treasure, there are traps. It is a dangerous, yet common fact for treasure hunters, and they must be able to identify and find traps. Starting at 2nd level, the treasure hunter may use the Search skill to detect and locate traps when the Difficulty Class is greater than 20. Non-magical traps have a minimum DC of 20, and may be higher depending on what precautions or circumstances surround the trap.

Magical traps have a DC of 25 + the level of the spell used to create the magical trap.

Cautious (Ex): Treasure hunters thrive at their trade by being constantly alert. Caution is essential for the treasure hunter, and many treasure hunters practice their use of stealth in order to hone it to a perfect art. Starting at 3rd level, treasure hunters may add a permanent +2 insight bonus to one of following skills: Hide, Listen, Move Silently, Spot, and Use Rope checks. Every three levels, the treasure hunter may add another +2 bonus to any of these skills. The treasure hunter may stack all the bonuses onto a single skill, or spread them out as desired.

Trap Disarm (Ex): As the treasure hunter's familiarity with traps increase, so does his chance of successfully disarming one. Starting at 4th level, the treasure hunter may use the Disable Device skill to disarm magical traps. Magical traps have a base DC of 25 + the level of the spell used to create the trap. If a treasure hunter manages to succeed by the trap DC by 10 or more, the treasure hunter may study the trap to discern its working and mechanism without being forced to disarm it. This allows the treasure hunter to either completely disassemble the trap, or bypass it completely without any harm to him or others.

Detect Treasure (Su): A treasure hunter begins to acquire an almost sixth sense when attempting to detect valuables. A treasure hunter must spend one full round in concentration and pass an Appraise check (DC = 15 + 1 for every 50 rupees worth of treasure nearby). Successful use of this ability allows the treasure hunter to detect the presence of treasure in a 50 ft. radius. The power reveals neither the worth of the treasure, nor in which direction or where the treasure is located. The treasure must be over 50 rupees worth in value, and must be contained in a single storage container or general area no bigger than a 10 ft. radius. Anything less than 50 rupees in value is not detected. This ability does detect the presence of magical items, though it will not guarantee or reveal to the treasure hunter whether or not the actual item is magical or not.

Trap Mastery (Ex): As the treasure hunter becomes more experienced, his mastery and knowledge over traps grows. At 7th level, the treasure hunter receives a bonus to locating and disarming traps equal to his number of treasure hunter levels.

Trap Dodge (Ex): Traps and treasure are a part of a treasure hunter's life. Yet, no one is more skilled at avoiding or dodging traps than the treasure hunter is, and as the treasure hunter gains experience and knowledge, this skill is honed to perfection. Starting at 8th level, a treasure hunter may add his base Reflex save to his Defense against traps.

Trap Detect (Su): A treasure hunter's awareness of traps is nearly supernatural in precision. Gradually, through the training and honing of the treasure hunter's awareness, the treasure hunter is able to use his latent magical ability to aid him in finding traps in a given area. The treasure hunter must spend one full round in concentration and spend 5 magic points. This allows the treasure hunter to detect the presence of hidden traps in an area. The exact details given to the treasure hunter depend on how long the treasure hunter concentrates after activating the ability:

First round: The treasure hunter can detect the presence of hidden traps in a 50 ft. radius. The treasure hunter will detect that there is a trap somewhere in the area. He cannot determine where they are or the number or nature of them.

Second round: The treasure hunter can detect how many traps are in a 50 ft. radius.

Third round: The treasure hunter can detect exactly where each trap in a 50 ft. radius is located.

Fourth round: The treasure hunter can detect whether each trap in a 50 ft. radius is magical or non-magical.

Table 8-29 Wardancer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+2	+1	+2		Devotion to Din, Wardance
2	+1	+0	+3	+2	+3	+2	Double-Weapon Style
3	+2	+1	+3	+2	+3		
4	+3	+1	+4	+2	+4	+3	Twin-Blades Style
5	+3	+1	+4	+3	+4		
6	+4	+2	+5	+3	+5	+3	Shadow-Sash Style
7	+5	+2	+5	+4	+5		
8	+6	+2	+6	+4	+6	+4	Flaming-Weapon Style
9	+6	+3	+6	+4	+6		
10	+7	+3	+7	+5	+7	+4	Din's Fury

Wardancer

The wardancer of Din is the embodiment of all that the Goddess of Power holds dear. They contain the unbridled passion to go forth and seek adventure, to right the wrongs of the world, and oppose the growing forces of Shadow. Some say this zealousness in the wardancers is caused by Din's own guilt at unleashing the power of Shadow upon the world in the first place and represents her desire to rectify this situation. Whatever the reason, it can be taken for granted that any wardancer who hears about any such gathering of Shadow forces will hastily beat a swath of destruction to its door in an effort to overcome it. Sometimes this recklessness is the wardancer's undoing, and can lead to many confrontations with more thoughtful and strategic companions. In fact, it is often said that the Goddesses Din and Nayru were always at odd over some plan or another, and many such situations would have resulted in major catastrophe without the conscientious mediations of Farore.

Hit Die: d8.

Requirements

Base Attack Bonus: +5.
Jump: 8 ranks.
Perform: 8 ranks.
Tumble: 8 ranks.
Feats: Dodge, Mobility, Spring Attack.
Deity: Din.
Aspects: Magic points in Fire and Shadow pools.

Class Skills

The wardancer's class skills (and the key abilities for each) are Balance (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (Tri-Force) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Spellsight (Wis), Tumble (Dex).

Skill Points per Level: 4 + Int bonus.

Class Features

Armor and Weapon Proficiencies: The wardancer of Din gains light armor proficiency and weapons proficiency in all simple and martial weapons.

Devotion to Din: Din's blessings are rigorous and demanding, much like her magics. The wardancer is prevented by her devotion from allocating magic points gained from this class into pools other than those of Fire and Shadow. The wardancer may continue to use and allocate magic points from other classes into other pools as normal. At each level, the wardancer can learn any three spells of his choice from the Fire or Shadow Aspects, which are no higher than half the sum of his wardancer and wizzrobe levels (rounded upwards). Additional spells from the Fire or Shadow Aspects may be researched by expending experience points and rupees as normal.

Wardance (Ex): The wardancer may make a Perform check (DC 12) to perform a wardance in combat. The wardance is a full-round action, and allows the wardancer to make a full attack with a cumulative +1 to attack rolls and Defense for every round they have maintained the wardance. At the end of the dance, they are fatigued (-2 to Strength and Dexterity; can't charge or run) until they can rest for a number of rounds equal to the time spent in the

wardance. The DC to maintain the dance increases by +1 for every round danced. The wardancer may only use this ability if they are wearing no armor, light armor, or carrying a light load or less.

Double Weapon Style: The wardancer is trained in using either double-weapons or two weapons in combat. The wardancer can use two weapons or double weapons as if they had the Two-Weapon Fighting feat.

Twin Blades Style: The wardancer may use two identical single-handed slashing weapons in combat, ignoring the usual restrictions for using two weapons. (For example, a medium-sized wardancer can use two scimitars or two battleaxes in combat.)

Shadow-Sash Style (Su): The wardancer of Din may use the power of Shadow to enhance their wardances. Once per round, they may spend 4 magic points from their Shadow pool to make either a free trip attack or a free disarm attack against an adjacent opponent.

Flaming-Melee Style (Su): Calling upon Din and the power of Fire, they may expend 5 magic points from their Fire pool as a free action to imbue their weapons with the flaming ability, which adds +1d6 fire damage to each attack, until the end of the round. This does not stack with weapons that already cause extra fire damage.

Din's Fury (Sp): On any round after the first round that a wardance has begun, the wardancer may opt to end their dance in this dramatic fashion, and expend all their remaining magic points. If they make their Perform check, they send out a blast of Fire and Shadow energy to smite Din's foes within 50 feet. All enemies in the area suffer 1d4 points of damage per magic point spent. Half of this damage is Fire-based, the rest is force energy. This effect allows a Reflex Save, with a DC equal to 5 plus the magic points spent by this attack; successful saves take only half damage.

Wilder

The wilder of Farore is the elite fighters of Farore's priesthood, and leads the battle of the Goddesses against the hordes of evil. Modelled after the most efficient natural predator in the land – the tiger – these foot soldiers are unrelenting in their task to protect the lands of Hyrule and beyond. The strength of body and mind, along with the natural courage and resourcefulness of Farore herself keeps her warriors one step ahead of their prey, despite the immense numbers of the opposition. When the chips are down, and all seems lost, the Wilder can often pull a plan out of the air and keep them in the game. Once they have their enemies in their sights, nothing can shake the wilder of Farore from scoring that kill.

Hit Die: d8.

Requirements

Base Attack Bonus: +4.
Knowledge (nature): 8 ranks.
Knowledge (Tri-Force): 8 ranks.
Survival: 8 ranks.
Feats: Endurance, Improved Initiative, Run, and Track.
Deity: Farore.
Aspects: Magic points in Forest and Spirit pools.

Table 8-30 Wilder Class Features

Level	Base Attack Bonus	Unarmed Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+4	+1	+0	+2	+2		Promise to Furore, Unarmed Combat
2	+1	+5	+2	+0	+3	+3	+2	Tiger-Style
3	+2	+6	+2	+1	+3	+3		
4	+3	+7	+2	+1	+4	+4	+3	Improved Tiger-Style
5	+3	+7	+3	+1	+4	+4		
6	+4	+8	+3	+2	+5	+5	+3	Tiger Form
7	+5	+9	+4	+2	+5	+5		
8	+6	+10	+4	+2	+6	+6	+4	Nature's Cleansing
9	+6	+10	+4	+3	+6	+6		
10	+7	+11	+5	+3	+7	+7	+4	Furore's Might

Class Skills

The wilder's class skills (and the key abilities for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (nature) (Int), Knowledge (Tri-Force) (Int), Spellcraft (Int), Spellsight (Wis), Survival (Wis), Swim (Str).

Skill Points per Level: 4 + Int bonus.

Class Features

Weapon and Armor Proficiencies: The wilder gains proficiency with clubs, crossbows (light and heavy), dagger, handaxe, javelin, quarterstaff, and sling. The wilder does not gain any additional armor proficiencies.

Promise to Farore: Farore's teachings are wild and wandering, and great dedication is needed to follow them. The wilder is prevented by her devotion from allocating magic points gained from this class into pools other than those of Forest and Spirit. The wilder may continue to use and allocate magic points from other classes into other pools as normal. At each level, the wilder can learn any three spells of his choice from the Forest or Spirit Aspects, which are no higher than half the sum of his wilder and wizzrobe levels (rounded upwards). Additional spells from the Forest or Spirit Aspects may be researched by expending experience points and rupees as normal.

Unarmed Combat (Ex): When fighting unarmed, the wilder of Farore can opt to use the given unarmed attack bonus instead of his normal attack bonus. This unarmed attack bonus does not stack with any other attack bonuses from class levels, but gives and additional attack at an unarmed attack bonus +4, instead of +6. Each additional attack is three points less than the previous one. All other attack bonuses apply normally. The wilder's unarmed attacks deal 1d8 + wilder levels points of damage.

Tiger Style (Ex): The wilder is trained to pounce like a tiger in combat. If the wilder leaps on a foe in combat, he may make a full attack even if he made a move action. Leaping onto an opponent does not provoke an attackof opportunity, and the wilder must make a Jump check as normal.

Improved Tiger Style (Ex): The wilder now fights like a tiger in combat, and can grab and pummel his victims. When the wilder hits with an unarmed attack he can attempt a grapple check as a move action. On a success, the wilder can hold the target and make one additional unarmed attack at his highest unarmed attack bonus. This ability can only be used once per round.

Tiger Form (Sp): The wilder may expend 4 magic points from his Forest pool and polymorph himself into the form of a tiger with statistics equal to the wilder's total character Hit Dice. The wilder may polymorph himself back into his normal form at no cost. The Tiger Form lasts for 30 minutes per wilder class level.

Nature's Cleansing (Sp): By spending 8 magic points from the Spirit Aspect, the wilder can touch an ally and restore either 1d8 hit points per level of wilder, or 2d6 points of ability damage. The wilder may use this ability on himself as well, though this power has no effect on undead.

Farore's Might (Sp): The wilder may expend all their magic points and call upon Farore to aid him. He immediately gains the benefit of the *divine favor* spell, the *magic fang* spell, and regenerates 1 hit point per round. This effect lasts a number of rounds equal to the total magic points sacrificed divided 4 (round up). When this effect ends, the wilder is fatigued.

Chapter 9 Legendary Gazetteer

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

Hyrule

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

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

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

The Kingdom of Hyrule

The Land

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

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

Kingdom, Central, and Southern may be used interchangeably.

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

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

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

The People

The population of Hyrule Field is comprised overwhelmingly of hylians, most of whom are native Hyruleans. However, foreigners and immigrants, especially merchants, are far from uncommon. The kingdom is also cosmopolitan enough to accept the gorons and zora that commonly journey from their homes in Death Mountain and the Zora's Domain, respectively, with goods to trade and stories and tunes to share.

The outlaw gerudo and moblin bandit bands (they do not mix company, nor are they known to get along), however, are not as welcome, constantly on the lookout for Hylian Knights come to put an end to them as they try to make raids on some of the lonelier homesteads on Hyrule Field. They act with much greater audacity and bravery when times are dark (and tend to be greater in numbers), as when Ganon or another major threat is maneuvering for an attempted takeover of the kingdom.

The History

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

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

The Myths

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

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

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

Places of Interest

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

Desert of Mystery: This is part of the border between Central Hyrule and the Gerudo Desert, home of the gerudo and birthplace of Ganon. Dry, swirling winds have worn the hills heavily and created the copious sand dunes found here. In fact, much of the grit in the Haunted Wasteland has actually been blown there from the Desert of Mystery. It contains the usual complement of leevers, wise old hermits, and sunstroke victims, besides the ruins of a palace in its northern reaches, partially-built by King Cylious IV in the earlier stages of his illness in hopes that the drier climate would be healthier. However, the project was abandoned to the sands when Aghanim alleviated the malady, and has since stood unfinished, unguarded, and plundered by gerudo looters.

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

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

North Hyrule

The Land

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

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

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

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

The People

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

The History

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

Pesllan Dragmire--no blood relation to Ganondorf; although he is possibly the second-greatest male the gerudo race ever had. The position had its problems, however, as internal strife and rivalry with the other gerudo (on top of being in danger from the Knights of Hyrule for organizing the gerudo) forced him to flee his home. He took up residence in a distant corner of the island of East Hyrule, and was soon joined by troops that remained loyal to him (or sought escape from the Hyruleans as well). After establishing a power base, he then went about recruiting local moblins, lizalfos, and uncivilized and dissenting hylians. With a sizeable army thus built, he conquered the island, then moved on to the mainland. More campaigning followed over three years, as he brought more and more of North Hyrule under his rule, until he had a kingdom even larger than Hyrule. He dared not take on that country, however. For their part, the citizen of Hyrule watched with unease as territories continued to fall to Pesllan's horde. The conquered were summarily enslaved, and put to work making forts, then palaces for Pesllan and his familiar officers.

The current king of Hyrule, Regellus II, had seen enough. All through Pesllan's marches, he had watched, sending spies into North Hyrule to track the warlord's movements and conquests, fearing that he would move on Hyrule. He made no sign of doing so, but the waste he laid to the land, and the rampant enslavement of innocent people, prompted him to act. Mustering an army, he marched into North Hyrule, defeating Pesllan's generals after numerous hard-fought battles, freeing the people as he went. Pesllan had had three years to entrench himself in Norh Hyrule, and it took Regellus that long to weed him out. Eventually, he crossed the channel to East Hyrule, backing Pesllan further and further into a corner, until the Hyrulean army was laying siege to the warlord's Great Palace, the only one to be fully completed by the force of slaves Pesllan had created.

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

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

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

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

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

The Myths

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

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

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

Places of Interest

North Palace: This edifice of not-immodest size stands on an island in the middle of a large lake on the mainland of North Hyrule, connected to the shore by a long, strong causeway. The first palace was built there for its great defensibility by King Regellus II's son and heir, Aermis I. Aermis inherited from his fallen father the responsibility of rebuilding a North Hyrule devastated initially by Pesllan's conquest and then the war fought to depose him. The fortress was completed within the first few years of his reign, and as further years passed, he found the administration of both kingdoms to be difficult and straining, so he took oaths of fealty from the mayors of each of the towns, and then asked them to elect a viceroy to reside in the North Palace, who would serve for three years and then step down to be replaced by a newly-appointed representative. They chose a man Aermis came to count as a valuable vassal and friend, Charles of Mido, the port-town. Their friendship helped bind the two kingdoms in this early stage of their relationship. When Charles left office, his beautiful cousin Cambrose was elected next, and when her term ended, Aermis actually married her. The North Palace is also where Princess Zelda, in her enchantment-inflicted sleep, was placed, where Impa brought Link II up to speed, and from whence that hero departed to recover the Triforce of Courage to save her.

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

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

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

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

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

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

The Lost Woods

The Land

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

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

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

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

The People

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

The History

The Woods have always stood in Hyrule. They are older than the kingdom of Hyrule, older than Death Mountain, as old as the world itself and the Triforce the goddesses who created it left behind. It has constantly renewed itself, old trees growing taller still and young trees racing upwards in the springtime of every year. Its borders have expanded and contracted while its sprawl grows and its natural magic throbs--it was once larger than it is now, and once smaller as well, but it has always stood, and, seemingly, always will, come blight or frost or fire. The history of the Lost Woods is as old as Hyrule's.

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

The Myths

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

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

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

Places of Interest

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

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

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

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

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

Death Mountain

The Land

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

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

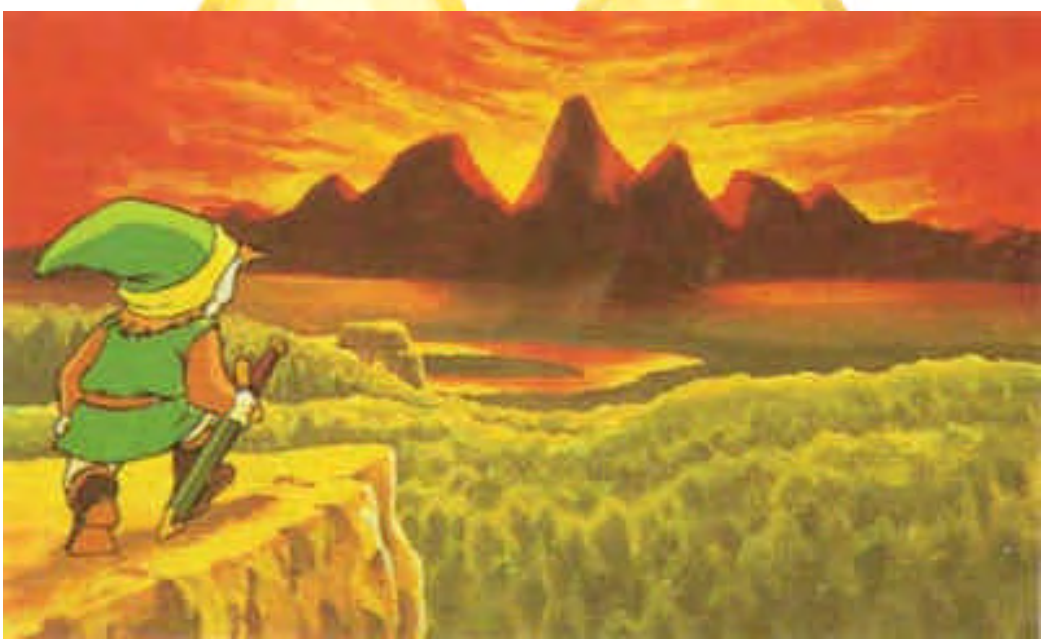
The People

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

The History

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

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



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

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

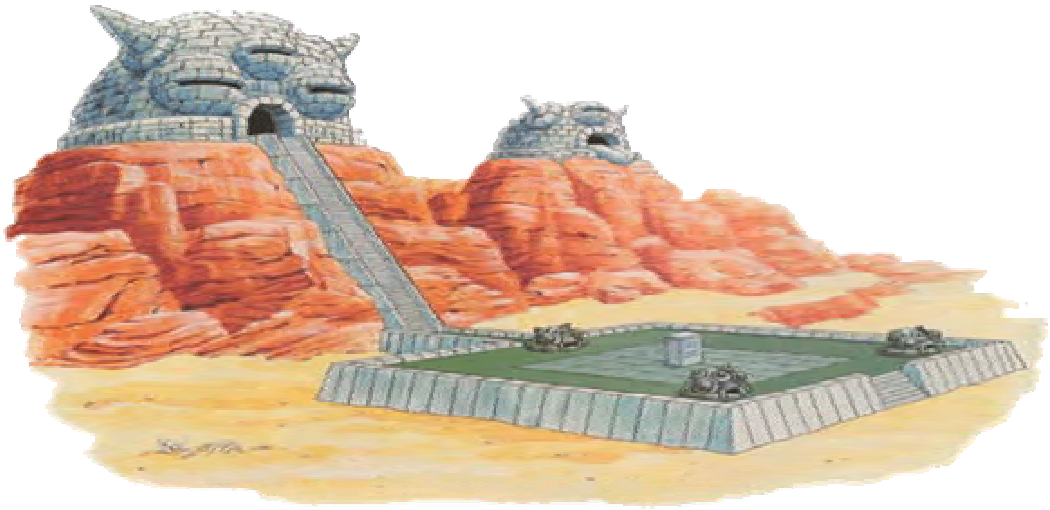
However, the stink of his evil and his construction still linger. Though they have tried to cleanse it, it does not feel like the same old mountain to the gorons. A sizable contingent has returned and re-built a settlement there, surrounded by the evidence of Ganon's ire and sharing the peak with the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

The Myths

- Though the volcano is barely active, the returning gorons re-built the Fire Temple in its crater. However, they say that a strange spirit of fire emerges from the oozing vent every now and again to climb to the temple. Apparently, it goes inside and seems to pay homage, then leaves and sinks out of sight back into the vent.
- A side vent near the foot of the mountain, on the north slopes, is said to be haunted by a flying, flaming, serpentine beast that twists its way through the air as it hunts monsters. Its resemblance to the dragon Volvagia, Ganon's pet that was turned loose in the Fire Temple, is not lost on those who live near the mountain. What it does and why it is there, however, is unknown.
- Master goron blacksmith, Biggoron, kept his forge on the side of the mountain and created wondrous weapons and armors. Most of his creations had to be left behind when he departed the mountain with the rest of his race, and most of those were found and collected by Ganon. Nevertheless, it is said that the finest caches were the best hidden, and were never discovered by the King of Evil.
- Somewhere on the mountain, they say that one of the Great Fairies keeps her fountain. Finding her is no mean feat, but she is rumoured to have handsome rewards for those who come to her, willing to complete quests at her behest.

Places of Interest

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



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

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

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

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

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

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

Gerudo Desert

The Land

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

The People

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

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

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

The History

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

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

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

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

The Myths

- Legend tells of a gigantic scarab beetle that roams an ancient, subterranean city hidden deep beneath the windswept dunes. The shifting nature of the sands makes it anyone's guess when and where the entrance to this lost civilization - rumoured to contain hordes of rupees, magic items, and abandoned stores of arcane knowledge - could be found.
- Their fellows laugh and accuse them of spending too much time in the sun, but people braving the southern scrublands and dunes swear to have sighted tall, slim, blue-skinned figures for fleeting instants before they vanish without a trace. Even they sometimes doubt their own eyes… After all, what would an aquatic zora be doing in the desert?
- A story of gerudo wranglers is of the spirit of an ancient mustang, centuries dead, which haunts the canyons on some moonlit nights. They can tell that his ethereal hooves are cantering nearby when their own horses, even the most docile, seem to go mad in their corrals, some breaking free and running off into the night. When and if they are ever found again, they have returned to the wild, and will be held by no rope or fence.
- One of the most dangerous monsters that stalk travellers in the dunes is the leever, striking from surprise beneath the sand and in hordes. However, one of their more disturbing habits is seen when, rarely, they dig out and, en masse, leave the dunes in favour of the canyons. They vanish into maze-like caves, but by the next dawn, they can be found back in the dunes, tearing into hapless adventurers with their spines.
- The shimmer of a mirage is nothing out of the ordinary in the desert… Nevertheless, when a mirage changes inexplicably to a dust devil and back again, then vanishing in a spot that grows a new boulder that night, one has to wonder just what is going on.
- Wise men can be found in the cave-riddled canyons of the desert. Those not given over to a vow of silence or other eccentricities can sometimes offer amazingly profound statements to visitors who happen by. Sometimes they speak of the wisest of their fellows, who holds secrets of philosophy, magic, and of lost stores of wealth, which he may impart to those who

impress him, after they find him, first.

Places of Interest

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

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

Gerudo Fortress: Under Ganondorf's leadership, the gerudo built this elaborate adobe fort in the valley nearest the desert's entrance. It was here that they mustered, stockpiled, and trained in preparation for their king's designs of dominance. However, with his defeat, his warriors scattered to the four winds, and the fortress was more or less abandoned. More vermin than gerudo populate its dust-filled hallways. Those that have stayed hold fanatically to the hope that, even after all these generations, Ganon will return to the fort to rally them and lead the way to a glorious new age for the gerudo, when they will live off the fat of Hyrule's green fields and wallow in luxury and plunder, forever leaving behind the barren desert. Therefore, they have dug well-hidden tunnels under the fortress and secreted themselves inside. A passer-by, should he choose to investigate the ruin further, will find nothing more a few mad old women apparently styling themselves after the hermits who make their homes in the valley caves and talking to the rats, unless he should poke around too much for their liking.

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

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

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

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

Spirit Temple: Sheltered within the Desert Colossus is one of the six Temples erected to venerate the Goddesses. This one stands in reverence to Nayru, Goddess of Courage, and her Spirit Aspect. Within it are relics and artifacts that seem to be from a civilization that may have existed long ago in the desert (likely before it became the arid wasteland that it is at present), but is unseen today. Some hylian scholars theorize that they were the ones to build the Temple, but either declined or emigrated from the area when the climate began to change. The Temple itself, after the style of many such edifices in Hyrule and the surrounding kingdoms, is well filled with elaborate traps and mechanisms to keep out scavengers, maintain the purity of the structure, and assure that only the worthy could possibly make their way to the Temple's nexus of power.

Zora's Domain

The Land

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

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

The People

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

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

The History

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

The Myths

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

Places of Interest

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

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

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

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

Crescent Island

The Land

Crescent Island is a relatively small island a short distance off the coast of Labrynna, in the Sea of Storms. The name comes from the fact that the main island is shaped like a crescent, although the beach and coral that surrounds most of the island gives it a more circular shape. The island is tropical, inundated with sand, coral, and palm trees. The air is think and close, and many storms occur on the island. These storms have the effects that some of the low-lying areas of Crescent Island are routinely flooded, and in effect sealed of from the more land-orientated adventurers.

The People

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

The History

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

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

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

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

The Myths

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

Places of Interest

The Guardian: The Guardian is a huge monolith situated in the centre of the natural cove created by the high lands of Crescent Island. It is surrounded by moss and palm trees, and adorned with the offerings of reverent tokay seeking wishes and blessings. It has the form of a giant tokay, with two large eyes created from polished red stones. In the centre of the monolith is a giant archway leading into darkness, fashioned to look like the mouth of the tokay. The Guardian is surprisingly hard to reach, especially during times of high tide when it is surrounded by seawater crashing on the rocks around the base.

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

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

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

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

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

Great Sea

The Land

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

The People

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

The History

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

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

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

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

The Myths

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

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

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

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

Places of Interest

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

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

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

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

adventurers, but he mostly just gives advice.

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

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

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

Holodrum

The Land

Holodrum is located on the same continent as Hyrule, and is a vast land of rolling hills, verdant forests, balmy deserts and musky swamps. To the north, lies the pleasant peaks of Mount Cucco, where migrating gorons have established a peaceful colony, trading with the nearby Sunken City. To the south, the natives live out their peaceful lives in Horon Village, trying to maintain their balance with nature and the surrounding denizens. Underneath this pleasant exterior lie the seeds of adventure. Ruins from the past can be found, hidden in the deepest woods, or tucked away in the futhest reaches of the mountains. A troubled past lies scattered, waiting for any adventurer with a thirst for knowledge to uncover its mysteries.

The People

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

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

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

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

be spied, although this is very rare indeed.

The History

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

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

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

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

The Myths

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

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

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

Places of Interest

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

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

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

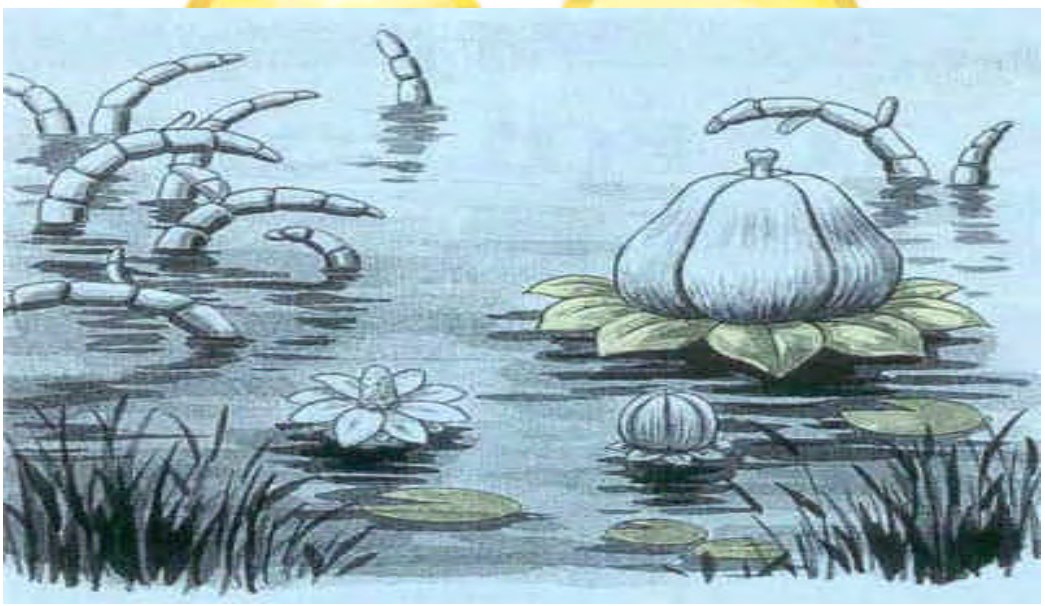
Spool Swamp: To the west of Holodrum is an area of extensive marshland known as Spool Swamp. Usually it is warm and damp with

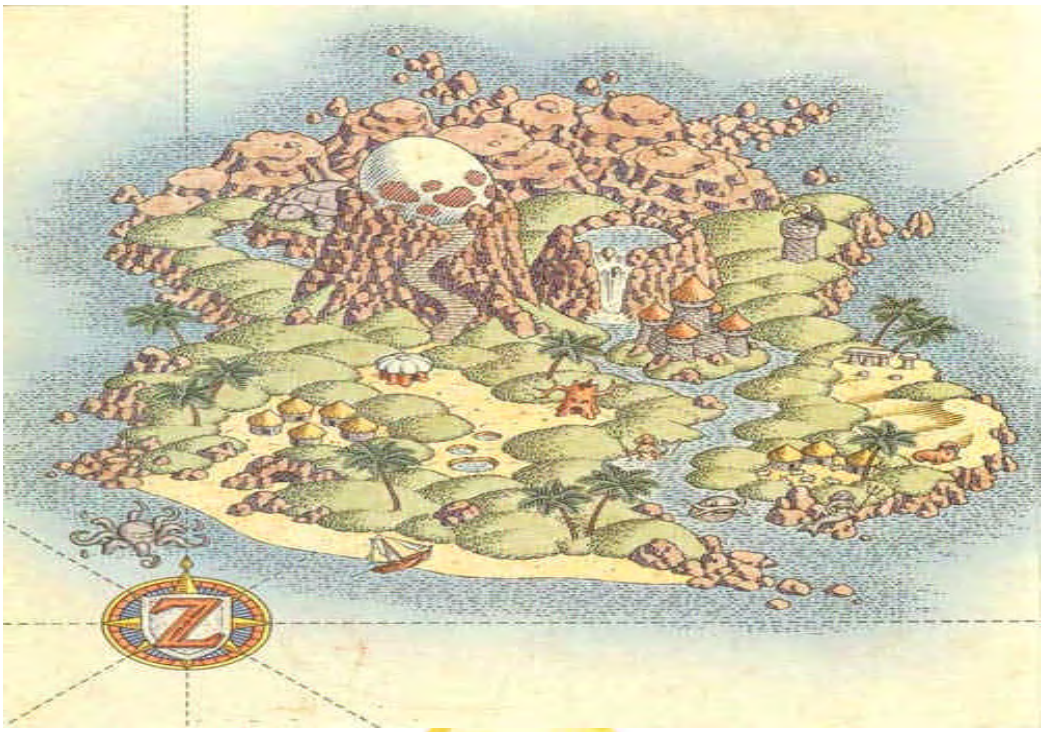
stinking bogs and treacherous mires that can easily pull a man under the surface of the stagnant waters. When Onox brought chaos to the land by disrupting the seasons, Spool Swamp was overrun with water, becoming one large lake of poisonous filth. This situation was made worse by the floodgates set near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

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

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

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





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

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

Koholint Island

The Land

Koholint Island is, or was, a large island in the seas far to the east of Hyrule. It is mostly temperate, but the south of the island becomes tropical, and even arid in the far southeast. Tall mountains in the north, known as the Tal Tal Heights, dominate the island. In the centre of the Tal Tal Heights lies Mt. Tamaranch, the tallest peak of the island that dominates all the others.

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

The People

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

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

The History

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

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

This is not the only relic of a bygone forgotten age on the island however. On the east of the Island is the Face Shrine, a temple guarded by Armos' that contains murals of the past. There are also many strange monuments scattered around the island that strangely resemble owls inscribed with cryptic inscriptions. What relevance either of these has is unknown, but the Legendary Hero was said to have been guided by an owl of uncanny similarity when he pursued his quest to wake the legendary Wind Fish.

The Myths

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

Places of Interest

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

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

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

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

Face Shrine: Far to the east of Koholint Island lies an area filled with crumbling ruins. The purpose of these ruins has yet to be determined, but it is largely assumed that they were once part of a great city built upon the island by the ancient inhabitants. Now, very few structures remain intact, but many armos statues can be found among the ruins, ready to protect the long-lost civilization as they did during the height of their power.

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

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

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

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

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

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

Mabe Village: Mabe Village is the primary settlement on Koholint Island, and is small fishing village in the southeast. It is just north of the Toronbo Shores, and the villagers can easily reach the water within a few hours and harvest the bounty of the seas. Mabe Village is only small, but the does not prevent it from providing a range of amenities to the inhabitants. Mabe Village boasts a single shop to service the locals, as well as a library containing a wide variety of lore about the island.

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

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

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

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

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

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

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

Tabalh Wasteland: This dusty region consists of nothing but rocks, dust, vultures, and the bleached bones of those unfortunates who have accidentally wandered into the region. Rumoured to be the site of a magical battle of some kind, whatever traces of the original region have long since gone, leaving academics and adventurers alike bemused as to the origin of the wastes. Many a foolish hero has attempted to explore the region, looking for clues as to its past, but of those that have returned, none will venture into the region once again.

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

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

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

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

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

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

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

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

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

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

Labrynna

The Land

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

The People

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

The Labrynnans are not the only inhabitants of the land however. Gorons have two colonies in Labrynna, one in Rolling Ridge and another in Lonely Peak, that were lost from each other, and a great deal of the other goron colonies. They have only just been reunited, and stand together against a hostile force – moblins. They recently moved into the region of Rolling Ridge under the lead of a figure that they call the Moblin King.

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

The History

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

The history of Labrynna is confusing to the casual observer. Queen Ambi ruled the Kingdom of Labrynna in the past with an iron fist that was firm but fair, and she was generally well regarded in the eyes of her subjects. However, Labrynna was also home to Nayru, Oracle of Ages. Nayru served a brief period as the advisor to the Queen. Nayru's role in the events that followed are clouded by time, but Queen Ambi appeared to become ruthless and tyrannical, forcing the populace into slavery to build, under an age where the sun stood still high in the sky, the Black Tower. This huge edifice can still be seen today, standing in the centre of the lands, a bleak reminder of those harsh times.

However, at some point Queen Ambi reconsidered. Some say it was because Queen Ambi's love was lost at sea, never to return, and she lost all heart in ruling her Kingdom, letting it fall into decline and ruin. Others say her rule was broken by the intervention of the Hero of Time himself. All of these factors contributed to the revolution that ended the reign of Queen Ambi and her line for all time.

The Myths

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

Places of Interest

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

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

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

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

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

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

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

Rolling Ridge: Far to the north of Labrynna, Rolling Ridge is a series of mountains, leading gently into the volcanic Talus Peaks. It is inhabited by gorons, who have established two colonies. The colonies used to be joined, but during the Age of Sorrows, the mountains of the Rolling Ridge suffered like the rest of the land. Avalanches, earthquakes, and volcanic debris from the Talus Peaks altered the landscape of the Rolling Ridge to such a degree, that part of the ridge had become isolated, severing contact between the two colonies. This isolated area became known as the Lonely Peak. Contact between the colonies, and thus the two areas, have only just been re-established, after several centuries of isolation. The devastating changes to the landscape of the Rolling Ridge also had a secondary effect. Many of the minor waterways that flowed through the ridge were diverted or blocked, leaving streams beds and waterfalls dry, and causing the coastline to move out further south.

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

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

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

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

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

Now, the volcanoes that almost wiped out Symmetry City lie dormant, seemingly contented amidst the flowing streams that ripple around and through them. Every now and then, a rumble or a column of smoke and ash belches forth, reminding the inhabitants of Symmetry City to be wary. The volcanoes themselves are riddled with many caverns and tunnels, carved out from the last lava flows, and many of the younger, and braver, inhabitants of Symmetry City try to test their mettle by exploring these caves. Many have reported that there are strange markings carved within, like little skulls. Moreover, that many of the tunnels look carved by hand, rather then by the natural progress of nature.

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

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

Sea of Storms

The Land

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

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

The People

Because of the storms, there are very few inhabitants on the islands in the Sea of Storms. Sometimes, survivors from a storm might make it to an island to find shelter, or some brave explorers establish an outpost of an uncharted island. Usually, these minor settlements last, at most, a few generations before disappearing, scrubbed out of existence by the fury of the Sea of Storms.
Under the surface, where the storms are not as much trouble, it is a different story. Deep beneath the waves, the ancient homeland of the zora can be found, existing in a number of settlements built into the very coral beds themselves. At the centre of it all, lays the central hub of zoran power - the throne of the Zora King, and their fabled guardian spirit, Lord Jabu-Jabu.

The History

The history of the zoran homeland is quite extensive, yet relatively peaceful. However, it too suffered many tragedies during the Age of Darkness. During this time, while storm activity became much worse on the surface, the very waters themselves became poisonous to the life within. Many zora died trying to clean the putrid mess that seemed it cling to everything, even in the most powerful currents. Even the Zora King and Lord Jabu-Jabu became ill, and both almost died from the strange malady that did more damage than any storm could have ever done.
These tragic events were only averted when a young mermaid appeared at the royal court of the Zora King. According to the story, this mermaid healed the Zora King, and then worked with him to find the source of the mysterious poison and a way to cure it. After finding the cure, the young mermaid saved Lord Jabu-Jabu, before being dubbed the Zoran Hero in a grand ceremony. After this point, however, the mermaid known as the Zoran Hero is never seen again.

The Myths

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

Places of Interest

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

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

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

Maelstrom: The Maelstrom is an area of the Sea of Storms that is on constant storm, where the seas boil and the wind lashes the surface with such fury it can rip sails from the mast of even the most secure ship. In the centre of the Maelstrom, the waters churn in on themselves, forming a gigantic whirlpool from which there is no escape. Nobody knows what lies at the heart of the whirlpool, and few will find out, as their ships break apart far from the centre, and create a swirling graveyard of debris and flotsam, marking the point of no return for other mariners.

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

Subrosian Underworld

The Land

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

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

The People

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

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

The History

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

This relationship never changed until Onox buried the Temple of Seasons in Holodrum in his plan to turn the land into a dead realm. Unbeknownst to him, instead of burying the temple, he caused it to sink beneath the earth, where it became part of the Subrosian Underworld. While it was hard to reach, it wasn't completely sealed as he planned, and the Hero of Time managed to reach the Season Spirits and use their powers to defeat Onox. Around this time, the first portals began opening up, linking Holodrum and the Subrosian Underworld. The braver subrosians began to venture forth and explore this new land under the sun, but kept to the shadows, fleeing instead of communicating with other races.

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

The Myths

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

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

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

Places of Interest

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

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

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

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

Termina

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

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

Southern Swamp

The Land

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

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

The People

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

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

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

The History

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

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

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

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

The Myths

- A perplexing mystery in the Southern Swamp is the monkeys. Their intelligence is not hard to see, and there are hints of organization in dealings with them, but it's a mystery where they live, what they do when they're not found roaming the swamp, and how they became the way they are. But they're shy, cautions, and difficult to follow through the thick underbrush, so learning the truth would be difficult.
- One wonders what the deku guard so jealously in their territory. They are less than friendly about throwing out or punishing trespassers. Those who pride themselves on not being found when they don't wish to be might consider it a worthy challenge to move around the deku realm just as they please. Whether or not they're actually hiding something is difficult to say, as it wouldn't be out of character for the dekus to keep watch like they do simply out of principle. But with no proof, who's to say…
- The freakish size of the insects and plants in the Southern Swamp is a feature often remarked on by visitors and denizens alike. There are also many explanations for this; some are used like fairy tales and fables from parent to child, and logic seems to attribute it to the humid, fertile characteristics of the swamp. But the exact reason isn't really known.

Places of Interest

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

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

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

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

Deep Swamp: Darker, damper, and deadlier than the rest of the jungle, this region lies on the other side of Woodfall from the direction of Clock Town. Except for brave/foolhardy tour guides, hylians of the swamp are not found here. Dekus exile their criminals into the deep swamp, and these unfortunates that survive for any stretch of time are those that hug the border they're not allowed to cross and stay as close to the "civilized" swamp as possible. The carnivores are even larger and more dangerous here, if the reports of those who have survived them are any indication. But it seems that the small monkeys get by fairly well here, undisturbed by the outsiders, but their relations with the deadly creatures (Prey? Masters? Slaves? Indifferent?) is undetermined.

Snowhead

The Land

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

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

The People

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

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

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

The History

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

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

The Myths

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

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

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

Places of Interest

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

Snowhead: Snowhead is another of the four holy locations of Termina, situated high in the mountains. It's an odd, intimidating peak, reached by a narrow, precarious causeway of natural stone, crested with a rock formation that resembles a spiked morningstar head. Year-round, even when the sun is at its hottest, snow and ice linger here. Winter's fiercest blizzards seem to pour out of Snowhead when the season is right, and even when it's not, if desecrations has occurred within the temple.

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

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

Great Bay

The Land

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

The People

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

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

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

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

The History

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

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

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

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

The Myths

- Stories of sea monsters are very common in the Great Bay, so common that they've been grouped into distinct types. Whether or not these tales are true is difficult to say, because hard evidence of their existence is difficult to come by. But that wouldn't necessarily stop the more determined of the curious ones who seek these creatures out…
- If the gerudo pirates aren't raiding merchant ships or lazing around in their stronghold, chances are that they're out hunting buried treasure. A good deal of the maps that they follow turn nothing up, but they have many successes as well that yield great wealth. It could be that they simply misinterpreted the failed maps, and it could also be that someone getting their hands on a good one before the gerudo can follow it to dig it up would get all the rupees to themselves.
- Leevers are a dangerous seasonal nuisance in the sands of the Great Bay. Like those that live in the Gerudo Desert, they, too, are known to emerge on certain nights and journey somewhere, where they conduct an almost ritual dance, and then disappear.
- The waters of the Great Bay are known to contain seahorses, who are surprisingly intelligent, able to speak, and known the sea floor like the back of their pectoral fins. The gerudo would love to get their hands on one of them and exploit this knowledge in their search for booty. The more scrupulous, however, might consider asking nicely, or performing a task for the seahorses, and be rewarded with a richer find than any pirate could get by coercion.

Places of Interest

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

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

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

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

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

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

Ikana Canyon

The Land

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

The History

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

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

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

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

Honor, cooperation, and love of the fellow man had long-since vanished in Ikana, leaving only the selfish, vengeful spiral. The droughts and sandstorms stripped the last of the arable land, but long before then, most of the people who might have farmed it were either fled or dead, and their buildings were already succumbing to time's predations. It was at this time that the Garo, a country from deeper in the desert over the hills that had grown to rival Ikana as it began to decline, invaded. For being the last straw, this event was overkill. Ikana's armies, weakened by hunger, civil strife, and poorer equipment than they would have used during Ikana's heyday, were defeated, and the land sacked. The Garo, seeing the sorry state of Ikana, did not maintain control over it, and there weren't enough people to justify staying. So they took their booty and left. In time, the negative feelings of the spirits slain throughout Ikana's strife burned themselves out. Thus the dead went to the most peaceful rest they had ever had. Ikana was abandoned, and finally, the dead no longer cared.

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

The Myths

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

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

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

Places of Interest

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

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

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

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

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

Central Termina

The Land

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

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

The History

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

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

Festival would be held, and becoming the namesake of the small city.

Watching the happiness and festivity of Clock Town every year filled Skullkid with further sadness. He continued to sulk apart, bemoaning how it wasn't fair that all those hylians were having such a great time, and that his friends the giants had deserted him without a word. One year he was curled up, shivering and sobbing, in a huge hollow log near the entrance to the Southern Swamp, as a chill rain came down in sheets. The Festival was months away yet, but already Clock Town had begun the final run of preparations for the event that their whole livelihood hinged on now. A pair of fairies--Tatl and Tael, brother and sister--were searching for shelter from the weather, and heard Skullkid in his grief. Taking pity, and seeing a chance to get out of the elements, they warmed and comforted him. Together, the three of them passed the night in the log. When the morning came, they went about Termina in search of games to play. Their pastimes continued, and a strong friendship developed.

Then, one day, they espied a red-haired hylian man laden with a huge bundle on his back, apparently bound for Clock Town with a sack of goods to help with the festivities--masks, as it happened. The Happy Mask Salesman. Feeling spiteful, and emboldened by the presence of Tatl and Tael, Skullkid swooped down on the unaware Salesman and struck him unconscious. Rummaging through the sack for anything interesting, two ancient forces came together in a meeting that may have been fated, or could have been avoided and prevented much panic and disaster in Termina; there is no telling. But what came to pass, was that Skullkid found and claimed the fabled, powerful, evil Majora's Mask. It empowered Skullkid, giving him the means, cunning, and ruthlessness to pull the most vicious pranks yet. Slowly, inexorably, with each use of its power, the Mask fed back into Skullkid a measure of its unspeakable vileness. He turned more and more spiteful, playing tricks that got steadily more malicious as the Mask's power grew and he fell further and further under its control. It put into motion a plot that would ultimately pull the moon down into the earth, and destroy the entire world in an explosion of fire

Fate, or chance, put these two forces together that could have destroyed the world in Termina. But by the same coin, the source of Termina's salvation was brought as well--Link, the Hero of Time, the hylian boy who had just left Hyrule and the name he had earned there to go forth on a personal journey. Skullkid ambushed him in the woods, in a similar fashion to how he'd gotten the jump on the Salesman, and stole the Ocarina of Time that he was carrying while Link was knocked out. Skullkid and the fairies fled, and Link followed, falling down the "rabbit hole" (to further the Lewis Carol analogy) that led to Termina from the forest he was traveling through. On the other side, Skullkid cursed Link with the form of a deku scrub, which he thought would make the Hero of Time helpless. But he underestimated the hylian boy's resourcefulness and determination, as he not only reclaimed the Ocarina, but found a way to beat the odds of time that were stacked against him through it. He traveled to the four holy places of Termina, defeated the powerful, evil creatures that had been placed there and broke the curses laid on them, and called the four giants to action.

The presence of these being of power shocked Skullkid, and their trumpeting voices shook the Mask's grip on his mind. It abandoned his body and fled into the moon that the giants had stopped in mid-fall, throwing down a challenge to Link on its way up. He accepted, and in the hollow core of the moon, the battle between the two of them raged, shaking the grinning, pockmarked sphere as the giants suspended it above the clock tower. Finally, it stilled, and Link emerged victorious.

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

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

The Myths

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

Places of Interest

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

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

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

Ganondorf Dragmire

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

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

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

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

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

Ganondorf is the single greatest threat to Hyrule since the Fierce Wars ended. Once, Ganondorf was the King of the Gerudo people, a hawk-faced, flame-haired, charismatic thief, but he is now known as Ganon, Prince of Evil, a demonic creature only vaguely humanoid.

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

Agahnim

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

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

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

Possessions: Voluminous red robes.

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

of Link prevented Ganon from stepping through the breach.

Link

Male Hylian Wilderfolk 2/Warrior 10: CR 12; Medium Humanoid (Hylian); HD 2d10+4 plus 10d10+20; hp 91; Init +4 (+2 Dex, +2 instinct; always wins initiative); Spd 30 ft.; Defence 20 (+2 racial, +2 Dex, +6 class); Base Atk +12; Grp +14; Atk +19 melee (1d8+9 plus 2d6 holy/19-20, *Master Sword*) or +14 ranged (1d6/x3, longbow); Full Atk +19/+14 melee (1d8+9 plus 2d6 holy/19-20, *Master Sword*); SA battle focus; SQ low-light vision, wild sense, instinct; Focus light; SV Fort +19, Ref +18, Will +13; Str 14, Dex 15, Con 14, Int 13, Wis 14, Cha 15.
Skills and Feats: Climb +17 (15), Jump +17 (15), Listen +7 (5), Ride +12 (10), Spot +7 (5), Survival +7 (5), Swim +17 (15); Attunement (faerie), Beast's Mounted Combat, Far Shot, Forest Aspect, Luck of the Hylian, Mounted Archery, Mounted Combat, Point-Blank Shot, Spirit Aspect, Weapon Specialization (longsword).
MP: Forest 3, Spirit 2.
Possessions: Bomb bag, hookshot, Hylian Shield, Hylian tunic, longbow w/ quiver of 50 arrows, Epona, *Master Sword* (*+5 holy evil outsider bane longsword*), *Triforce of Courage*.



The legenday Link as a young man.

The Triforce of Courage chose well, as Link comes to Hyrule whenever Ganon threatens. Link appears as a man of indeterminate age, wearing a green tunic and cap, and carrying a sword in his left hand and a strong shield in his right.
Link is not a man who wants admiration; even though he has saved Hyrule many times in his many incarnations, Link is content with what he has.

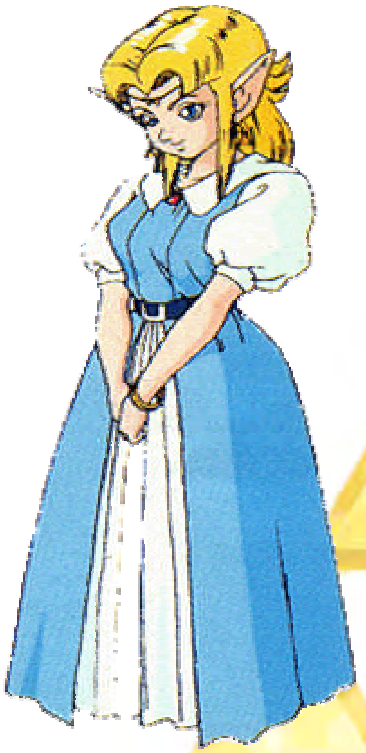
Incarnations

The stats given for Link here are representative of Link at the end of *Ocarina of Time.* To use Links from other games in the series, consult the following level layouts as a guideline. The following are given in a rough chronological order, but keep in mind that there have been several different Links throughout the branching and varied timelines of the Zelda Universe. The variations given below
Majora's Mask: Performer 2/Wilderfolk 3/Warrior 10.
The Legend of Zelda: Wilderfolk
Wind Waker: Drifter 5/Warrior 7/Pirate of the Great Sea 3.

Princess Zelda

Female Hylian Noble 9: CR 9; Medium Humanoid (Hylian); HD 9d8; hp 47; Init +1; Spd 30 ft.; Defence 17 (+2 racial, +1 Dex, +4 class); Base Atk +6; Grp +6; Atk +6 melee (by weapon); Full Atk +6/+1 melee (by weapon); SQ low-light vision, natural diplomat +3, inspire +2, synergy +3; Focus light; SV Fort +4, Ref +6, Will +14; Str 11, Dex 12, Con 11, Int 16, Wis 25, Cha 18.
Skills and Feats: Bluff +14 (10), Diplomacy +23 (12), Disguise +10 (6), Gather Information +14 (10), Innuendo +11 (4), Knowledge

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



Princess Zelda

The first Zelda was placed in an enchanted slumber when she would not tell a foreign wizard the secrets of the Triforce. Since then, every princess of the Hylia has been named Zelda.
At the time of the Imprisoning War, the Triforce of Wisdom chose the current Princess Zelda to carry it through the ages, and that she has done through her descendants.

Incarnations

The stats given for Zelda here are representative of Zelda at the beginning of *Ocarina of Time.* To use Zeldas from other games in the series, consult the following level layouts as a guideline. The following are given in a rough chronological order, but keep in mind that there have been several different Zeldas throughout the branching and varied timelines of the Zelda Universe. The variations given below
Ocarina of Time (end): Noble 9/Drifter 5.
The Legend of Zelda: Noble 11/Wizzrobe 3.
The Adventure of Link: Noble 13/Wizzrobe 4.
A Link to the Past: Noble 5/Wizzrobe 8.
Wind Waker: Drifter 4/Warrior 4/Pirate of the Great Sea 5.

Koume & Kotake

Female Gerudo Wizzrobe 17: CR 17; Medium humanoid (Gerudo): HD 17d4+68; hp 112; Init +1; Spd 30 ft.; Defence 19 (+1 Dex, +5 class, +3 racial); Base Atk +8; Grp +6; Atk +9 ranged (by spell); SQ sparse consumption; Focus dark; SV Fort +9, Ref +9, Will +11; Str 7, Dex 13, Con 18, Int 13, Wis 13, Cha 18.
Skills and Feats: Concentration +14 (10), Knowledge (history) +11 (10), Knowledge (Triforce) +11 (10), Ride (broom) +6 (5), Scry +21 (20), Spellcraft +21 (20), Spellsight +21 (20); Brew Potion, Combat Casting, Cycle of Courage, Cycle of Power, Cycle of Wisdom, Desert Hunter, Fast of the Sands, Fire Focus (Koume only), Mounted Combat, Shadow Focus, Spirit Focus, Water Focus (Kotake only).
Special Qualities: *Sparse Consumption (Ex)*: Gerudo can survive on 1/4 the amount of the food and water any other non-desert-dwelling race needs on a daily basis.
MP (Koume): Fire 58, Forest 16, Light 11, Shadow 46, Spirit 46, Water 16.
MP (Kotake): Fire 16, Forest 16, Light 11, Shadow 46, Spirit 46, Water 58.
Possessions: Flying broomstick.

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



When merged, the sisters become Twinrova.

Impa

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

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

MP: Shadow 6.

Possessions: Shadow Medallion.

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

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



A young and adventurous Impa.

Princess Ruto

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

Str 10, Dex 14, Con 10, Int 16, Wis 14, Cha 14.
Skills and Feats: Bluff +10 (8), Diplomacy +13 (8), Gather Information +10 (8), Intimidate +10 (8), Knowledge (history) +11 (8), Knowledge (law) +11 (8), Knowledge (nobility & royalty) +11 (8), Knowledge (Triforce) +11 (8), Sense Motive +10 (8); Water Aspect, Water Focus.
MP: Water 2.
Possessions: Water Medallion.

When she was younger, Princess Ruto was a spoiled brat, preferring to shirk her royal duties and play in Zora's Fountain. Even when Jabu-Jabu swallowed her and a young Hylian boy went in to rescue her, Ruto insisted that he *carry* her throughout the great fish's interior. She treated him quite rudely throughout the trek.
Seven years later, Ruto had matured emotionally, making her suitable to take on her role as Sage of Water.

Quill

Male Rito Drifter 4/Rito Postman 3: CR 7; Medium Humanoid (Rito); HD 4d6+8 plus 3d6+6; hp 47; Init +3 (Dex); Spd 30 ft., fly 50 ft. (poor); Defence 20 (+3 Dex, +5 class, +2 racial); Base Atk +5; Grp +6; Atk +6 melee (by weapon); SA sneak attack +1d6; SQ flight, improved low-light vision, drifter's luck, price fixing 1/day, uncanny dodge (Dex bonus to Defence), marathon flier +2, strong wings +4; Focus light; SV Fort +5, Ref +10, Will +7; Str 13, Dex 17, Con 15, Int 16, Wis 15, Cha 13.
Skills and Feats: Balance +10 (7), Decipher Script +10 (7), Diplomacy +8 (7), Gather Information +8 (7), Jump +8 (7), Listen +11 (7), Search +9 (7), Sense Motive +11 (7), Spot +11 (7), Survival +9 (7), Use Magic Device +8 (7); Endurance, Iron Will.
MP: Latent 4.
Possessions: Delivery bag.

Quill is the epitome of a Rito postman; most new postmen aspire to his level of excellence, and consider it an honour to associate with him. Like all Rito, Quill has a penchant for keeping his word and being a little hotheaded at times.



Quill of DragonRoost Island

Blind the Thief

Male Hylian Drifter 12: CR 12; Medium Humanoid (Hylian); HD 12d6; hp 40; Init +3 (Dex); Spd 30 ft.; Defence 23 (+3 Dex, +8 class, +2 racial); Base Atk +9; Grp +9; Atk +9 melee (1d4/19-20, dagger); Full Atk +9/+4 melee (1d4/19-20, dagger); SA sneak attack +3d6; SQ low-light vision, drifter's luck 3/day, price fixing, uncanny dodge (Dex bonus to Defence, can't be flanked, +1 vs. traps), light sensitivity; Focus dark; SV Fort +4, Ref +11, Will +8; Str 11, Dex 16, Con 10, Int 12, Wis 10, Cha 12.
Skills and Feats: Appraise +16 (15), Bluff +16 (15), Disable Device +16 (15), Disguise +16 (15), Intimidate +16 (15), Listen +17 (15), Move Silently +18 (15), Open

Lock +18 (15); Alertness, Dodge, Iron Will, Mobility, Weapon Focus (dagger).
MP: Latent 8.
Possessions: Ill-gotten booty.

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



Blind attacking an unwary traveller.

King Darunia

Male Goron Noble 2/Warrior 13: CR 15; Medium Humanoid (Goron); HD 2d8+8 plus 13d10+52 plus 3; hp 133; Init +0; Spd 15 ft.; Defence 17 (+6 class, +1 racial); Base Atk +14; Grp +17; Full Atk +21/+16/+11 melee (1d8+7/x3, *+4 warhammer*); SA battle focus; SQ darkvision 60 ft., DR 3/-, curl-and-roll, stonecunning, natural diplomat +2, inspire +1; Focus light; SV Fort +12, Ref +8, Will +10; Str 17, Dex 10, Con 19, Int 14, Wis 16, Cha 14.
Skills and Feats: Bluff +7 (5), Climb +14 (11), Diplomacy +18 (10), Intimidate +14 (10), Jump +13 (10), Knowledge (history) +7 (5), Knowledge (law) +7 (5), Knowledge (nobility & royalty) +12 (10), Perform (dance) +7 (5.5), Sense Motive +8 (5); Cleave, Endurance, Fire Aspect, Fire's Power Attack, Hide of Legends, Hide of Mountains, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).
MP: Fire 8.
Possessions: *+4 warhammer*, Fire Medallion.

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

Rauru

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

Defence 12 (racial); Base Atk +10; Grp +10; Atk +10 ranged (by spell); SQ low-light vision; Focus light; SV Fort +7, Ref +7, Will +13; Str 10, Dex 10, Con 10, Int 18, Wis 20, Cha 20.
Skills and Feats: Concentration +23, Diplomacy +16 (11.5), Knowledge (arcana) +27 (23), Knowledge (architecture & engineering) +27 (23), Knowledge (geography) +27 (23), Knowledge (history) +27 (23), Knowledge (nobility & royalty) +27 (23), Knowledge (Triforce) +27 (23), Spellcraft +27 (23); Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Cycle of Courage, Cycle of Power, Cycle of Wisdom, Fire Aspect, Forest Aspect, Heighten Spell, Light Affinity, Light Aspect, Light Focus, Maximize Spell, Meditation, Shadow Aspect, Spirit Aspect, Water Aspect.
MP: Fire 30, Forest 58, Light 60, Shadow 50, Spirit 58, Water 58.
Possessions: Light Medallion.

Many generations ago, the wise sage Rauru saw the bloodshed of the wars that the Hyrulean races waged upon each other for possession of the Triforce. With the other sages of his era, Rauru commissioned the construction of the Temple of Time to seal off the entrance to the Golden Land. Using their magic, the sages created a layered seal, requiring the Spiritual Stones and the Ocarina of Time to open the gates to the Master Sword, which held the seal and could not be removed from its pedestal by anyone except the Hero of Time.
When the evil Ganondorf wormed his way into the Golden Land and stole the Triforce, Rauru believed he had no choice but to use the Hero of Time to defeat him. Unfortunately, the Hero of Time was a child, so he put him into an enchanted slumber for seven years, and he awakened as a strong warrior to defeat Ganondorf and save Hyrule.

Saria

Female Kokiri Performer 4; CR 4; Small Humanoid (Kokiri); HD 4d6; hp 15; Init +2; Spd 20 ft.; Defence 17 (+1 size, +2 Dex, +2 racial, +2 class); Base Atk +3; Grp +3; Atk +3 melee (1d3 nonlethal, unarmed strike); SQ ageless, low-light vision, +4 saves vs. charm and sleep, conscious demeanour 1/day; Focus light; SV Fort +1, Ref +4, Will +7; Str 10, Dex 15, Con 11, Int 15, Wis 16, Cha 20.
Skills and Feats: Concentration +7, Decipher Script +9 (7), Hide +8 (2), Listen +8 (3), Move Silently +8 (3), Perform (ocarina) +12 (7), Sense Motive +10 (7), Spot +8 (3), Survival +8 (3); Attunement (faerie), Forest Aspect, Forest Empathy.
MP: Forest 5.
Possessions: Fairy Ocarina, Forest Medallion.

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

Nabooru

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

Skills and Feats: Bluff +19 (16), Climb +15 (13), Disguise +16 (13), Hide +17 (13), Intimidate +9 (6), Jump +17 (13), Move Silently +17 (13), Tumble +17 (13); Dodge, Improved Two-Weapon Fighting, Spirit Aspect, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (spear).
MP: Spirit 5.
Possessions: Paired scimitars, Spirit Medallion.

For a time, Nabooru was a lone Gerudo thief, and she used the Spirit Temple in the Desert of Mystery as her base of operations. While inside the Temple, Nabooru encountered a small boy, and asked him to help her get the Silver Gauntlets, so she could steal the treasures of Ganondorf's band. While the boy did this task, two of Ganondorf's henchmen, Koume and Kotake, attacked Nabooru and captured her.
The sorceress sisters used mind control magic on Nabooru, and she became Ganondorf's second-in-command, turning as ruthless and despicable as he was. When the Hero of Time entered the Spirit Temple, they placed her inside a suit of Ironknuckle armour, hoping that he would kill her, but he managed to break the spells and free Nabooru from her mental shackles. The sisters recaptured her, but the Hero defeated them and awakened Nabooru as the Spirit Sage.



Nabooru of the Gerudo Desert, Sage of Spirit.

Chapter 11 Through the Ages

The History of Hyrule and it's Environs

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

The Time Before

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

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

It was at this time that the three godesses, their task complete gave of themselves each a piece of their divine essences which became the three golden triangles now called the Triforce. Din gave of herself the Triangle of Power, whose essence was of Chaos, Destruction, Illusion, and Entropy. Nayru gave of herself the Triangle of Wisdom, whose essence was of Light, Order, Truth, and Protection. Farore gave of herself the Triangle of Courage, whose essence was of Life, Spirit, Dreams, and Healing. And then they departed to whence they came, leaving behind the Triforce in the Golden Realm, whose door was situated in the land of Hyrule. None know why they left the Triforce behind as they did, but it is surmised that they wished to leave behind something their creations could turn to in times of need. Some would argue that it has caused more trouble than it's worth.

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

The First Era

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

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

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

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

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

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

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

Once he found the jewels he set off to Hyrule Castle Town to open the Door of Time and claim the power within so as to defeat the darkness encroaching upon the land. Link arrived to find that a coup de grace had taken place, and the town was in chaos. Ganondorf had attacked the castle. As Link wandered towards the castle, Zelda raced by on her horse, closely followed by Ganondorf, tossing to Link the Ocarina of Time. With this final key Link could save Hyrule, or so he thought.

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

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

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

awakened the Sage of Forest, Saria, and won the Forest Medallion. In Mount Death he fought the dragon Volvagia and took the Fire Medallion. In the depths of Lake Hylia he found the Water Medallion. In the fetid crypts below the cemetery of Kakariko Village, he wrestled with the shadows and won the Shadow medallion. And finally, in the windswept desserts that were the domain of the Gerudo, he fought the witch Twinrova and received the Spirit Medallion. In all of these tasks, items of great power gravitated to him,! to help him on his journey. It is said that before the Hero of Time fought Ganon, he could lift four horses and carry them all on his back. That he could walk on the air itself, and breathe under water. Many other things are said of him, but this historian is a bit skeptical.

Link was finally ready to confront Ganondorf, and set off to the Temple of Time to make preparations. There he found the mysterious Sheik, who had helped him many times on his journey. Sheik revealed himself to be none other than the Princess Zelda, and gifted Link with the ability to empower his arrows with Light. As the two old friends were making preparations to attack Ganondorf's fortress Zelda was suddenly trapped inside a bubble of crystal. Ganondorf had taken the initiative! Calling out an ultimatum to Link, he spirited Zelda away. Link was now alone in his quest. Link, undaunted, set off to defeat the monstrosity known as Ganondorf.

None know what trials the Hero of Time faced in Ganondorf's dread domain, but we do know that Link fought a titanic battle against Ganondorf. Deflecting Ganondorf's vile magicks with his blade, he struck the man countless times with both blade and arrow before the tyrant fell. But it was not enough. After escaping from the crumbling tower, he and Zelda found themselves trapped within a ring of fire, as a dark shape pulled itself from the ruins of the tower. Ganondorf had used the power of the Triforce of Power to elude death and transform himself into a creature of nightmares. The Master Sword was struck from his hands, and he was forced to rely upon his other weapons, the Megaton Hammer and Biggoron Sword, to fight the Tyrant. After dealing the ferocious beast many blows, Ganon staggered, his concentration wavering, allowing Link to seize the Master Sword once more. Armed with the Master Sword and the Light arrows he fought the beast to a stand still, and finall! y, when Ganon was at his weakest, he called upon the power of all the sages and struck a mighty blow, killing Ganondorf's physical body and sealing his spirit away in the Golden Realm.

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

The Second Era

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

scene, seemingly out of the mists of legend.

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

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

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

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

The Thunderbird is a mysterious figure. It had no ties to Ganondorf, that we know of, but it's powers were immense. We know that the Link that sealed Ganondorf away in this era was the same Link who fought the Thunderbird however. Link went to each of the six palaces and fought their guardians, obtaining the six crystals in the process. Finally he confronted the Thunderbird, and after a titanic battle he vanquished his for, only to be confronted by another. Link was faced with the evil in his heart, manifest as a being known as Shadow Link. In order to purge himself, and all of his selves to come, of evil he had to kill Shadow Link.

The two fought, Master Sword versus Shadow Sword in a battle that is said to have lasted for hours. It is said that the ringing of their blades could be heard for miles around and that the ground quaked with their titanic struggle. Good had to prevail or else Hyrule was surely lost. Finally, Link summoned up his strength, and all of the beliefs he held dear and struck at Shadow Link. His blade tasted flesh, and Shadow Link was vanquished, along with all of the evil in his heart.

Link, weary but undaunted, went on to free the Princess Zelda from her sleep, and then, as inexplicably as he first arrived, he faded once more into the mists of time. As to Link II's origins, we know little even now. Some think he was a descendant of the Hero of Time, others think that he was the Hero of Time himself, and still others think that he was just another of the incarnations of Link. This historian will let you decide.

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

The Third Era

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

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

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

Not much is known about the origins of Aghanim, some say he was just a puppet for Ganondorf, a created thing. Records show that a student named Aghanim was briefly enrolled in the college of Sulan, formerly of Kakariko village. But his origins are unimportant in the face of his deeds.

Showing himself to be a man of considerable magical power, he managed to cure an illness plaguing the current king of Hyrule, Cylious Hyrule IV, and was elevated to the position of a trusted advisor. Once in this position of power, he manipulated the King to his own ends before finally murdering him and taking control of the kingdom himself. He imprisoned the Princess Zelda (Zelda III to historians) and made plans to bore a hole in the seal imprisoning Ganondorf. Using her telepathic gifts, she sent out a cry for a hero to come and rescue her.

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

Link, being just a lad, would have been wise to use stealth in his rescue attempt. Link has never been known for his wisdom. Storming the castle, the lad displayed incredible skill with a sword even at this early stage of his adventures. He slew anyone who stood in his way, though he himself was wounded many times. Luckily the Royal Guard kept plenty of healing charms about. Making his way down to the dungeon, he found Princess Zelda locked in a cell. After defeating the final guard, he opened her door. The two fugitives slipped down a secret passage, into the catacombs beneath the castle, and made their way to an abandoned temple near Kakariko village. Once there he was told by a wise man that his only chance of defeating Aghanim and restoring order to the land was by finding the Master Sword.

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

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

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

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

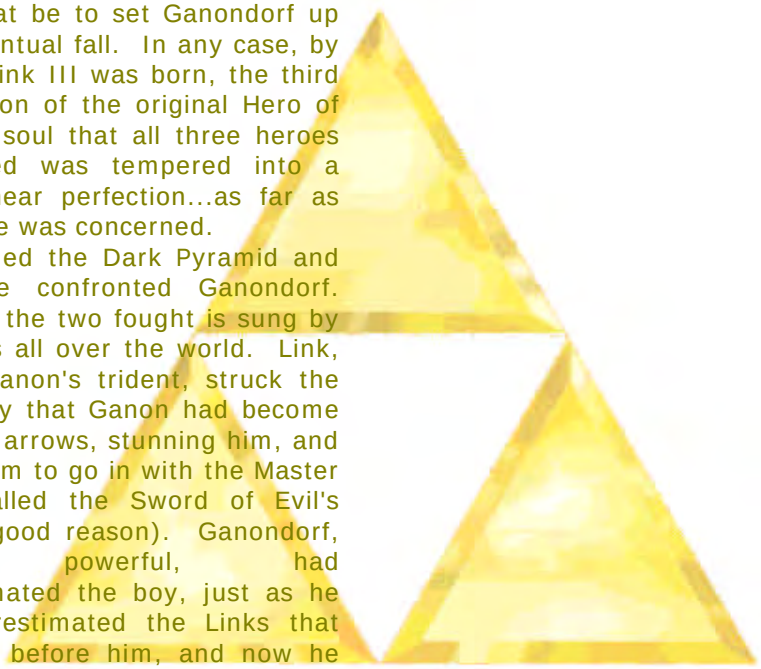
Realizing that he couldn't possibly win against Ganondorf in his current state he resolved to find a way to change back to his normal form. He found it in an item called the Moon Mirror. Returned to his normal state,

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

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

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

It is not known how or why or when the Triforce was made whole again, nor how it came to be sealed in the Dark Realm with Ganondorf, but Link now had the power of the gods at his command. When he took hold of the Triforce, it did not split as it had done when Ganon had done the same so many millenia before. Link had been forged over the course of his lives, into a near perfect wielder of the Triforce. With the power of the Triforce link undid everything that Ganon's evil had done. He restored life to those killed unjustly, he destroyed the minions of the Evil One, he did many things. But in the end, he set the Triforce aside, in it's place in the Golden Realm, understanding that if he were to take it for himself that he would become a new Ganondorf. And so he left the Golden Realm, sealing the door behind him.



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

Armos

Medium Construct
Hit Dice: 4d10+20 (39 hp)
Initiative: +0
Speed: 30 ft.
Defense: 20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple: +3/+8
Attack: Slam +8 melee (2d4+7)
Full Attack: Slam +8 melee (2d4+7)
Space/Reach: 5 ft./5 ft.
Special Qualities: Construct, magic immunity
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 20, Dex 10, Con —, Int —, Wis 10, Cha 1

Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 2
Treasure: None
Focus: —
Advancement: 5-8 HD (Medium); 9-12 HD (Large)

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

An armos is 6 feet tall and weighs around 1,000 pounds. Its body is of roughly chiseled stone, with an exaggerated face and a sword and shield. Armos are animated stone statues created as guardians for important treasures or locations.

Combat

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

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

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

Construction

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



exceptional quality, and costs 5,000 rp. Assembling the body requires a DC 17 Craft (masonry) or DC 17 Craft (sculpting) check.
CL 12th; Craft Construct, *geas/quest*, *polymorph any object*, caster must be at least 12th level; Price 50,000 rp; Cost 25,000 rp + 1,000 XP.

Beamos

Medium Construct
Hit Dice: 1d10+20 (30 hp)
Initiative: +0
Speed: 0 ft.
Defense: 20 (+10 natural), touch 10
Base Attack/Grapple: +0/—
Attack: Laser +0 ranged touch (1d8)
Full Attack: Laser +0 ranged touch (1d8)
Space/Reach: 5 ft./—
Special Qualities: Construct, magic immunity
Saves: Fort +0, Ref +0, Will –5
Abilities: Str —, Dex —, Con —, Int —, Wis 1, Cha 1

Environment: Any underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Focus: —
Advancement: —

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



Combat

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

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

Bubble

Medium Undead
Hit Dice: 1d12 (8 hp)
Initiative: +4 (Dex)
Speed: 30 ft.
Defense: 14 (Dex), touch 14, flat-footed 10
Base Attack/Grapple: +0/—
Attack: Slam +1 melee (1d6)
Full Attack: Slam +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jinx
Special Qualities: Undead
Saves: Fort +0, Ref +4, Will +2
Abilities: Str 10, Dex 18, Con —, Int —, Wis 10, Cha 1

Environment: Any underground
Organization: 1-4
Challenge Rating: 2
Treasure: None
Focus: Always dark
Advancement: —

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

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

Combat

Unsubtle opponents, bubbles lash out at anything that gets too close. Tortured by their inner turmoil, bubbles seek to show anyone and everyone their pain by sharing it with them.
Jinx (Su): Anyone hit by a bubble's slam attack must make a Fortitude save (DC 12) or be unable to use any weapons for 1d6 rounds.

Deku Baba

Medium Plant
Hit Dice: 1d8 (6 hp)
Initiative: +0
Speed: 0 ft.
Defense: 9 (-1 Dex), touch 9, flat-footed 9
Attack: Bite +1 melee (1d6+1)
Full Attack: Bite +1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Plant, tremorsense
Saves: Fort +2, Ref -1, Will +0
Abilities: Str 13, Dex 8, Con 10, Int 1, Wis 10, Cha 1

Environment: Warm forest and marsh
Organization: Solitary
Challenge Rating: ½
Treasure: None
Focus: —
Advancement: 2-4 HD (Medium); 5-6 HD (Large)

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

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

Combat

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

Tremorsense (Ex): Deku babas can automatically sense the location of anything within 10 feet that is in contact with the ground.

Deku

Small Plant
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 20 ft.
Defense: 13 (+1 size, +2 natural), touch 11, flat-footed 12
Attack: Seed shot +1 ranged (1d3 subdual)
Full Attack: Seed shot +1 ranged (1d3 subdual)
Space/Reach: 2.5 ft./—
Special Qualities: Deku traits
Saves: Fort +3, Ref +0, Will -1
Abilities: Str 11, Dex 11, Con 13, Int 10, Wis 8, Cha 10
Skills: Hide +4, Spot +1

Environment: Warm forest
Organization: Solitary or trio
Challenge Rating: 1
Treasure: Standard
Focus: Always shadow
Advancement: 2-4 HD (Tiny)
Level Adjustment: +0

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

Combat

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

Deku Society

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

Faerie

Diminutive Fey
Hit Dice: 1d6 (3 hp)
Initiative: +4 (Dex)
Speed: 5 ft., fly 30 ft. (perfect)
Defense: 18 (+4 size, +4 Dex), touch 14, flat-footed 14
Base Attack/Grapple: +0/+0
Attack: None
Full Attack: None
Space/Reach: 1 ft./0
Special Attacks: None
Special Qualities: Fey qualities, faerie dust, attunement
Saves: Fort +0, Ref +6, Will +6
Abilities: Str 10, Dex 18, Con 10, Int 16, Wis 18, Cha 20
Skills: Bluff +9, Concentration +4, Decipher Script +7, Diplomacy +9, Heal +8, Hide +20, Knowledge (any three) +7
Feats: Dodge

Environment: Any
Organization: Solitary or pond (10)
Challenge Rating: ¼
Treasure: None
Focus: Always light
Advancement: —
Level Adjustment: +4

Faeries in Hyrule are tiny creatures that resemble tiny humanoids, glowing brightly and flying with gossamer wings. They are renowned for their healing properties, and thus those eager to make a few rupees search for the skittish creatures across the land, capturing what faeries they can in bottles.
Some faeries actually approach people and agree to serve them; this most often happens with Kokiri wilderfolk, as they are attuned to the land and have a rapport with the faeries.

Combat

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

Faerie Dust (Su): A sprinkling of faerie dust acts as a *cure serious wounds* spell cast by a 5th level wizzrobe. The dust cannot be harvested, and loses its potency shortly after the sprinkling. A faerie can produce one sprinkling worth of dust per day.
Attunement: +1 competence bonus to attack rolls, +2 enhancement bonus to Ref saves.

Faeries as Characters

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

Gel

Diminutive Ooze
Hit Dice: 1d10 (7 hp)
Initiative: +2 (Dex)
Speed: 20 ft.
Defense: 16 (+4 size, +2 Dex), touch 16, flat-footed 14
Attack: Slam +3 melee (1d2-1)
Full Attack: Slam +3 melee (1d2-1)

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

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



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

Combat

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

Geldman

Medium Elemental (Earth)
Hit Dice: 4d8+12 (30 hp)
Initiative: +0
Speed: 20 ft.
Defense: 19 (+9 natural), touch 10, flat-footed 19
Attack: Slam +8 melee (1d8+7)
Full Attack: 2 slams +8 melee (1d8+7)
Space/Reach: 5 ft./5 ft.
Special Attacks: Earth mastery
Special Qualities: Elemental, tremorsense, attunment
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 21, Dex 11, Con 17, Int 8, Wis 11, Cha 11
Skills: Hide +2*, Listen +3, Spot +3
Feats: Alertness, Power Attack

Environment: Any desert
Organization: Solitary
Challenge Rating: 3
Treasure: None
Focus: —
Advancement: 5-7 HD (Medium)

The geldmen live beneath the shifting desert sands, feeling the vibrations in the ground as other creatures walk above their heads. Desert travelers must stay alert, lest a lone geldman wipe out an adventuring party.
Geldmen are creatures made entirely of sand, resembling the upper bodies of gigantic men. They have only been seen in the Desert of Mystery, and some sages believe that they are ancient guardians of the Desert Palace.

Combat

Geldmen hide in the sand, listening for the approach of intruders, and then jump out of the sand and swim toward it. Whether it is for food or territory is unknown.
Tremorsense (Ex): Geldmen can automatically sense the location of anything within 60 feet that is in contact with the ground.
Skills: *Geldmen receive a +8 racial bonus to Hide checks in sandy deserts.
Attunement: +2 enhancement bonus to Fort saves, +2 competence bonus to Survival checks.



Gerudo

Medium Humanoid (Gerudo)
Hit Dice: 1d6 (6 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
Defense: 15 (+1 Dex, +3 racial, +1 class), touch 15, flat-footed 14

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

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

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

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

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

Combat

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

Gerudo Society

Gerudo are obviously matriarchal, with the oldest and wisest women leading their tribes. They value martial skills, especially the scimitar and bows.

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

Gibdos

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

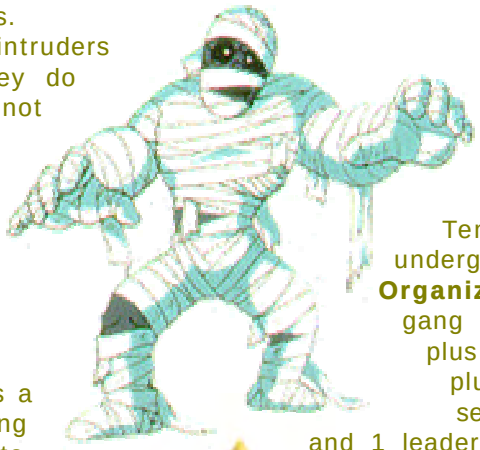
Environment: Any land or underground (nocturnal)
Organization: Solitary or group (2-4)
Challenge Rating: 3
Treasure: Standard
Focus: Always dark
Advancement: 7-12 HD (Medium)

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

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

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

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



Combat

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

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

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

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

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

Goriya

Medium Humanoid (Goriya)
Hit Dice: 1d10 (8 hp)
Initiative: +3 (Dex)
Speed: 30 ft.
Defense: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Boomerang +4 ranged (1d6)
Full Attack: Boomerang +4 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., light sensitivity, attunement
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 12, Dex 17, Con 11, Int 10, Wis 10, Cha 7
Skills: Listen +2, Spot +2
Feats: Alertness, Blind-Fight

Environment: Temperate and warm underground
Organization: Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, and 1 leader of 6th-8th level)
Challenge Rating: 1
Treasure: Standard
Focus: Usually shadow
Advancement: By character class
Level Adjustment: +0

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

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

Combat

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



even if it means discarding the boomerang and attacking barehanded. Goriyas suffer no attack penalties when using their boomerangs in enclosed spaces.
Attunement: +2 bonus to ranged attacks.

Goriyas as Characters

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

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

Goron

Medium Humanoid (Goron)

Hit Dice: 1d10 (10 hp)
Initiative: -1 (Dex)
Speed: 15 ft., roll 60 ft.
Defense: 10 (-1 Dex, +1 racial), touch 9, flat-footed 9
Base Attack/Grapple: +1/+2
Attack: Unarmed strike +2 melee (1d4+1)
Full Attack: Unarmed strike +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: See below
Special Qualities: Goron traits
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 12, Dex 8, Con 10, Int 11, Wis 11, Cha 8
Skills: Craft (stonecarving) +4, Listen +1, Spot +1
Feats: Blind-Fight, Improved Unarmed Strike

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

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

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

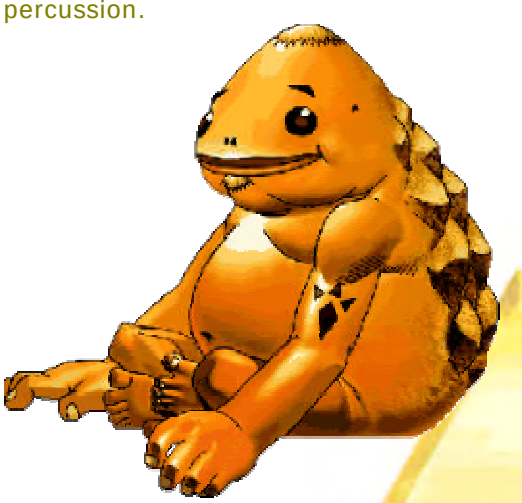
Most gorons encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

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

Goron Society

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



Helmasaur

Small Magical Beast
Hit Dice: 1d10 (8 hp)
Initiative: +2 (Dex)
Speed: 20 ft.
Defense: 16 (-1 size, +2 Dex, +5 racial)
Base Attack/Grapple: +1/+1
Attack: Slam +1 melee (1d4)
Full Attack: Slam +1 melee (1d4)
Space/Reach: 10 ft./5 ft.
Special Qualities: Darkvision 60 ft., low-light vision, armored head, weak point, attunement
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 10, Dex 15, Con 10, Int 3, Wis 10, Cha 3
Skills: Listen +2, Spot +2

Environment: Warm underground
Organization: Solitary, pair, or trio
Challenge Rating: ½
Treasure: Special
Focus: None
Advancement: 2-3 HD (Small)

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

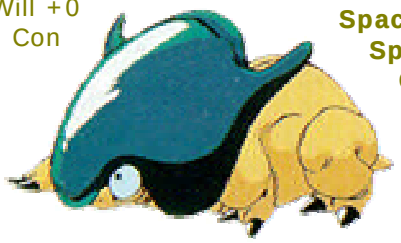
Combat

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

Armored Head (Ex): A helmasaur's head armor has a hardness of 10 and 15 hp. It has to be broken before its weak point can be attacked.
Weak Point (Ex): Helmasaurs have a small green spot between its eyes, beneath its head armor. This point is a Fine target.
Attunement: +1 bonus to Defense, +2 competence bonus to bull-rush and charge maneuvers.

Ironknuckle

Large Construct
Hit Dice: 18d10+30 (129 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
Defense: 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30
Base Attack/Grapple: +6/+12
Attacks: Huge greataxe +24 melee (2d8+11)
Full Attack: Huge greataxe +24/+19/+14 melee (2d8+11)
Space/Reach: 5 ft./10 ft.
Special Qualities: Construct, DR 10/magic, rust vulnerability
Saves: Fort +6, Ref +5, Will +6
Abilities: Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1



Environment: Any land or underground
Organization: Solitary or pair
Challenge Rating: 13
Treasure: None

Focus: None
Advancement: 19-24 HD (Large); 25-54 HD (Huge)

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

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

Combat

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

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

Magic Immunity (Ex): An ironknuckle is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, an ironknuckle hit by a *fireball* cast by a 5th-level wizzrobe gains back 6 hit points if the damage total is 18. The ironknuckle rolls no saving throw against fire effects.

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



Construction

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

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



Kargaroc

Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (Dex)
Speed: 10 ft., fly 80 ft. (average)
Defense: 13 (+1 size, +2 Dex), touch 13, flat-footed 11
Base Attack/Grapple: +0/-4
Attack: Talons +3 melee (1d4)
Full Attack: Talons +3 melee (1d4) and bite -2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Low-light vision, attunement
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +2, Spot +14

Feats: Weapon Finesse

Environment: Temperate mountains
Organization: Solitary or pair
Challenge Rating: ½
Focus: None
Advancement: 2-3 HD (Medium)



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

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

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

Combat

Kargarocs dive at prey, raking with their powerful talons.
Skills: Kargarocs have a +8 racial bonus on Spot checks.
Attunement: +2 competence bonus on Spot checks, +2 competence bonus on Listen checks.

Keese

Diminutive Animal
Hit Dice: ¼d8 (1 hp)
Initiative: +2 (Dex)
Speed: 5 ft., fly 40 ft. (good)
Defense: 16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple: +0/-17
Attack: —
Full Attack: —
Space/Reach: 1 ft./0 ft.
Special Qualities: Blindsense 20 ft., low-light vision, attunement
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats: Alertness

Environment: Temperate and warm hill, plains, and underground
Organization: Colony (10-40)
Challenge Rating: 1/10
Treasure: None
Focus: None
Advancement: —

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

Combat

Keese are not capable of any serious attacks against adventurers.
Blindsense (Ex): A keese notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.
Skills: *A keese has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.
Attunement: +2 competence bonus on Spot checks, +2 competence bonus on Listen checks.



Kokiri

Small Humanoid (Kokiri)
Hit Dice: 1d6 (3 hp)
Initiative: +2 (Dex)
Speed: 20 ft.
Defense: 15 (+1 size, +2 Dex, +2 racial), touch 15, flat-footed 13
Base Attack/Grapple: +0/-1
Attack: Dagger +2 melee (1d4-1)
Full Attack: Dagger +2 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Qualities: none
Saves: Fort +0, Ref +4, Will +4

Abilities: Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 14
Skills: Hide +3, Listen +3, Survival +3
Feats: Weapon Finesse

Environment: Kokiri Forest
Organization: Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating: 1
Treasure: No coins; 50% goods (metal, wood, or stone only); 50% items
Focus: Always shadow
Advancement: By character class
Level Adjustment: +0

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

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

Combat

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

Lava Dragon

Medium Dragon (Fire)
Hit Dice: 7d12+14 (59 hp)
Initiative: +0
Speed: 40 ft., fly 150 ft. (poor)
Defense: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +7/+10
Attack: Bite +10 melee (1d8+3)
Full Attack: Bite +10 melee (1d8+3) and 2 claws +5 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon (60 ft. line of fire, 2d10, Ref DC 15 half)
Special Qualities: Immunities, cold vulnerability
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10
Skills: Bluff +10, Intimidate +12, Knowledge (nature) +10, Listen +10, Sense Motive +10, Spot +10
Feats: Flyby Attack, Power Attack, Snatch

Environment: Warm mountains
Organization: Solitary or clutch (2-5)
Challenge Rating: 4
Treasure: Special
Focus: Usually shadow
Advancement: 8-9 HD (Medium), 10-19 HD (Large), 20-21 HD (Huge)

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

Combat

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

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

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

Leever

Medium Animal
Hit Dice: 4d10+8 (30 hp)
Initiative: +3 (Dex)
Speed: 30 ft., burrow 30 ft.
Defense: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+3
Attack: Slam +5 melee (2d4+3)
Full Attack: Slam +5 melee (2d4+3)
Space/Reach: 5 ft./5 ft.

Special Qualities: Tremorsense, attunement
Saves: Fort +8, Ref +7, Will +1
Abilities: Str 14, Dex 16, Con 14, Int 2, Wis 10, Cha 6
Skills: Listen +3, Spot +3
Feats: Alertness, Great Fortitude

Environment: Any desert
Organization: Solitary or group (4-6)
Challenge Rating: 2
Treasure: None
Focus: None
Advancement: 5-8 HD (Medium)

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

Combat

Leevers usually attack only when hungry or threatened. They burrow up and break the surface, and then try to knock their prey down and consume it.
Attunement: Grants tremorsense within 10 ft.

Like-Like

Large Aberration
Hit Dice: 6d8+21 (49 hp)
Initiative: +0
Speed: 20 ft.
Defense: 15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple: +4/+8
Attack: Bite +8 melee (1d6+6)
Full Attack: Bite +8 melee (1d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Tremorsense, can't be flanked, attunement
Saves: Fort +5, Ref +2, Will +5
Abilities: Str 19, Dex 10, Con 16, Int 3, Wis 10, Cha 3
Skills: Hide +2*, Move Silently +3
Feats: Toughness 2

Environment: Warm underground or aquatic
Organization: Solitary
Challenge Rating: 4
Treasure: None
Focus: None
Advancement: 7-11 HD (Large)



The like-like is little more than an ambulatory stomach. Adventurers fear the like-like more than any other monster, for it eats metals, especially swords and shields, and they have consumed the weapons and armor of countless adventurers.
A like-like averages about 6 to 8 feet in height, with a diameter of 4 feet. Dead specimens have been weighed at over 200 pounds. Its thick, lumpy hide gives it protection from most weapons. The folds of flesh conceal "mouths" that open up to allow it to bite in any direction, although its primary mouth is on top.

Combat

Like-likes eat almost anything, but if given the choice, they will always go after large metal objects, such as shields. Their powerful digestive juices can dissolve almost any natural substance
Improved Grab (Ex): If a like-like hits with its bite attack, it grapples as a free action without provoking an attack of opportunity.
Swallow Whole (Ex): A like-like can try to swallow a grabbed opponent of Medium or smaller by making a successful grapple check. Once inside, the opponent takes 1d6+2 crushing damage plus 1d6+2 acid damage per round from the like-like's digestive juices. A swallowed creature can cut its way out by

dealing 20 points of damage to the like-like's interior (AC 18). Any metal objects that the swallowed character has must make Fortitude saves (DC 14) or be dissolved by the like-like's digestive juices.
Tremorsense (Ex): Like-likes can automatically sense the location of anything within 30 feet that is in contact with the ground.
Skills: *Like-likes receive a +8 racial bonus to Hide checks due to their color and texture.
Attunement: Once per day attuner can't be flanked for a number of rounds equal to half the like-like's Defense rating.

Lizalfos

Medium Humanoid (Reptilian)
Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
Defense: 17 (+2 Dex, +5 natural)
Base Attack/Grapple: +4/+6
Attack: Longsword +6 melee (1d8+2)
Full Attack: Longsword +6 melee (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Qualities: Scent, darkvision 90 ft., attunement
Saves: Fort +1, Ref +2, Will –1
Abilities: Str 15, Dex 15, Con 13, Int 10, Wis 8, Cha 6
Skills: Hide +7, Jump +9, Listen +8, Spot +8
Feats: Acrobatic, Alertness

Environment: Warm underground
Organization: Solitary or pair
Challenge Rating: 2
Treasure: Standard
Focus: Usually dark
Advancement: By character class
Level Adjustment: +1

The first Lizalfos were normal men transformed by the evil power of Ganondorf Dragmire. They served the evil sorcerer until his defeat, and then they formed their own societies. Lizalfos look somewhat humanoid, standing about 6 feet tall and weighing about 170 pounds. They have muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizard like, with a prehensile tongue that they use to "smell" the air. Their beady eyes are sensitive to bright lights.
Lizalfos speak Draconic. The "Dinalfos" is a stronger breed of Lizalfos, with 6 HD and +7 natural armor.

Combat

Lizalfos use their powerful legs to propel themselves through the air and deliver devastating sword blows. They usually attack in groups, constantly moving around in order to get the best attacks in.
Attunement: +2 competence bonus on Jump checks, +2 competence bonus on Hide checks.



Lynel

Medium Monstrous Humanoid
Hit Dice: 4d8+8 (26 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Defense: 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple: +4/+8
Attack: Sword beam +7 ranged (1d8) or longsword +8 melee (1d8+4)
Full Attack: Sword beam +7 ranged (1d8) or longsword +8/+3 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11



Skills: Hide +2, Listen +4, Move Silently +4, Spot +4, Survival +5
Feats: Power Attack, Weapon Focus (sword beam)

Environment: Death Mountain
Organization: Company (4-8)
Challenge Rating: 3
Treasure: Standard
Focus: Usually dark
Advancement: By character class
Level Adjustment: +2

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

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



Combat

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

The lynels have claimed Death Mountain as their territory, and defend it against all intruders. Anyone coming too close gets a few sword beams on sight; lynels are not known for warning shots.

Lynels as Characters

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

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

Moblin

Medium Humanoid (Goblinoid)
Hit Dice: 1d10+1 (9 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
Defense: 13 (+1 Dex, +1 armour, +1 racial), touch 12, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Halfspear +3 melee or +2 ranged (1d6+2)
Full Attack: Halfspear +3 melee or +2 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Saves: Fort +5, Ref +2, Will –1
Abilities: Str 15, Dex 12, Con 12, Int 10, Wis 8, Cha 8
Skills: Intimidate +3, Listen +1
Feats: Power Attack, Weapon Focus (halfspear)

Environment: Temperate forest
Organization: Solitary or hunt (4-8)
Challenge Rating: 1
Treasure: Standard
Focus: Usually dark
Advancement: By character class
Level Adjustment: +0

The first moblins were evil men who came to the command of Ganondorf Dragmire after he gained control of the Triforce of Power. Ganondorf's incredible evil power warped their minds and bodies to reflect what was in their hearts, and they served Ganondorf until his defeat at the hands of Link, Princess Zelda, and the Six Sages.
Moblins vary in appearance, but in general look like dog-faced humanoids with pug noses, tusks, triangular ears, stooped postures, and muscular builds. They usually wear patchwork armor and carry spears. Their skin color ranges from blue to brown.
Most moblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Moblins enjoy attacking from concealment and in groups. They honor the rules of war if they believe it is convenient to do so at the time.

Moblin Society

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

Octorok

Medium Animal
Hit Dice: 1d8 (5 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
Defense: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/+0
Attack: Rock spit +1 ranged (1d4)
Full Attack: Rock spit +1 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Attunement
Saves: Fort +2, Ref +3, Will –1
Abilities: Str 10, Dex 12, Con 10, Int 6, Wis 8, Cha 8
Skills: Hide +3, Listen +2, Spot +2
Feats: Alertness

Environment: Temperate land
Organization: Solitary or pack (3-6)
Challenge Rating: 1/3
Treasure: None
Focus: —
Advancement: 2-4 HD (Medium)

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

Combat

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

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



Peahat

Medium Plant
Hit Dice: 1d8+1 (6 hp)
Initiative: +0
Speed: 5 ft., fly 20 ft. (clumsy)
Defense: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/+0
Attack: Slam +0 melee (1d4)
Full Attack: Slam +0 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Consume
Special Qualities: Plant traits
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 10, Dex 12, Con 12, Int —, Wis 10, Cha 4

Environment: Temperate plains and seas
Organization: Solitary or group (4-8)
Challenge Rating: 1
Treasure: None
Focus: None
Advancement: 2-3 HD (Medium)

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

The main body of a peahat is a large tree-like trunk, but it has a soft outer skin. Peahats reproduce through pollenization, and they are carnivorous; they usually eat small creatures that fall quickly, consuming them by trapping them underneath their trunks and dissolving them in the manner of other carnivorous plants.



Combat

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

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

Poe

Small Undead (Incorporeal)
Hit Dice: 4d12 (30 hp)
Initiative: +4 (Dex)
Speed: Fly 30 ft. (perfect)
Defense: 16 (+1 size, +4 Dex, +1 deflection), touch 16, flat-footed 12
Base Attack/Grapple: +2/+2
Attack: Lantern +7 melee (1d6)
Full Attack: Lantern +7 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Manifestation
Special Qualities: Turn resistance +4, undead, incorporeal, attunement
Saves: Fort +4, Ref +8, Will +4

Abilities: Str 10, Dex 18, Con —, Int 10, Wis 10, Cha 12
Skills: Hide +10, Listen +5, Move Silently +9, Search +7, Spot +5
Feats: Weapon Finesse (lantern), Weapon Focus (lantern)

Environment: Any graveyard (night only)
Organization: Solitary
Challenge Rating: 2
Treasure: None
Focus: Any
Advancement: 5-8 HD (Medium); 9-10 HD (Large)

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

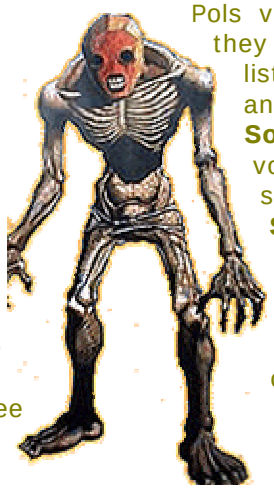
Combat

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

Attunement: +2 competence bonus turning attempts.

Pols Voice

Medium Aberration
Hit Dice: 2d8 (13 hp)
Initiative: +3 (Dex)
Speed: 30 ft.
Defense: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +0/+1
Attack: Slam +1 melee (1d6+1)
Full Attack: Slam +1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.



Special Qualities: Sonic weakness, attunement
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 12, Dex 16, Con 10, Int 4, Wis 10, Cha 9
Skills: Listen +10*, Spot +5
Feats: Alertness

Environment: Any underground
Organization: Group (4-8)
Challenge Rating: 3
Treasure: None
Focus: Always dark



Advancement: 3-5 HD (Medium)

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

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

Combat

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

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

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

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

ReDead

Medium Undead
Hit Dice: 3d12 (22 hp)
Initiative: -2 (Dex)
Speed: 20 ft. (can't run)
Defense: 10 (-2 Dex, +2 natural), touch 8, flat-footed 10
Base Attack/Grapple: +1/+2
Attack: Slam +3 melee (1d6+1)
Full Attack: Slam +3 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, frightful moan, improved grab, constrict 2d6+2
Special Qualities: Undead, partial actions only, sunlight vulnerability, fire weakness
Saves: Fort +1, Ref -1, Will +3
Abilities: Str 13, Dex 7, Con —, Int -, Wis 10, Cha 1

Environment: Any land or underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Focus: Always dark
Advancement: 3-5 HD (Medium)

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

Combat

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

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

Fire Weakness (Ex): ReDeads take double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it and paralyses the ReDead for one round.

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

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

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



Rope

Tiny Animal
Hit Dice: ¼d8 (1 hp)
Initiative: +3 (Dex)
Speed: 15 ft., climb 15 ft., swim 15 ft.
Defense: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +0/-2
Attack: Bite +5 melee (poison)
Full Attack: Bite +5 melee (poison)
Space/Reach: 2 1/2 ft. (coiled)/—
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 6, Dex 14, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8
Feats: Weapon Finesse (bite)

Environment: Warm underground
Organization: Cluster (2-8)
Challenge Rating: 1/3
Treasure: None
Focus: None
Advancement: —

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

Combat

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

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



Stalfos

Medium Undead

Hit Dice: 4d12+3 (31 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Base Attack/Grapple: +2/+5

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

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

Space/Reach: 5 ft./5 ft.

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

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

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

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

Feats: Alertness, Toughness

Environment: Any land or underground

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Focus: Always dark

Advancement: —

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

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

Combat

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

Tail

Small Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

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

Base Attack/Grapple: +0/-2

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

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

Space/Reach: 5 ft. / 0

Special Qualities: Darkvision 60 ft.

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

Abilities: Str 7, Dex 17, Con 10, Int 3, Wis 10, Cha 5

Skills: Listen +5, Spot +5

Environment: Any underground

Organization: Solitary or trio

Challenge Rating: ½

Treasure: Special

Focus: None

Advancement: 2-3 HD (Small)

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

Combat

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

Tektite

Medium Animal

Hit Dice: 2d8 (10 hp)

Initiative: +4 (Dex)

Speed: Jump 40 ft.

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

Base Attack/Grapple: +1/+2

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

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

Space/Reach: 5 ft./5 ft.

Special Qualities: Attunement

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

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

Skills: Jump +11*, Listen +4, Spot +4
Feats: Alertness

Environment: Warm mountains
Organization: Solitary
Challenge Rating: 1
Treasure: None
Focus: None
Advancement: 3-5 HD (Medium)

Travelers in the mountains must stay alert, for tektites crawl across the rocks and leap from place to place with amazing skill.
Tektites resemble large spiders with thick armored legs that have tremendous jumping power. Their shells range in color from red to blue.

Combat

Tektites follow their chosen prey from high above, and then when they think the time is right, they pounce.
Skills: *Tektites receive a +10 racial bonus to Jump checks.
Attunement: +2 competence bonus on Jump checks, +1 competence bonus on Initiative checks.



Tokay

Medium Humanoid (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft., swim 30 ft.
Defense: 15 (+3 racial, +1 class, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple: +0/+0
Attack: Dagger +1 melee (1d4); or slingshot +2 ranged (1d4+1)
Full Attack: Dagger +1 melee (1d4); or slingshot +2 ranged (1d4+1)
Space/Reach: 5ft./5ft.
Special Attacks: Tokay traits
Special Qualities: Amphibious, tokay traits
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 11, Dex 13, Con 11, Int 8, Wis 8, Cha 10
Skills: Climb +2, Jump +2
Feats: Improved Initiative

Environment: Any warm land
Organization: Solitary, or gang (2-4 plus 1 drifter of 1st level)
Challenge Rating: 1/2
Treasure: Standard
Focus: Usually shadow
Advancement: By character class
Level Adjustment: +0

Tokay are the slippery amphibious humanoid inhabitants of Crescent Island. Their agility and curiosity makes them excellent drifters. Tokay are about five and a half feet tall, and weight around 115 pounds, with a slight build. Their skin is green and slippery, although the tone of the skin is quite variable, and sometimes display small patches of scales on the back and shoulders as they age. They tend to have large heads with two bulbous eyes, and potbellies. Small spikes adorn their back and neck ridges and elbows, and they have small fangs and claws. They tend to stand on two humanoid legs, although these also have webbed toes to aid in swimming. They also commonly have prehensile tails, but some tokay are born without them, which the tokay consider a mark of greatness.
Most tokay encountered outside of their homes are scrappers, and the information in the statistics block is for a first level scrapper.

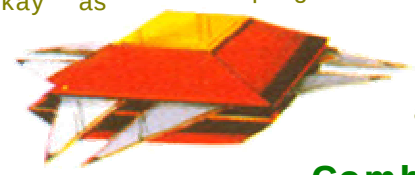
Combat

Tokay are not aggressive, and prefer to slip away and hide from foes rather than attack them. They tend to only attack when cornered, which is very rare indeed.

Amphibious (Ex): Although tokay breathe by means of gills, they can survive indefinitely on land.

Tokay Society

Tokay do not have many relations with other races, and are neutral around them unless they have learnt to respect or fear them. In turn, most races treat tokay as oddities and nuisances, and deal with them as such. The more hospitable races, such as the hylians, tend to leave them to their own devices, once the tokay has been taught the nuances of property ownership. The more aggressive ones, such as moblins, view them as easy prey, and tend to attack them on sight, if they think they can win.



Tokay as Characters

A tokay's Favored class is drifter. Most tokay leaders are drifters, or multiclass drifter / wilderfolk.
A tokay's Favored Aspect is Water. Most tokay wizzrobes take the Water and Forest aspects.

Trap

Large Construct
Hit Dice: 5d10+30 (62 hp)
Initiative: +5 (Dex)
Speed: 60 ft.
Defense: 30 (-1 size, +5 Dex, +16 natural), touch 14, flat-footed 25
Base Attack/Grapple: +3/—
Attack: Spikes +8 melee (2d6+7)
Full Attack: Spikes +8 melee (2d6+7)
Special Qualities: Construct, immunities
Space/Reach: 5 ft./—
Saves: Fort +1, Ref +6, Will +1
Abilities: Str 20, Dex 20, Con —, Int —, Wis 11, Cha 1

Environment: Any underground
Organization: Pair or quad
Challenge Rating: 2
Treasure: None
Focus: None
Advancement: —

Completing the trio of animated dungeon Defense mechanisms is the trap. The trap is composed of two square pieces of metal sandwiching a set of sharp metal prongs, two prongs to a side. Traps are programmed to either wait in a corner for something to cross its "line of sight," or to continually patrol a set path.

Combat

Traps propel themselves at great speed to impale anything that crosses their line of sight.
Immunities (Ex): Traps take no damage from conventional weapons, magic spells, spell-like abilities, or supernatural powers.

Vire



Medium Aberration
Hit Dice: 4d8+4 (26 hp)
Initiative: +3 (Dex)
Speed: Jump 10 ft.
Defense: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (1d6+4)
Full Attack: Slam +6 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Attunement
Special Attacks: Splitting, keese control
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 16, Dex 16, Con 12, Int 6, Wis 10, Cha 6
Skills: Jump +6, Listen +4, Spot +4
Feats: Alertness, Dodge

Environment: Any underground
Organization: Trio
Challenge Rating: 2
Treasure: None
Focus: Always shadow
Advancement: 5-8 HD (Medium)

Vires are yet another nuisance to dungeon delvers, jumping away from their attacks and leaping in with their own. Fortunately, they aren't too dangerous that a well-equipped adventurer cannot handle a trio on his own. A vire is a blue-skinned, four-eyed, winged creature with sharp teeth and claws. Its stumpy legs are strong enough to propel it into the air, with a little assistance from its wings.

Combat

Vires are nimble enough to jump away from most attacks while they land hits of their own. They usually attack in groups, but they have an unusual ability to split into a pair of keese when injured.

Splitting (Ex): If a vire loses 50% of its hit points, it will split into two keese with full hit points.

Keese Control (Ex): Keese naturally follow the direction of a vire.

Attunement: Grants the benefits of the Dodge feat when within 30 ft. of the attuner.

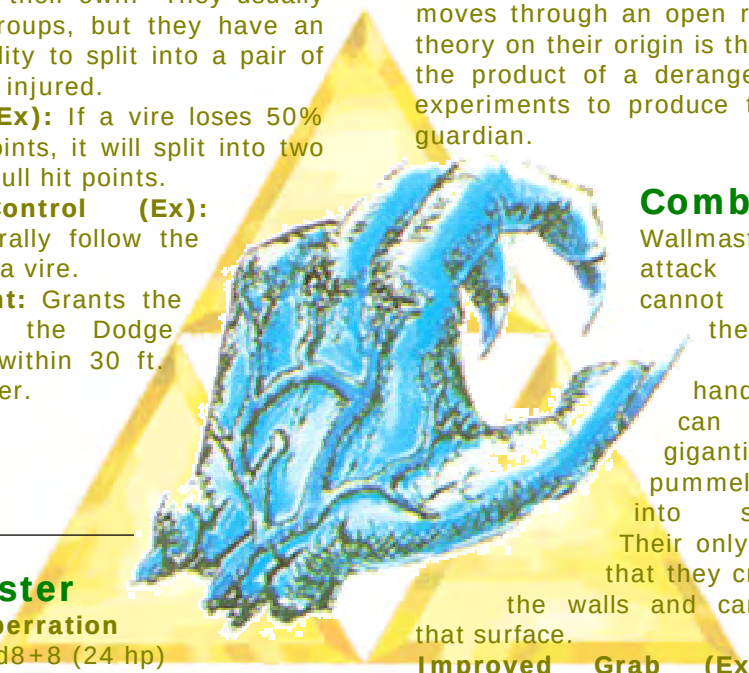
Wallmaster

Medium Aberration
Hit Dice: 4d8+8 (24 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
Defense: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (1d4+4)
Full Attack: Slam +6 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: *Phase door*, tremorsense
Saves: Fort +1, Ref +1, Will +4
Abilities: Str 16, Dex 15, Con 14, Int 5, Wis 10, Cha 2
Skills: Listen +3, Spot +3, Survival +5
Feats: Alertness, Dodge

Environment: Any underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Focus: —
Advancement: —

Wallmasters are a dungeon delver's worst enemy. They lurk within the walls and ceilings, and come out and grab adventurers, dragging them all the way back to the entrance of the dungeon.

A wallmaster resembles a gigantic disembodied clawed hand. They can move through walls like a man moves through an open room. One theory on their origin is that they are the product of a deranged wizard's experiments to produce the perfect guardian.



Combat

Wallmasters only attack if they cannot grapple their foes. As gigantic hands, they can also be gigantic fists, pummeling foes into submission. Their only setback is that they crawl across the walls and cannot leave that surface.

Improved Grab (Ex): If a wallmaster hits with its slam attack, it can attempt a grapple without provoking an attack of opportunity. Following this, it can use its phase door quality to take a grabbed opponent back to the beginning of the dungeon.

Phase Door (Su): A wallmaster can hide inside a wall, and sense anything that comes into contact with that wall. When it does, it comes out of the wall and makes a grabbing attempt.

Ceilingmaster

This variant of wallmaster crawls the ceiling of a room. It drops straight down, slamming and grabbing, and then flies straight back up to the ceiling. Other than that, it is identical to the wallmaster.

Floormaster

This variant of wallmaster crawls the floor of a room. It can hurl itself forward, balling into a fist, to attack. It does not have the phase door ability of a wallmaster.

A variant floormaster appears as a black hand and arm emerging from a puddle of darkness. If this kind of floormaster drags a captured foe into the darkness, it can use the phase door ability as a wallmaster.

Zol

Small Ooze
Hit Dice: 2d8+5 (16 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
Defense: 12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple: +1/—
Attack: Slam +1 melee (1d4)
Full Attack: Slam +1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Splitting
Special Qualities: Blindsight, ooze
Saves: Fort +0, Ref +1, Will +0
Abilities: Str 10, Dex 12, Con 10, Int —, Wis 1, Cha 1

Environment: Warm underground
Organization: Group (4-6)
Challenge Rating: 1
Treasure: None
Focus: None
Advancement: —

The many underground labyrinths around Hyrule are prime breeding ground for simple life forms, and slimes are plentiful in these warm, moist conditions. Zols are pear-shaped blobs of protoplasm that hunt in the darkened tunnels, searching for anything that they can eat.



Combat

Zols operate on simple instincts: if it moves, eat it; if it's bright, get away. Zols are not afraid of injury; damage does not impede them, and getting cut in half only makes the zol problem worse.

Splitting (Ex): If a zol loses half its hit points in one attack, it splits into two gels.

Zora

Medium Humanoid (Aquatic)
Hit Dice: 1d6-1 (5 hp)
Initiative: +1 (Dex)
Speed: 30 ft., swim 50 ft.
Defense: 13 (+1 Dex, +1 racial, +1 class), touch 13, flat-footed 12
Base Attack/Grapple: +0/+0
Attack: Fin +0 melee (1d4)
Full Attack: Fin +0 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Zora traits, performance
Saves: Fort -1, Ref +2, Will +3
Abilities: Str 10, Dex 13, Con 9, Int 12, Wis 12, Cha 10
Skills: Bluff +4, Concentration +3, Hide +3, Listen +5, Perform +4, Sense Motive +5, Spot +5
Feats: Alertness



Environment: Any aquatic
Organization: Company (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1

Treasure: Standard
Focus: Usually shadow
Advancement: By character class
Level Adjustment: +0

Peaceful and graceful, Zoras are the masters of Zora's Domain, from which flows all the water in Hyrule.

Zoras are tall, lithe, and covered in small, thin scales. They have large fins on their arms, and male Zoras have a tail-like antenna extending from the back of the head, while a female Zora has a wide, triangular head.

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

Combat

Zoras are peaceful creatures, fighting only in self-defense. They make use of all three dimensions when fighting in the water.

Nightmare Monsters

So-called "Nightmare monsters" are creatures that have attained great stature and power by virtue of breeding, magical experimentation, or powerful curses. They are thankfully very rare, possibly unique, and may even no longer exist, thanks to the efforts of adventurers.

Aquamentus

Large Magical Beast
Hit Dice: 4d10+12 (37 hp)
Initiative: +1 (Dex)
Speed: 10 ft.
Defense: 20 (-1 size, +1 Dex, +10 natural)
Base Attack/Grapple: +4/+8
Attack: Slam +8 melee (1d4+4) or gore +8 melee (1d8+4)
Full Attack: Slam +8 melee (1d4+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: DR 5/magic, Energy spread
Saves: Fort +7, Ref +5, Will +1
Abilities: Str 18, Dex 12, Con 17, Int 3, Wis 10, Cha 3
Skills: Listen +6, Spot +6
Feats: Alertness

Environment: Warm underground
Organization: Solitary
Challenge Rating: 4
Treasure: Special
Focus: None
Advancement: —

Although a weak creature compared to other nightmare monsters, Aquamentus is a formidable beast if it is fought without proper preparation.

Aquamentus is about 8 feet at the shoulder, with a length of 12 to 14 feet. It has a pair of vestigial wings and a hard horn on its forehead, and is covered in tough, scaly skin.

Aquamentus is only found in certain dungeons, guarding its treasures with ferocity.

Combat

Aquamentus prefers to fight from a distance and spit energy spreads instead of closing to melee. It does have strong melee attacks, though.

Energy Spread (Su): Every 1d4 rounds, Aquamentus can emit a spread of three energy balls. These energy balls do 1d4 damage each. One travels straight forward, the others at 45-degree angles; anyone caught in the path of the energy ball must make a Reflex save (DC 12) to get out of the way.



Arrghus

Huge Aberration
Hit Dice: 8d8 (28 hp)
Initiative: +1 (Dex)

Speed: fly 20 ft. (clumsy), swim 30 ft.
Defense: 11 (-2 size, +1 Dex, +2 racial)
Base Attack/Grapple: +6/+14
Attack: Slam +8 melee (1d6+8)
Full Attack: Slam +8 melee (1d6+8)
Space/Reach: 10 ft. / 5 ft.
Special Qualities: Darkvision 60 ft., DR 10/cold iron, satellites
Saves: Fort +2, Ref +3, Will +6
Abilities: Str 26, Dex 12, Con 10, Int 3, Wis 10, Cha 3
Skills: Listen +7, Spot +7
Feats: Power Attack

Environment: Special
Organization: Solitary
Challenge Rating: 9
Treasure: Special
Focus: Dark
Advancement: —

Arrghus is a giant sea jelly-like monster with a single gigantic eyeball and a number of small creatures attached to its skin.
Ganon created this hideous monstrosity to guard the treasures of the Watergate Dungeon by conducting magical experiments on biris and baris, the sea jellies of Hyrule.

Combat

Arrghus surrounds itself with little spherical creatures. If all the creatures are destroyed, it flies high into the air and tries to slam down its attacker, swimming around the room as it tries to make another slam.

Satellites (Ex): Arrghus has a number of Tiny crustaceans floating around him. They have a Defense 15 and 5 hp, and have to be removed from his body before they can be attacked.

Digdogger

Huge Aberration
Hit Dice: 6d8+24 (43 hp)
Initiative: +0
Speed: Fly 20 ft. (poor)
Defense: 18 (-2 size, +10 natural)
Base Attack/Grapple: +4/+9
Attack: Slam +9 melee (1d6+5)
Full Attack: Slam +9 melee (1d6+5)
Space/Reach: 10 ft./0
Special Qualities: DR 10/silver, sonic weakness, unguarded eye
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 20, Dex 11, Con 18, Int 6, Wis 10, Cha 5
Skills: Listen +8, Spot +8

Environment: Warm underground
Organization: Solitary
Challenge Rating: 5
Treasure: Special
Focus: None
Advancement: 7-12 HD (Huge)

Digdogger is a gigantic creature resembling a sea urchin, with a huge eye at its core. It is a spiky, circular creature, lined with short, yet powerful tentacles, and covered in a tough hide.

Digdogger has been encountered in two sizes: it first appears as a large creature, but after its weakness is exploited, it splits into three smaller creatures.

Combat

Digdogger does not fear conventional weapons. Its eye, its only weak point, is outside melee range for

most attackers. However, Digdogger fears a certain kind of sound.
Sonic Weakness (Ex): If Digdogger is exposed to a loud noise (such as that made by a flute), it will burst into three Medium Digdoggers, each with a third of the creature's total hit points. The Medium Digdoggers do not have this weakness.
Unguarded Eye (Ex): Digdogger's eye is its weak point. It is a target one size smaller than Digdogger, but it has none of Digdogger's racial Defense (Defense 8; 10 for Medium).

Dodongo

Large Magical Beast
Hit Dice: 9d10+81 (123 hp)
Initiative: +0
Speed: 20 ft., burrow 20 ft.
Defense: 29 (-1 size, +20 racial)
Base Attack/Grapple: +9/+19
Attack: Bite +19 melee (2d6+10)
Full Attack: Bite +19 melee (2d6+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Roll, fire breath
Special Qualities: Dislikes smoke, DR 15/adamantine, scent
Saves: Fort +15, Ref +6, Will +3
Abilities: Str 30, Dex 10, Con 28, Int 5, Wis 10, Cha 5
Skills: Listen +8, Spot +9

Environment: Warm underground
Organization: Solitary or trio
Challenge Rating: 12
Treasure: None or special
Focus: None
Advancement: 10-15 HD (Large); 16-20 HD (Huge)

The dodongo is the only natural predator of the goron race. These creatures can reach lengths in excess of 15 feet, and can exceed a height of 10 feet at the shoulder; surprising, considering that dodongo young hatch from eggs the length of a hylian's outstretched hand.

Dodongos are primarily found in Dodongo's Cavern within Death Mountain, though they have been seen in other places around Hyrule, subsisting on other creatures.

Combat

Covered in thick natural armor, a dodongo is virtually invincible to conventional weapons. The creature's one weakness is that it reflexively swallows anything that gets in its mouth. A dodongo will trample anything small that get in its way and eat what it can. When it isn't hungry, the creature either crushes or burns anything that attacks it.

Roll (Ex): A dodongo can curl up and roll just as well as a goron, and can make 90-degree turns with accuracy.

Fire Breath (Su): Every 1d4 rounds, a dodongo can breathe a line of fire 30 feet long (Reflex DC 14 for half damage) causing 8d6 points of damage.

Dislikes Smoke (Ex): Dodongo is almost invulnerable; the only sure way to damage one is to throw a bomb into its mouth. It will reflexively swallow it, and the explosion will deal full damage (no save).

Gleeok

Large Dragon
Hit Dice: 8d12+40 (98 hp)
Initiative: +0
Speed: 40 ft., fly 100 ft. (poor)
Defense: 22 (-1 size, +13 racial)
Base Attack/Grapple: +8/+13
Attack: Bites +14 melee (2d6+5)

Full Attack: 3 bites +14 melee (2d6+5) and 2 wings +9 melee (1d6+2) or tail slap +9 melee (1d8+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Energy breath
Special Qualities: DR 10/magic, Multiheaded, scent
Saves: Fort +11, Ref +6, Will +8
Abilities: Str 20, Dex 10, Con 20, Int 12, Wis 14, Cha 11
Skills: Listen +10, Search +9, Spot +10
Feats: Weapon Focus (bite)



Environment: Warm underground
Organization: Solitary
Challenge Rating: 9
Treasure: Special
Alignment: Always chaotic evil
Advancement: 9-14 HD (Large)

Gleeok is a dragon with three or more heads. They live underground and guard treasures of legendary status.

A Gleeok resembles a green dragon with small wings, two legs, and a potbelly. A Gleeok has not been seen to fly, although it is possible that its inherently magical nature allows its miniscule wings to pull it into the air.

Combat

If one of Gleeok's heads is removed, the head will continue to fight, flying with a fly speed of 20 feet and breathing its breath weapon at every opportunity. If Gleeok loses all of its heads, all the flying heads fall to the ground and die instantly.

Energy Breath (Su): Each head can breathe a ball of energy every other round as a standard ranged attack (+8 attack bonus, 2d10, Ref DC 19 half).

Multiheaded (Ex): Gleeok has three heads at 8HD, four at 11, and five at 14. Each additional head grants +1 to racial Defense, another bite attack and breath weapon, +2 Constitution, and a +2 racial bonus to Listen, Search, and Spot checks.

Gohma

Large Aberration
Hit Dice: 4d8+12 (38 hp)
Initiative: +1 (Dex)
Speed: 50 ft.
Defense: 22 (-1 size, +1 Dex, +12 racial)
Base Attack/Grapple: +3/+7
Attack: Slam +7 melee (1d6+4)
Full Attack: 2 slams +7 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Qualities: DR 5/-, Unarmored eye
Saves: Fort +4, Ref +2, Will +4
Abilities: Str 18, Dex 13, Con 16, Int 4, Wis 10, Cha 4
Skills: Listen +8, Spot +8
Feats: Alertness

Climate/Terrain: Warm underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Focus: None
Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Gohma is a parasitic armored arachnid. It infests large living things such as trees, and it absorbs the nutrients that its host takes in, slowly killing the host and spawning young Gohmas to repeat the process.

Gohma looks like a gigantic crab-like creature, with a pair of small claws sticking out of its back,

and a single large eye staring out up front.



Combat

Gohma fights passively, letting attackers wear themselves out against its impenetrable shell, and then it goes in for the kill.

Unarmored Eye (Ex): Gohma's eye is its weak point. It is a target four sizes smaller than Gohma, but it has none of Gohma's racial Defense or damage reduction (total Defense 15).

Helmasaur King

Large Magical Beast
Hit Dice: 5d10+5 (36 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
Defense: 15 (-1 size, +1 Dex, +5 racial)
Base Attack/Grapple: +5/+11
Attack: Tail slap +11 melee (2d6+6)
Full Attack: Tail slap +11 melee (2d6+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Fireball
Special Qualities: Darkvision 60 ft., low-light vision, armored head, weak point
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 22, Dex 12, Con 12, Int 3, Wis 10, Cha 3
Skills: Listen +5, Spot +4

Environment: Special
Organization: Solitary
Challenge Rating: 9
Treasure: Special
Focus: None
Advancement: —

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

Ganon chose the Helmasaur to guard the treasures of the Palace of Darkness, and used a combination of spells to enlarge one of the creatures, gift it with a spiked tail and the ability to breathe fire, dubbed it Helmasaur King, and placed it in the Palace.

Combat

Helmasaur King always moves to face its foes, keeping them in sight so it can strike with its tail or breathe fire on them. The creature is only as intelligent as its smaller brethren, so it can be fooled easily.

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

Fireball (Su): Every 1d4 rounds, Helmasaur King can spit a small fireball for 1d6 hp of fire damage (+6 ranged). The fireball splits into three smaller fireballs that spread outward from the point of splitting, each doing 1d4 hp of fire damage (+4 ranged).

Weak Point (Ex): Helmasaur King has a small green spot between its eyes, beneath its head armor. This point is a medium-sized target and has none of Helmasaur King's natural damage reduction.

Kholdstare

Large Aberration (Cold)
Hit Dice: 6d8+12 (34 hp)

Initiative: +0
Speed: 20 ft.
Defense: 14 (-1 size, +5 racial)
Base Attack/Grapple: +4/+9
Attack: Slam +9 melee (2d4+5 plus cold)
Full Attack: Slam +9 melee (2d4+5 plus cold)
Space/Reach: 5 ft. / 0
Special Attacks: Cold aura
Special Qualities: Cold subtype, darkvision 60 ft.
Saves: Fort +4, Ref +2, Will +5
Abilities: Str 20, Dex 10, Con 14, Int 3, Wis 10, Cha 3
Skills: Search +5, Spot +11
Feats: Alertness

Environment: Special
Organization: Solitary
Challenge Rating: 7
Treasure: Special
Focus: None
Advancement: —

Kholdstare is a large eye frozen in a block of ice. If it is released, it can split into three equal-sized creatures.

Ganon created Kholdstare with his evil magic because he needed a guardian for the treasures of the Ice Palace.

Combat

Kholdstare has no real attacks of its own; blocks of ice randomly fall from above, but it isn't known if Kholdstare controls them. A nimbus of numbing cold surrounds it at all times.

Cold Aura (Ex): Anyone touching Kholdstare with a bare hand or unarmed attack takes 1d4 hp of cold damage and has to make a Fortitude save (DC 15) or be stunned for one round.
Cold Subtype (Ex): Immune to cold, double damage from fire unless a save is made for half damage.

Lanmola

Large Aberration
Hit Dice: 3d8+9 (30 hp)
Initiative: +1 (Dex)
Speed: Burrow 20 ft.
Defense: 12 (-1 size, +1 Dex, +2 racial)
Base Attack/Grapple: +2/+6
Attack: Slam +6 melee (1d10+4)
Full Attack: Slam +6 melee (1d10+4)
Space/Reach: 10 ft. / 0
Special Attacks: Eruption
Special Qualities: Darkvision 60 ft., glide, tremorsense
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 3
Skills: Listen +5, Spot +5

Environment: Special
Organization: Trio
Challenge Rating: 3
Treasure: Special
Focus: None
Advancement: —

With serpentine grace, the snake-like lanmolas slide beneath the desert sands and erupt from the ground to glide through the air and strike.

Lanmolas are segmented worm-like creatures with a tough olive hide. They crawl through the ground with a series of powerful nodules along their sides. When they leap from the sand, a thin, yet strong membrane spreads between the nodules, creating long "wings" that the creature uses to glide for brief distances.

Combat

Using their tremorsense, lanmolas burrow close to potential prey, erupt from the ground, and attempt to slam the prey down to the ground. They often hunt in groups of three; the significance of that number is unknown.

Eruption (Ex): When a lanmola jumps out of the ground, it expels small rocks with great force in four cardinal directions. These rocks have a ranged attack bonus of +1, and do 1d2+4 points of damage.
Glide (Ex): By jumping out of the ground, a lanmola can glide through

the air for a maximum of 20 feet before falling back to the ground.

Tremorsense (Ex): Lanmolas can sense anything touching the ground within 60 feet.

Manhandala

Huge Aberration
Hit Dice: 6d8+18 (51 hp)
Initiative: +1 (Dex)
Speed: Fly 20 ft. (average)
Defense: 17 (-2 size, +1 Dex, +8 racial)
Base Attack/Grapple: +4/+8
Attack: Bite +8 melee (2d6+4)
Full Attack: Bite +8 melee (2d6+4) or energy ball +5 ranged touch (1d6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapons
Special Qualities: Blindsight, can't be flanked, DR 3/-, speed-up
Saves: Fort +4, Ref +2, Will +4
Abilities: Str 18, Dex 13, Con 17, Int 4, Wis 10, Cha 3
Skills: Listen +7, Spot +7
Feats: Multiattack

Environment: Warm underground
Organization: Solitary
Challenge Rating: 5
Treasure: Special
Focus: None
Advancement: 6-10 HD (Large)

Manhandala is a large, subterranean plant-like creature with four biting appendages. It floats about as its "jaws" snap at potential prey, occasionally spitting out balls of energy when it's too far to bite.

Manhandala "sees" by means of primitive sonar; it can't "see" too far, though.

Combat

Manhandala attacks anything it "sees" moving.

Speed-Up (Ex): When Manhandala loses ¼ of its hit points, it loses an "arm" and its speed increases by 10 feet.

Moldorm

Huge Aberration
Hit Dice: 8d8+24 (55 hp)
Initiative: +5 (+1 Dex, +4 Improved Init.)
Speed: 20 ft.
Defense: 13 (-2 size, +1 Dex, +4 racial)
Base Attack/Grapple: +6/+10
Attack: Slam +10 melee (1d88+4)
Full Attack: Slam +10 melee (1d8+4)
Space/Reach: 20 ft. / 0
Special Qualities: Darkvision 60 ft., DR 10/magic, speed-up, unguarded tail
Saves: Fort +5, Ref +3, Will +6
Abilities: Str 19, Dex 12, Con 17, Int 3, Wis 10, Cha 5
Skills: Listen +9, Spot +9
Feats: Improved Initiative

Environment: Special
Organization: Solitary
Challenge Rating: 5
Treasure: Special
Focus: None
Advancement: —

The Moldorm is a gigantic segmented worm-like creature, with a pair of large eyes on its head section. It moves on rows of tiny, powerful legs.

A smaller version of Moldorm has been found in the caves of Death Mountain; these creatures are called "Tails," and most sages agree that the giant Moldorm is an exceptional specimen of tail.

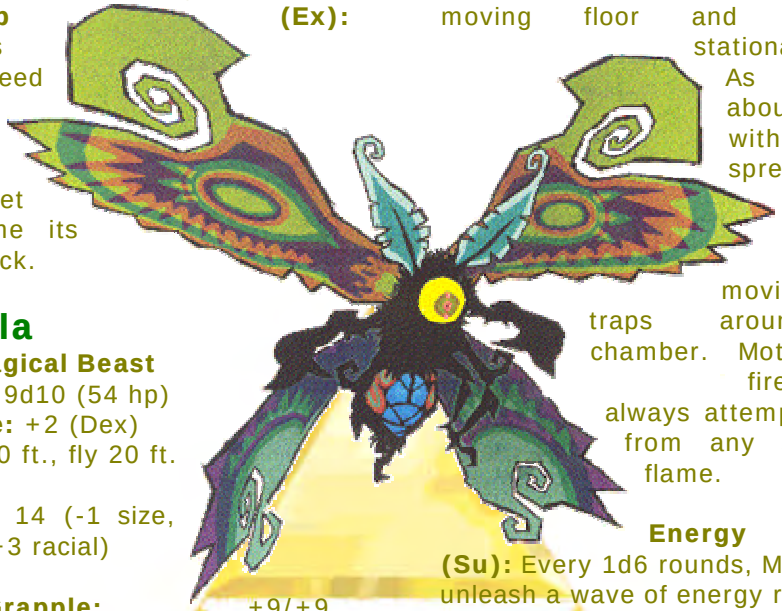
Combat

Moldorm shares many of its smaller kin's tactics, though its great size allows it to inflict more damage with each swipe of its massive body.

Unguarded Tail (Ex): Moldorm's tail is a Small target without any of Moldorm's natural damage reduction.

Speed-Up (Ex): Moldorm's base speed increases by 5 feet every time its tail is struck.

Mothula



Large Magical Beast
Hit Dice: 9d10 (54 hp)
Initiative: +2 (Dex)
Speed: 20 ft., fly 20 ft. (perfect)
Defense: 14 (-1 size, +2 Dex, +3 racial)
Base Attack/Grapple: +9/+9
Attack: Slam +9 melee (3d4)
Full Attack: Slam +9 melee (3d4) or energy spread +11 ranged (2d6)
Space/Reach: 5 ft. / 5 ft.
Special Attacks: Energy spread
Special Qualities: Darkvision 60 ft., fire vulnerability, low-light vision
Saves: Fort +6, Ref +8, Will +3
Abilities: Str 10, Dex 14, Con 10, Int 6, Wis 10, Cha 9
Skills: Listen +12, Search +4, Spot +12
Feats: Alertness

Environment: Special
Organization: Solitary
Challenge Rating: 10
Treasure: Special
Focus: Always dark
Advancement: —

Appearing as a mutant moth-creature larger than a human being, Mothula guards the Skull Dungeon with its very life, feeding on any creature foolish enough to attempt to get near it.

Ganon created Mothula by accident, but upon discovering its newfound aggressive tendencies and its inability to discern friend from food, he had it placed in the Skull Dungeon beneath the Skull Woods.

Combat

Mothula resides in a chamber with a moving floor and numerous stationary traps. As it hovers about, striking with energy spreads, the floor changes directions, moving the traps around the chamber. Mothula fears fire and always attempts to flee from any source of flame.

Energy Spread (Su): Every 1d6 rounds, Mothula can unleash a wave of energy rings.

Fire Vulnerability (Ex): Mothula takes double damage from fire-based attacks if it fails its save.

Trinexx

Huge Aberration (Cold, Fire)
Hit Dice: 12d8+60 (105 hp)
Initiative: +0
Speed: 30 ft.
Defense: 14 (-2 size, +6 racial)
Base Attack/Grapple: +9/+17
Attack: Bite +18 melee (2d8+8)
Full Attack: 2 bites +18 melee (2d8+8)
Space/Reach: 10 ft. / 5 ft.
Special Attacks: Breath weapons
Special Qualities: Cold subtype, damage reduction 5/adamantine, darkvision 60 ft., fire subtype, multiheaded, unguarded midsection
Saves: Fort +9, Ref +4, Will +8
Abilities: Str 26, Dex 10, Con 20, Int 6, Wis 10, Cha 3
Skills: Listen +16, Spot +16

Feats: Alertness, Weapon Focus (bite)

Environment: Turtle Rock underground
Organization: Solitary
Challenge Rating: 15
Treasure: Special
Focus: None
Advancement: —

A bizarre monster, Trinexx inhabits the Turtle Rock dungeon of Death Mountain, where it feeds on the myriad small creatures that also live in the dungeon.

One of Ganon's fiercest creations, Trinexx is a snake-like creature with two extra heads branching off from its neck; one blue, which breathes a bone-chilling frost, and a red one, which breathes lava-hot flames. It keeps its middle head and most of its body enclosed within a stony shell.

Combat

Trinexx keeps most of its body inside its shell, fighting with its fire and cold heads. It has enough intelligence to know that its cold breath freezes the ground, and attempts that in order to disable its enemies.

Breath Weapons (Su): Trinexx has two breath weapons, a line of fire (8d4 fire) from its right head, and a cone of cold (8d4 cold) from its left head. The cone of cold also coats the ground in the cone's area of effect with a thick layer of ice, forcing any character in the area to make a Balance check (DC 15) to move normally.
Cold Subtype: Left head only; immune to cold damage, double damage from fire except on a successful save for half.
Fire Subtype: Right head only; immune to fire damage, double damage from cold except on a successful save for half.
Multiheaded (Ex): Trinexx has three heads; one head is normal, its left head has the Cold subtype, and its right head has the Fire subtype. If one head takes one-third of Trinexx's total hit points in damage, the head dies.
Unguarded Midsection (Ex): Trinexx's midsection is a Medium-size target without any natural damage reduction (Defense 16). Trinexx wears a shell of hewn stone, and only throws it off after its fire and cold heads are killed.

Vitreous

Huge Aberration
Hit Dice: 9d8+36 (80 hp)
Initiative: +0
Speed: 20 ft.
Defense: 10 (-2 size, +2 racial)
Base Attack/Grapple: +6/+13
Attack: Slam +13 melee (2d4+7)
Full Attack: Slam +13 melee (2d4+7)
Space/Reach: 10 ft./0
Special Attacks: Lightning blast
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +3, Will +6
Abilities: Str 25, Dex 11, Con 18, Int 3, Wis 10, Cha 3
Skills: Listen +10, Spot +20*
Feats: Alertness

Environment: Special
Organization: Solitary
Challenge Rating: 8
Treasure: Special
Focus: None
Advancement: --

Created by the horrible magic of Ganon, Vitreous is a gigantic, all-seeing eye, sitting in a puddle of slime with a myriad of smaller eyes sitting in front of it. It guards the treasures hidden at the center of the Misery Mire maze in the Dark World.

Combat

Vitreous starts combat by sitting in slime, sending smaller eyes to attack (Small aberrations, 1d8 hp, slam +0 melee, 1 hp damage), and emitting lightning blasts from its pupil. When it loses all of its smaller eyes, Vitreous jumps out of the slime puddle and starts charging.

Lightning Blast (Su): Every 4 rounds, Vitreous can constrict its pupil and release a 30 foot cone of lightning.
Skills: *Vitreous gets a +10 racial bonus to Spot checks.

Volvagia

Huge Dragon (Fire)
Hit Dice: 26d12+156 (322 hp)
Initiative: +4 (Improved Init.)
Speed: 40 ft., fly 150 ft. (poor)
Defense: 22 (-2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple: +26/+37
Attack: Bite +37 melee (2d8+11)
Full Attack: Bite +37 melee (2d8+11) and 2 claws +35 melee (2d6+5) or tail sweep +35 melee (2d6+16, Ref DC 28 half) or crush +35 melee (2d8+16 plus pin, Ref DC 28 negates)
Space/Reach: 15 ft./10 ft. (20 ft. with bite)
Special Attacks: Breath weapon (100 ft. line of fire, 14d10, Ref DC 28 half), frightful presence (DC 26)
Special Qualities: Immunities, cold vulnerability, blindsense, keen senses, DR 10/magic, SR 23
Saves: Fort +20, Ref +14, Will +18
Abilities: Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18
Skills: Appraise +33, Bluff +33, Intimidate +33, Jump +40, Knowledge (nature) +33, Knowledge (history) +33, Listen +35, Search +33, Sense Motive +33, Spot +35
Feats: Alertness, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Snatch, Wingover

---

Environment: Death Mountain
Organization: Solitary
Challenge Rating: 18
Treasure: Special
Focus: Dark
Advancement: —

Hundreds of years ago, Death Mountain was the territory of the fearsome lava dragon known as Volvagia. It ruled the goron people with an iron claw, demanding frequent tributes and generally making life as a goron rather unpleasant.

This persisted until a single goron warrior confronted the dragon and smote it with his mighty hammer. The blows echoed throughout Death Mountain with Volvagia's death cries, and the



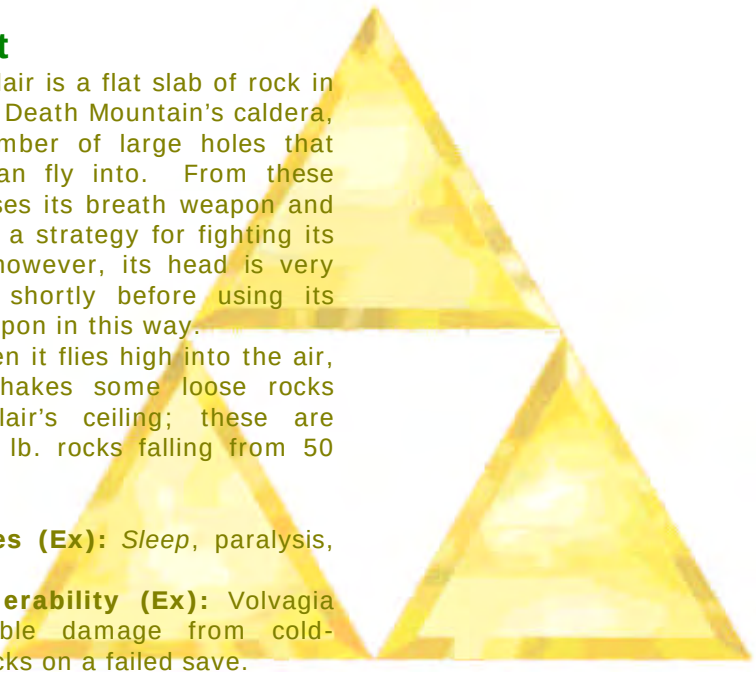
weapon came to be known as the Megaton Hammer.

Generations passed, and the legend of Volvagia faded into myth, and it stayed that way until the evil thief Ganondorf Dragmire obtained the Triforce, and his evil wish resurrected Volvagia from the lava of Death Mountain, as strong as ever and totally under his control. He used the beast to subjugate the gorons again, but King Darunia, a descendant of the warrior who defeated Volvagia, entered the Fire Temple in Death Mountain's crater to find the Megaton Hammer and defeat it.

Combat

Volvagia's lair is a flat slab of rock in the lava of Death Mountain's caldera, with a number of large holes that Volvagia can fly into. From these holes, it uses its breath weapon and figures out a strategy for fighting its enemies; however, its head is very vulnerable shortly before using its breath weapon in this way.

When it flies high into the air, Volvagia shakes some loose rocks from its lair's ceiling; these are regular 50 lb. rocks falling from 50 feet.



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

Cold Vulnerability (Ex): Volvagia takes double damage from cold-based attacks on a failed save.

Chapter 13 Treasure and Glory

The legends of Zelda have always featured unique and valuable treasures. From the ancient defensive blue and red rings, to the Wind Waker itself, the lands of Hyrule and beyond are home to a plethora of magical items, trinkets, and artifacts worthy of a lifetime of fantastic adventures.

Presented in this chapter are some of the most famous magical items, treasures, and artifacts that are hallmark to the series. You'll find complete rules for each item and artifact detailing exacly what functions and properties they have. How to give these treasures out and when to do so are decisions every GM must make – after all, such loot is an essential part of every *Zelda D20* campaign. Being considerate of the power of the items in comparison to the challenges the characters will be facing is important.

Magic Items

Armor

Azure Mail: This suit of *+1 chainmail* grants the wearer damage reduction 5 / -.
Strong abjuration; CL 12th; Craft Magic Arms & Armor; price 51,300 rp; weight 40 lb.

Blaze Shield: This *+1 small steel* shield grants the wielder fire resistance 10.
Faint abjuration; CL 3rd; Craft Magic Arms & Armor, *resist energy*; price 20,129 rp; weight 6 lb.

Crimson Mail: This suit of *+3 splintmail* grants the wearer damage reduction 10 / -.
Strong abjuration; CL 14th; Craft Magic Arms & Armor; price 200,350 rp; weight 45 lb.

Ice Shield: This *+1 small steel shield* grants the wielder Cold Resistance 10.
Faint abjuration; CL 3rd; Craft Magic Arms & Armor, *resist energy*; price 20,129 rp; weight 6 lb.

Jade Mail: This suit of *+1 studded leather* grants the wearer damage reduction 3 / -.
Strong abjuration; CL 16th; Craft Magic Arms & Armor; price 8,175 rp; weight 20 lb.

Lightning Shield: This *+1 small steel shield* grants the wielder electricity resistance 10.
Faint abjuration; CL 3rd; Craft Magic Arms & Armor; *resist energy*; price 20,129 rp; weight 6 lb.

Mirror Shield: This *+3 large steel shield* will reflect all energy missile and ray spells of 4th level or less targeting the wielder back to the caster. Doing so requires the wielder to make a ranged touch attack roll as a free action. This does not provoke an attack of opportunity and may be done only against one spell per round.
Strong abjuration; CL 14th, Craft Magic Arms & Armor, *spell turning*; price: 128,170 rp; weight 15 lb.



Mirror Shield

Silver Mail: This suit of *+5 platemail* grants the wearer damage reduction 15 / -.
Strong abjuration; CL 18th; Craft Magic Arms & Armor; price 251,650 rp; weight 50 lb.

Weapons

Biggoron Sword: The legendary Biggoron created this *+3 huge greatsword*. It is enchanted so that a medium-sized or larger creature can wield it in two hands, and provides a +2 enhancement bonus to Strength when used. When used by a medium-sized or larger creature, they can only make a standard attack, as a full attack action, but they may gain the benefit of the Great Cleave feat free.

Strong evocation; CL 18th; Craft Magic Arms & Armor, *bull's strength*, creator must have the Cleave feat; price 22,450 rp; weight 16 lb.



Biggoron Sword

Darkstone: This stone is imbued with the deathly ability of Shadow magic, and will cause 1 point of temporary ability damage to the target's Strength, Dexterity, and Constitution scores. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, thes stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.
Faint evocation; CL 5th; Craft Magic Arms & Armor, any Shadow aspect spell; price 2,000 rp (50); weight 8 lb (50).

Earth Stone: This stone is imbued with the natural power of Forest magic, and deals +1d6 Damage to undead. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, thes stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.
Faint evocation; CL 5th; Craft Magic Arms & Armor, any Forest aspect spell; price 2,000 rp (50); weight 8 lb (50).

Frost Arrow: This arrow is imbued with the frosty power of Water magic, and deals +1d6 cold damage.
Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Water aspect spell; price 2,350 rp (50); weight 7.5 lb (50).

Hyper Slingshot: This *+1 slingshot* allows you to fire three stones or bullets at the same target in a single attack. Each has a separate attack roll, and there is a –2 penalty for every stone or bullet fired after the first.
Faint evocation; CL 5th; Craft Magic Arms and Armor; price 2,350 rp; weight 1 lb.

Ice Bolt: This bolt is imbued with the icy forces of Water magic, and will freeze the target, cutting their current movement speed in half, and giving a -2 enhancement penalty to Strength and Dexterity scores for 2d4 rounds.
Moderate evocation; CL 8th; Craft Magic Arms & Armor, *chill metal* or *ice storm*; price 2,350 rp (50); weight 5 lb (50).

Inferno Arrow: This arrow is imbued with the flaming power of Fire magic, and deals +1d6 fire damage.
Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Fire aspect spell; price 2,350 rp (50); weight 7.5 lb (50).

Lava Stone: This stone is imbued with combustible Fire Magic, and will set fire to the target (causing an additional 1d6 points of damage each round until extinguished) if they fail a Reflex save (DC 20). A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, thes stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.
Moderate evocation; CL 8th; Craft Magic Arms & Armor, any Fire aspect spell; price 2,350 rp (50); weight 25 lb.

Light Bolt: This bolt is imbued with the illuminating power of Light magic, and deals +1d6 Damage to creatures summoned using either

Conjuration or Illusion magical effects.
Faint evocation; CL 5; Craft Magic Arms & Armor, any Light aspect spell; price 2,350 rp (50); weight 8 lb (50).

Megaton Hammer: This *+2 coldiron Warhammer* grants a +4 enhancement bonus to the wielder's Strength score while used.
Strong evocation; CL 16th; Craft Magic Arms & Armor, *bull's strength*, creator must be a Goron; price 16,362 rp; weight 6 lb.



Megaton Hammer

Radiant Arrow: This arrow is imbued with the blinding properties of Light Magic, and will affect the target as if they had been affected by a *light* spell.
Faint evocation; CL 5th; Craft Magic Arms & Armor, *light*; price 1,350 rp (50); weight 8 lb (50).

Shadow Bolt: This bolt is imbued with the nebulous power of Shadow magic, and deals +1d6 damage to light-focused creatures.
Faint evocation; CL 5th; Craft Magic Arms & Armor, any Shadow aspect spell; price 2,350 rp (50); weight 8 lb (50).

Silver Arrow: This arrow is imbued with the radiant power of Spirit magic, and deals +1d6 damage to dark-focused creatures.
Faint evocation; CL 5th; Craft Magic Arms & Armor, any Spirit aspect spell; price 2,350 rp (50); weight 8 lb (50).

Spirit Stone: This stone is imbued with the divine might of Spirit Magic, and will affect the target as if they had been affected by a *dispel evil* spell. A ranged attack roll must be made to successfully strike a target with this stone, unless the wielder can otherwise bring the stone into contact with the target's person. Attacking with this stone counts as an armed attack and does not provoke an attack of opportunity. Once used, thes stone becomes mundane and may not be used again. These stones may be fired from slingshots and slings.
Faint evocation; CL 5th; Craft Magic Arms & Armor, any Spirit aspect spell; price 2,000 rp (50); weight 8 lb (50).

Striking Boomerang: This *+1 boomerang* can be used to stun opponents at a distance, and any target struck by a ranged touch attack must make a Fortitude save (DC is equal to the attack roll +5) or be stunned for 1d4+1 rounds. If you miss when throwing a boomerang, it returns to you and you may catch it with a Dexterity check (DC 13) as a free action. The magic boomerang has a range increment of 30 feet.
Faint evocation; CL 5th; Craft Magic Arms and Armor; price 2,350 rp; weight 0.1 lb.

Trapper's Arrow: This arrow is imbued with the power of Forest magic, and will bind the target as if they had been affected by a *web* spell.
Faint evocation; CL 5th; Craft Magic Arms & Armor, *web*; price 2,350 rp (50); weight 8 lb (50).

Charms

Charms are normall small baubles, amulets, and other seemingly-insignificant tokens. Each charm holds a maximum of 2d4 charges when discovered. Each use ofa charm's power costs one charge and lasts for the length of time indicated in the charm's description (if any at all). All charms used function at the caster level they were created at (roll 1d20 when the charm is discovered). Charms have no appreciable weight.

Health Charm, Greater: When touched, this charm casts a *heal* spell on the target touching it.
Strong conjuration; CL 11th; Craft Wondrous Item, *heal*; price 3,300 rp.

Health Charm, Major: When touched, this charm casts a *cure serious wounds* spell on the target touching it.

Moderate conjuration; CL 8th; Craft Wondrous Item, *cure serious wounds*; price 750 rp (2d8+5), 1,200 rp (3d8+8).

Health Charm, Minor: When touched, this charm casts a *cure light wounds* spell on the target touching it.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure light wounds*; price 50 rp (1d8+1), 150 rp (1d8+3).

Light Charm, Major: When used, this charm casts a *daylight* spell centred upon the user. This lasts for 1 hour.

Moderate evocation; CL 6th; Craft Wondrous Item, *daylight*; price 600 rp.

Light Charm, Minor: When used, this charm casts a *light* spell centred upon the user. This lasts for 1 hour.

Faint evocation; CL 3rd; Craft Wondrous Item, *light*; price 25 rp.

Luring Charm: When used, this charm casts *sympathy* upon the user, which lasts for 10 minutes.

Strong enchantment; CL 17th; Craft Wondrous Item, *sympathy*; price 7,650 rp.

Magic Charm, Major: This charm completely restores one or more magic pools of whoever touches it. It comes in seven colors representing which pools that are restored: Red restores Fire, Black restores Shadow, Blue restores Water, White restores Light, Green restores Forest, and Silver restores Spirit. There is also a Gold version, which restores all of the magic pools. Unlike other charms, this charm costs 2 charges per use and once all the charges are used, the charm becomes worthless and mundane.

Moderate transmutation; CL 3th; Craft Wondrous Item, creator must have MP in all seven mana pools; price 1,400 rp.

Magic Charm, Minor: This charm restores 3d4 magic points to one or more pools of whoever touches it. It comes in seven colors representing which pools that are restored: Red restores Fire, Black restores Shadow, Blue restores Water, White restores Light, Green restores Forest, and Silver restores Spirit. There is also a Gold version, which restores all of the magic pools.

Faint transmutation; CL 3th; Craft Wondrous Item, creator must have MP in at least one mana pool other than Latent; price 50 rp.

Opening Charm: When used, this charm casts *knock* upon any relevant door or portal touched.

Faint transmutation; CL 4th; Craft Wondrous Item, *knock*; price 300 rp.

Power Charm: When touched, this charm provides a +2 enhancement bonus to attack and damage rolls with any melee weapon for 3d6 rounds.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; price 300 rp.

Protection Charm: When touched, this charm they provide a +2 deflection bonus to Defense for 3d6 rounds.

Faint conjuration; CL 1st; Craft Wondrous Item, *mage armor*; price 50 rp.

Restoration Charm: When used, this charm casts *greater restoration* upon the user, restoring any lost hit points, and curing all negative ailments. It also restores any negative levels accrued. In addition to this effect, it also restores all magic points lost to the user. Unlike other charms, this charm costs 3 charges per use and once all the charges are used, the charm becomes worthless and mundane.

Major conjuration; CL 17th; Craft Wondrous Item, *greater restoration*; price 4,550 rp.

Revival Charm: This charm is used automatically when the user goes to 0 hit points or less. It casts a *cure light wounds* spell on the wearer, restoring them to positive hit points. Revival charms are good for one use only. If multiple revival charms are worn at the same time, all of them are used when the hero goes below 0 hit points, resulting in multiple *cure light wounds* spells being cast on the wearer.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure light wounds*; price 50 rp.

Speed Charm: When used, this charm casts *expeditious retreat* upon the user.
Faint transmutation; CL 6th; Craft Wondrous Item, *haste*; price 750 rp.
Time Charm: When used, this charm casts *time stop*, which lasts for 1d4+1 rounds.
Strong transmutation; CL 18th; Craft Wondrous Item, *time stop*; price 7,650 rp.

Rings

When a character finds a ring, the GM should roll 1d20 to randomly determine the caster level of any effects (if applicable) of the ring.
Rings have no appreciable weight.
Armor Ring: Wearing this ring provides a +2 deflection bonus to Defense, but also provides a –2 Penalty to his attack.
Faint abjuration; CL 1st; Forge Ring, Craft Magic Arms & Armor or *mage armor* or *shield*; price 1000 rp.
Azure Holy Ring: The ring grants the wearer *resist energy [fire]*.
Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.
Blast Ring: When worn, all grenade-like weapons cause +2 damage.
Faint evocation; CL 2nd; Forge Ring; price 2,000 rp.
Blue Ring: This ring grants a +4 deflection bonus to the Defense of the wearer.
Faint abjuration; CL 1st; Forge Ring, *shield of faith* or *mage armor*; price 32,000 rp.
Charge Ring: This ring allows the wearer to use the Whirlwind Attack feat as a standard action instead of a full-round action.
Faint transmutation; CL 4th; Forge Ring, creator must have the Whirlwind Attack feat; price 8,000 rp.
Cursed Ring: This ring gives the wearer a –2 penalty to all attack rolls and Defense. The wearer must make a Will save (DC 20) to remove this ring once worn.
Faint transmutation; CL 7th; Forge Ring, *bestow curse*; price 56,000 rp.
Double-Edged Ring: When worn it allows the user to sacrifice 1d4+1 hit points for an enhancement bonus of 1d4+1 points to the wearer's Strength score. This bonus lasts for 2d4 rounds, and the hit point loss cannot be prevented by any means.
Faint evocation; CL 5th; Forge Ring, creator must have the Shadow focus; price 10,000 rp.
Emerald Luck Ring: When worn, this ring grants the wearer the Uncanny Dodge ability. If the wearer already has Uncanny Dodge, he gains the Improved Uncanny Dodge ability. If the wearer has the Improved Uncanny Dodge ability then the wearer's Defense score gains a +1 deflection bonus.
Faint transmutation; CL 4th; Forge Ring, creator must have the Uncanny Dodge class ability; price 8,000 rp.
Energy Ring: When worn, this ring allows the user to fire a *magic missile*.
Faint evocation; CL 1st; Forge Ring, *magic missile*; price 2,000 rp.
Fist Ring: When worn, this ring grants the user the Improved Unarmed Strike feat. The wearer's unarmed attacks count as magic weapons for the purposes of damage reduction only.
Faint transmutation; CL 4th; Forge Ring, creator must have the Improved Unarmed Strike feat; price 8,000 rp.
Flower Ring: When worn, the ring grants the user immunity to the blast and splash damage of grenade-like weapons. Other effects from grenade-like weapons still apply.
Faint abjuration; CL 4th; Forge Ring, *shield*; price 8,000 rp.
Green Ring: When worn, this ring grants a +2 deflection bonus to Defense, and a +2 bonus to attack rolls.
Faint abjuration; CL 2nd; Forge Ring, *magic weapon* or *magic fang, mage armor* or *shield* or *shield of faith*; price 16,000 rp.
Heart Ring: When worn, the wearer gains fast healing 1.
Faint transmutation; CL 8th; Forge Ring, creator must have 20 MP in the Forest pool; price 20,000 rp.
Jade Holy Ring: When worn, the wearer gets *resist elements [electricity]*.

Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.

Like-Like Ring: When worn, this ring allows the wearer to *polymorph* into a like-like.
Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Moblin Ring: This ring allows the wearer to *polymorph* into a moblin.
Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Octo Ring: This ring allows the wearer to *polymorph* into an octorok.
Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Power Ring: This ring grants the wearer +2 to attack, but incurs a –2 penalty to Defense.
Faint transmutation; CL 6th; Forge Ring, creator must have the Dark focus; price 12,000 rp.

Protection Ring: This ring decreases all damage dealt to the wearer by 1 point per damage die. Damage reduction of any kind does not affect this value.
Faint transmutation; CL 3rd; Forge Ring, *barkskin*; price 12,000 rp.

Quicksand Ring: This ring decreases the weight of the wearer to nothing, allowing them to walk across unstable surfaces like quicksand, water, and even lava without sinking. This does not prevent a character from falling, and does not protect against other dangers from these substances, like fire damage from lava.
Faint transmutation; CL 9th; Forge Ring, *water walk*; price 15,000 rp.

Range Ring: When worn, this ring increases the wearer's accuracy and strength when using thrown weapons, granting a +1 bonus to their attack and damage rolls with any thrown weapon.
Moderate transmutation; CL 8th; Forge Ring, Craft Magic Arms and Armor; price 2,000 rp.

Red Ring: This ring grants a +4 bonus to attack rolls.
Moderate transmutation; CL 8th; Forge Ring, Craft Magic Arms & Armor; price 12,000 rp.

Roc's Ring: This ring causes the wearer to walk an inch off the ground, which can prevent them from triggering floor sensors and pressure plates or other traps. This ring does not prevent the wearer from falling or sinking.
Faint transmutation; CL 3rd; Force Ring, *levitiate*; price 12,000 rp.

Ruby Luck Ring: This ring grants a +4 fortification bonus to attacks versus caltrops, spikes, or similar effects, such as *spike growth* and *spike stones*.
Faint abjuration; CL 5th; Forge Ring, *meld into stone*; price 30,000 rp.

Sapphire Luck Ring: The ring grants the wearer *resist energy [force]*.
Faint abjuration; CL 3rd; Forge Ring, *resist energy*; price 12,000 rp.

Scarlet Holy Ring: This ring grants the wearer with a permanent *protection from arrows* effect.
Faint abjuration; CL 3rd; Forge Ring, *protection from arrows*; price 12,000 rp.

Snowshoe Ring: This ring increases the wearer's grip, which prevents them from slipping on surfaces such as ice or grease. It also provides a +4 traction bonus to climb checks.
Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Balance and Climb skills; price 2,800 rp

Spin Ring: While worn, this ring allows the wearer to make two attacks instead of one against each opponent when making a Whirlwind Attack.
Strong transmutation; CL 14th; Forge Ring, creator must have the Whirlwind Attack feat; price 36,000 rp.

Steadfast Ring: This ring alters the wearer's centre of gravity, making them more stable. They receive a +4 competence bonus to resisting bull rushes, grapple checks, and overbearing attacks.
Faint transmutation; CL 6th; Forge Ring; *enlarge person*; price 2,000 rp.

Subrosian Ring: This ring allows the wearer to *polymorph* into a Subrosian.

Moderate transmutation; CL 7th; Forge Ring, *polymorph*; price 56,000 rp.

Topaz Luck Ring: This ring halves the weight of the wearer, and causes any fall to cause only half damage.
Moderate transmutation; CL 3rd; Forge Ring, *reduce person*; price 6,000 rp.

Toss Ring: This ring increases the wearer's throwing strength, doubling the range increments of all thrown weapons.
Faint transmutation; CL 3rd; Forge Ring, *bull's strength*; price 12,000 rp.

Whimsical Ring: This ring alters the strength of the wearer's attacks, reducing them to feeble blows or lethal force at whim. All of the wearer's attacks cause 1 point of damage per dice, except on a critical hit, where he will instead cause automatic maximum damage.
Moderate transmutation; CL 8th; Forge Ring, creator must have the Drifter's Luck class ability; price 16,000 rp.

Whisp Ring: This ring emits a constant *dispel magic* effect in a 20 ft. radius.
Faint abjuration; CL 5th; Forge Ring, *dispel magic*; price 30,000 rp.

Zora Ring: This ring allows the wearer to breathe underwater indefinitely, similar to the *water breathing* spell.
Faint transmutation; CL 6th; Forge Ring, *water breathing*; price 30,000 rp.

Rods

All rods start with a maximum of 1d10 charges when discovered. Each use of a rod uses one charge unless otherwise noted. When a caster level is relevant to the rod, roll 1d20 upon the discovery of the item to determine what caster level that particular rod functions at.

Blazing Rod: Activating the Blazing Rod shoots a ray up to 30 feet that causes 1d6 fire damage to the target, and can be used to ignite flammable items from a distance.

Ice Rod: Activating the Ice Rod shoots a ray up to 30 feet that deals 1d6 cold damage to the target. If the target is reduced to zero hp or less by this, then the target is frozen solid and shattered by the blast, and they cannot be raised by *raise dead*.

Wonderous Items

All-Night Mask: This mask grants the wearer +4 enhancement bonus to Constitution, and immunity to fatigue. Removing the mask immediately makes the wearer fatigued if worn for more than 24 hours.
Moderate transmutation; CL 10th; Craft Wondrous Item, *bear's endurance*; price 18,000 rp; weight 1 lb.

Blast Mask: While worn, the user may detonate this mask by speaking the command word. The user and anyone within a 10ft. radius takes 6d6 damage, unless they make a successful Reflex save (DC 20). The user automatically fails this save.
Moderate evocation; CL 5th; Craft Wondrous Item, *explosive runes*; price 27,000 rp; weight 1 lb.

Bremen Mask: While worn, small animals follow the user. Once per day, the wearer may cast *animal trance*.
Faint enchantment; CL 3rd; Craft Wondrous Item, *animal trance*; price 12,000 rp; weight 1 lb.

Bunny Hood: While worn, the user can use jump and expeditious retreat at will.
Faint enchantment; CL 3rd; Craft Wondrous Item, *expeditious retreat, jump*; price 2,000 rp; weight 1 lb.

Captain's Hat: While worn, the user is affected by a permanent *tongues* effect.
Faint enchantment; CL 12th; Craft Wondrous Item, *tongues*; price 20,000 rp; weight 1 lb.

Circus Leader's Mask: While worn, the character gets a –2 enhancement penalty Charisma and is affected by a permanent repulsion effect.
Faint enchantment; CL 11th; Craft Wondrous Item, *repulsion*; price 528,000 rp; weight 1 lb.

Couple's Mask: While worn, this mask allows the user to cast emotion

[friendship] or emotion [hope] up to 3 times a day in any combination.
Moderate enchantment; CL 8th; Craft Wondrous Item, *emotion (friendship), emotion (hope)*; price 4,800 rp; weight 1 lb.

Deku Tunic: This enchanted tunic grants the wearer with a *speak with plants* spell affect.
Faint divination; CL 5th; Craft Wondrous Item, *speak with plants*, creator must be Deku; price 60,000 rp; weight 1 lb.

Flute of Awakening: When blown, this flute will *awaken* any living or dead creature of the user's choice. It can only be used once per day, and can perform three effects: it can cast *awaken* on any animal or plant; it can cast *resurrection* on any dead creature, or can remove all mind-affecting enchantments from a living creature.
Strong enchantment; CL 18th; Craft Wondrous Item, *awaken, resurrection*; price 84,000 rp; weight -.

Flute of Calling: When played, the Flute teleports a specific creature of your choice to your location, as per the *greater teleport* spell. It can only be used once a day. The creature targeted can refuse to be teleported, in which case the teleport fails.
Strong transmutation; CL 13th; Craft Wondrous Item, *greater teleport*; price 36,400 rp; weight -.

Flute of Destruction: When played, the *flute* acts like a *power word, kill* that affects all creatures within 15 feet. It only kills those with 20 hp or less, and only up to 200 hit points in total. It can only be used once a day.
Strong conjuration; CL 17th; Craft Wondrous Item, *power word kill*; price 153,000 rp; weight -.

Flute of Safety: When played, the *flute* will teleport the user to a pre-determined location. The user may set the location by playing a different tune. It can only be used once per day.
Strong transmutation; CL 13th; Craft Wondrous Item, *greater teleport*; price 36,400 rp; weight -.

Gerudo Tunic: This enchanted tunic imbues the wearer with shadows, granting the effects of a *blur* spell, and giving the wearer a +10 equipment bonus to Hide checks.
Faint illusion; CL 3th; Create Wondrous Item, *blur*, creator must be Gerudo; price 24,000 rp; weight 1 lb.

Giant's Mask: While worn, the wearer is *enlarged*, as per the spell.
Strong transmutation; CL 13th; Craft Wondrous Item, *enlarge person*; price 40,000 rp; weight 1 lb.

Gibdo Mask: While worn, the wearer is under a *hide from undead* effect.
Faint abjuration; CL 1st; Craft wondrous Item, *hide from undead*; price 2,000 rp; weight 1 lb.

Goron Tunic: This enchanted tunic imbues the wearer with the fire-resistant qualities of the Gorons. This tunic grants fire resistance of 5 to the wearer.
Faint abjuration; CL 5th; Craft Wondrous Item, *resist energy*, creator must be Goron; price 2,000 rp; weight 1 lb.

Great Fairy's Mask: While worn, the user may cast *sympathy* up to five times a day. These effects are only tuned to fairies.
Strong enchantment; CL 15; Craft Wondrous Item, *sympathy*; price 18,000 rp; weight 1 lb.

Hover Boots: When worn, these boots allow the user to hover about thee inches above any surface, solid or liquid, allowing the wearer to walk across dangerous surfaces without harm.
Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; price 7,500 rp; weight 1 lb.

Hylian Tunic: This enchanted tunic grants the wearer with a +2 Enhancement bonus to Charisma, and reduces the magic points cost of all spells by 1 point.
Faint transmutation; CL 10th; Craft Wondrous Item, *eagle's splendor*, creator must be Hylian; price 4,000 rp; weight 1 lb.

Iron Boots: When worn, these boots counter the user's natural buoyancy, and allows him to walk along the bottom of lakes and oceans. These boots do not provide

the ability to breath while under such surfaces, and many a foolish adventurer has died by having their air supply run short.
Mundane equipment; price 500 rp; weight 40 lb.

Keaton Mask: While worn, the user may *summon* a Keaton once per day.
Faint conjuration; CL 3th; Craft Wondrous Item, *summon monster II* or greater; price 12,000 rp; 1 lb.

Kokiri Tunic: This enchanted tunic grants the wearer with a +10 skill bonus to Handle Animal and Survival checks.
Faint transmutation; CL 3th; Craft Wondrous Item, creator must be Kokiri, must have at least 10 ranks in both the Handle Animal and Survival skills; price 4,000 rp; weight 1 lb.

Lens of Truth: When worn, it acts as a true seeing spell cast upon the wearer.
Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; price 264,000 rp; weight -.



Lens of Truth

Mask of Scents: While worn, the user gains the Scent feat.
Faint enchantment; CL 3th; Craft Wondrous Item, creator must have good sense of smell; price 1,000 rp; 1 lb.

Mask of Truth: While worn the wearer is surrounded by a permanent *zone of truth* spell.
Faint divination; CL 3rd; Craft Wondrous Item, *zone of truth*; price 24,000 rp; weight 1 lb.

Moblin Tunic: This enchanted tunic grants a +5 enhancement bonus to Intimidate checks while worn.
Minor transmutation; CL 3th; Craft Wondrous Item, creator must be a Moblin and have at least 5 ranks in the Intimidate skill; price 2,500 rp; weight 1 lb.

Obscuring Cape: While word, it turns the caster invisible as per the *improved invisibility* spell for up to 20 rounds per day. These rounds can be used continuously or spread through the day as required. Any rounds not used are lost when the cloak recharges.
Moderate transmutation; CL 7th; Craft Wondrous Item, *greater invisibility*; price 56,000 rp; weight 1 lb.

Pegasus Boots: When worn, these Boots allow the wearer to run a great speed, casting both *haste* and *expeditious retreat* on the wearer.
Moderate transmutation; CL 5th; Craft Wondrous Item, *expeditious retreat, haste*; price 30,000 rp; weight 1 lb.

Polymorph Powder: The magic powder can be used to cast *baleful polymorph* or *polymorph* upon a living creature. *Polymorph powder* usually comes in pouches with enough doses for 1, 25, or 50 uses.
Moderate transmutation; CL 7th; Brew Potion, *baleful polymorph* or *polymorph*; price 1,400 rp (single dose), 35,000 rp (25 uses), 70,000 rp (50); weight -

Power Bracelet: While worn, the wearer gets a +2 enhancement bonus to Strength.
Faint transmutation; CL 3th; Craft Wondrous Item, *bull's strength*; price 4,000 rp; weight 1 lb.

Roc's Feather: When activated, this feather casts the *jump* spell onto the user.
Faint transmutation; CL 3; Craft Wondrous Item, one flying feather of a roc, *jump*; price 2,000 rp; weight -

Sanctified Cross: The Sanctified cross may be held in a free hand, and activated to make a single Turning check against Undead or Outsiders of the Dark Focus at the user's Charisma bonus. It can be used up to 3 times a day. This turning check does not stack with other Turning abilities, and only one turning ability can be used per turn.
Strong abjuration; CL 3th; Craft Wondrous Item, creator must have ability to turn outsiders and/or undead; price 2,025 rp; weight 1 lb.

Stone Mask: While worn, the wearer can use the *statue* spell at will.

Strong transmutation; CL 13th; Craft Wondrous Item, *statue*; price 182,000 rp; weight 1 lb.

Subrosian Tunic: This enchanted tunic allows the wearer to *detect metal* at will.

Titan's Mitt: While Worn, the wearer gets a +6 enhancement bonus to Strength.
Moderate transmutation; CL 10th, Craft Wondrous Item, *bull's strength*; price 36,000 rp; weight 4 lb.

Tokay Tunic: This enchanted tunic grants a +2 luck bonus to Reflex saves while worn.
Faint enchantment; CL 4th; Craft Wondrous Item, creator must be Tokay; price 4,000 rp; weight 1 lb.

Zora Tunic: This enchanted tunic has been imbued to allow the wearer to breath underwater, as per *water breathing*. The effect occurs automatically while the wearer is submerged in water.
Moderate abjuration; CL 5th; Craft Wondrous Item, *water breathing*, creator must be Zora; price 30,000 rp; weight 1 lb.

Zora's Flippers: When worn, these flippers grant the wearer an enhancement bonus to Swim checks of +2, +4, or +6.
Faint transmutation; CL 3rd; Craft Wondrous Item, creator must have at least the bonus amount's ranks in the Swim skill; price 400 rp (+2), 1,600 rp (+4), 3,600 rp (+6); weight 1 lb.

Artifacts

Minor Artifacts

Magical items of varying powers are prolific throughout the land of Hyrule and beyond. There are some that are more powerful than frequently-found charms and dungeon treasures, but not as potent as some of the most powerful artifacts in the realm.

Bombos Medallion: While the *Bombos Medallion* is a pendant to be worn around the neck, spending magic points and shouting a command word while holding it will activate it. This causes the ground around the user to explode with power. This explosion has the effects of a *firestorm* spell, and is centred on the user. Everything in the area, including all vegetation, but excluding the user, is damaged by the *firestorm*.
Strong evocation; CL 20th; weight -.

Cane of Byrna: When used, the *Cane of Byrna* creates a mobile field of force that protects the user, granting damage resistance 10/-. It drains 3 magic points per round used however, and it can quickly deplete the user if not used sparingly.
Strong abjuration; CL 19th; weight 5 lb.

Cane of Somaria: When used, the *Cane of Somaria* creates a solid block of force that is 5 feet by 5 feet by 5 feet. This block can only be moved with the staff, which can easily push or hook into the block for lifting and dragging. The user of the staff may choose to dispel the block, and shoot six energy missiles, each from the center of each of the six faces, and travelling in a straight line until they impact, causing 1d4+1 force damage. Only a single block can be created at a time, and if the user chooses to create a second block, the first is instantly dispelled without effect.
Strong abjuration; CL 19th; weight 5 lb.

Deku Mask: While worn, the wearer can *polymorph* into a Deku Scrub at will.
Strong transmutation; CL 20th; weight 1 lb.

Ether Medallion: While the *Ether Medallion* is a pendant to be worn around the neck, it is activated by spend magic points and holding it aloft into the air. This causes the air around the user to freeze and move at high speed. This has the effect of an *icestorm* spell centred on, but not affecting, the caster. In addition, everything reduced to zero hp or less by the spell is frozen solid and shattered by the force, meaning they cannot be raised by *raise dead*.
Strong evocation; CL 20th; weight -.

Goron Mask: While worn, the wearer can *polymorph* into a Goron at will.
Strong transmutation; CL 20th; weight 1 lb.
Moon Pearl: While carried, the *Moon Pearl* makes the user immune to any effect that would alter his form, including the power of the Triforce itself.
Strong abjuration; CL 20th; weight 1 lb.
Quake Medallion: While the *Quake Medallion* is a pendant to be worn around the neck, spending magic points and pressing it against the ground will activate it. This causes the ground around the user to shake violently, just as if an *earthquake* spell had been cast on the area around the caster. The caster is unaffected.
Strong evocation; CL 20th; weight -.
Zora Mask: While worn, the wearer can *polymorph* into a Zora at will.
Strong transmutation; CL 20th; weight 1 lb.

Essences of Time and Nature

The Essences are similar to charms. However, upon activating the essence, its magic will seep in to the user, giving them the powers of the essence. While an essence is absorbed, the user will appear to be surrounded by a continual swirl of magic, and the symbol of the essence will appear as a small tattoo on their body. If the user dies, any Essences they have transfer to a random character within 15 ft. If there is no one within range when the wearer dies, the Essences instead solidify into small gemstone icons of their tattoos, waiting for the next living thing to awaken them. This process occurs even if the wearer is later raised, reincarnated, or resurrected.

Essences of Nature

The Blowing Wind: This essence allows the user to cast *gust of wind* at will.
The Changing Seasons: This essence allows the user to cast *control weather* at will.
The Gift of Time: This essence allows the user to cast *Time Stop* at will.
The Fertile Soil: This essence allows the user to cast *plant growth* at will.
The Nurturing Warmth: This essence allows the use to cast *survival* at will.
The Seed of Life: This essence allows the user to cast *raise dead* at will.
The Soothing Rain: This essence allows the user to cast *healing circle* at will.

Essences of Time

The Essences of Time has very little to do with time, but have more control over the effects of time itself. They help the wearers endure the rigours of time, and aid in travel.
The Ancient Wood: The Ancient Wood looks like a fir tree, crested with snow, and appears to be made of emerald when not awakened. When absorbed it gives the wearer the Forest Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their forest Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.
The Burning Flame: The Burning Flame looks like a flickering flame, and appears to be sculpted from ruby when not awakened. When absorbed it gives the wearer the Fire Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their fire Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.
The Echoing Howl: The Echoing Howl appears as a set of fangs upon a beaded necklace, and appears to be made entirely from pearl when not awakened. When absorbed it gives the wearer access to the Shadow Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their shadow Pool, and may

allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Eternal Spirit: The Eternal Spirit looks like a small translucent teardrop, and appears to be made from frosted diamond when not awakened. When absorbed it gives the wearer access to the Spirit Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their spirit Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Falling Star: The Falling Star looks like a white star followed by a trail of fire, and appears to be made from topaz when not awakened. When absorbed it gives the wearer access to the Light Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their light Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Lonely Peak: The Lonely Peak looks like a small mountain range, and appears to be made from slate when not awakened. When absorbed, it gives the wearer *spell resistance* of 12 + character level.

The Rolling Sea: The Rolling Sea appears to be a bright blue wave, and appears formed from the purest sapphire when not awakened. When absorbed it gives the wearer access to the Water Aspect feat, even if they are not a wizzrobe. They gain +5 magic points in their water Pool, and may allocate magic points from their latent pool as well. If this essence is lost, then any magic points allocated in this way is automatically returned to their latent pool.

The Sacred Soil: The Sacred Soil loos like a small plant, and appears to be made of very thin jade when not awakened. When absorbed, it gives the wearer +1 magic points in each aspect pool they have.

Combining the Essences of Time: Should a character collect all eight Essences of Time, they get +5 magic points in every aspect pool, and gain the Cycle of Power, Cycle of Wisdom and Cycle of Courage feats for free.

Harp of Ages

The Harp of Ages is an ornately crafted lap-harp that is keyed to the flow of time itself. It was guarded by the Nayru, the Oracle of Ages at one point in time, when she resided in the land of Labrynna. Sources suggest that it was handed to the Hero of Time, who used it to defeat the evils of the Age of Sorrows. There have been no reports of the Harp of Ages after this time.

Playing different tunes upon it activates the powers of the Harp of Ages. The full extent of the powers of the harp is unknown, but it is said that each tune corresponds to a point in time and space, and upon playing it, the performer will travel through time to that point. Randomly playing the Harp of Ages can be dangerous, since the harp can be activated even idle strumming, sending the tinkerer into environments and times they are unable to deal with, and possibly unable to return.

The following tunes have been recorded, but there are undoubtedly many more and finding details on such tunes are as much of a quest as recovering the Harp of Ages itself:

Tune of Ages: This tune was reported to have been given to the Hero of Time by Nayru herself. The tune itself is hard to describe, beyond being very dramatic, consisting of notes and sounds seemingly impossible to produce of an ordinary harp. It is reportedly keyed to the most dramatic time of Labrynnian history, and transports the performer to the height of the reign by Black Queen Ambi. They arrive in the heart of Lynna Village, just outside the Black Tower.

Tune of Currents: This tune sounds like the flowing of waves, and was

reputedly created by a tinkerer in time, somewhere in Labrynna, using notes he discovered from some ancient, yet undetermined source. It washes the performer to the fourth age, the current age in recorded history. It brings the performer to the Maku Tree of Lynna City.

Tune of Echoes: The Tune of Echoes is different from the other tunes, and is long stirring tune that reportedly opens up time portals within 50 ft. of the performer. Time Portals are gates that transport the performer to a specifically keyed point somewhere in time and space. Only the performer may use these portals, and they stay open until the performer passes through them, or leaves the 50 ft. area around it. All time portals are one way, but some are keyed to similar time portals allowing for return journeys through time and space, or to continue on to another point.

Playing the Tunes: In order to play each tune a character requires knowledge of the tune and a successful perform check (DC 30). The consequences of failure depend upon the extent of the failure. Failing by 5 or less means the performer may have missed or played a wrong note at a key point, causing the performer to miss his target by a few miles or a short period of time. A failure by between 5 and 10 points means the performer played the wrong notes completely and ends up at a completely different time or location. Any other failure means that the player has failed to complete the performance, and nothing happens.

Other Tunes: Given the vastness of time, there are undoubtedly many other tunes leading to other times and places. Creating new tunes takes lots of time, effort, and experience, and usually involves many adventures after numerous mistakes and false starts. To create a new tune takes a year of work and 1,000 XP, and requires successful knowledge (history), knowledge (geography), and perform checks (DC 40 for each). The XP is lost regardless of the results of these checks. If either of the knowledge checks failed by 5 or less, the creator has missed their targeted time or place by a short way. If they failed by between 5 and 10 points, they end up at completely the wrong time or place. Any other result means that the tune does not transport the target through time or space. Failing the performance check has other implications. Failing by 5 points or less means that the performance works, but is recorded wrong, and that all future attempts to perfect and play this tune have their DC increased by 5. Failing by 5 or to 10 points means that the performance works, but is played wrong, and the creator suffers the effects of failing to play the tune as above. Any other failure means that the performance is not created and the attempt is wasted.

The GM should roll all of these checks in secret, and the only way to test the tune is to play it. If the tune is not created, the creator may attempt to work on the same tune again, in an attempt to perfect it. He must spend more time and XP, and make the checks again, this time with a cumulative +1 bonus to all checks for each previous check made. When perfecting a tune, use only the result of the highest rolls for each check. The effects are not cumulative.

The time spent researching each attempt does not have to be cumulative, but the smallest amount of time in research at any one time must be one day, otherwise the research is wasted, and is not counted towards previous research.

For example, Cheval wants to create a tune to take him to Labrynna, just before the Age of Sorrow and Queen Ambi's reign. He spends three months in research, before circumstances force him to break away for a while. He returns and completes the final nine months of research. Making his checks and spending the XP, he scores a 36, 41, and a 29. He fails, and tries again after another year. This time he gets

a +1 bonus to his rolls, and he scores 37, 35, and 32. Using his highest rolls so far, gives him 37, 42, and 32. The tune is played wrong. After an adventure trying to get back, Cheval gives it another shot, and scores 39, 46, and 37. This time the tune created sends him to Labrynna, but just after the start of Queen Ambi's reign. However, all checks to play and perfect this tune have their DC increased by 5. After more research, he scores 42, 35, and 46, giving the scores 42, 46, and 46. His tune still misses the point in history, but playing it is now easier, and Cheval knows that after another year's research her will have perfected his tune, taking him to Labrynna just before the start of Queen Ambi's reign.

Instruments of the Sirens

The Instruments of the Sirens are a set of powerful artifacts said to have the power to wake the Wind Fish on Koholint Island. This has yet to be tried however, as it is quite a task to acquire all eight instruments. Sources suggest that they are all hidden on Koholint Island, guarded by creatures created from pure nightmare. The truth of these reports is unreliable at best, since these instruments have been reported as far away as Hyrule and the Subrosian Underworld. Even without the set, each Instrument is a powerful artifact in its own right.

Conch Horn: This horn is made from the shell from a large sea creature, and requires two hands to play. When blown, it gives of a deep noise, similar to the songs of whales. The sound carries as well underwater as it does through the air. It doesn't take too much to play the conch horn (perform check DC 15) but all aquatic creatures within 100 feet are *charmed* by the music, and seek outs its source as quickly as possible. Upon finding the player, they will view him favourably, defending him with their lives. This effect wears off after a day, but the creatures do not hold any hostile feelings towards the player. The *charmed* creatures will also fly into a berserker rage, gaining +4 strength, +4 constitution, and +1 hp per hit die, should the player of the Conch Horn die while they are protecting him. This rage lasts for a number of rounds equal to the creature's new constitution bonus +3. Once this rage has worn off, the creatures are *fatigued* and the *charm* effect ends.

Coral Triangle*:* This instrument is made of solid coral, and produces a tinny, hollow sound when struck. It takes great skill to play the Coral Triangle (perform check DC 25), but the effect it produces causes everyone within 30 ft. of the player to make a will save (DC 25) or become *panicked* giving them a 50% chance to drop whatever they are holding and flee directly from the player. If the player has any performer levels, then may choose which characters within range to affect, allowing them to ignore allies.

Full Moon Cello*:* The Full Moon Cello is a large stringed instrument that performers play while sitting. It has a range of notes, and the truly skilled musicians can easily play the cello to produce multiple tunes and sounds at the same time, often in harmony with each other. When played by a performer, the Full Moon Cello grants a +5 bonus to perform checks, and allows the performer to use and maintain two performances at once.

Organ of Evening Calm: The Organ of Evening Calm is like a miniature piano, and sits on the lap to be played. It produces a tinkling, soothing tone, which can quickly lull the listeners into a soothing sleep. Some skill is required to play the Organ of Evening Calm (perform check DC 20). All listeners within 30 ft. must make a will save (DC 20), or fall into a deep sleep for 1d4+1 hours. Sleeping listeners can be woken up by simple shaking, or by a loud noise. If the player has any performer levels, they can choose which characters within range to affect, allowing them to ignore allies.

Sea Lily Bell: This striking hand bell is adorned with images of golden lily

pads. Despite the soothing imagery and delicate appearance, when it is rung, it provides a strong, solid tone. No skill is required to play the Sea Lily Bell, and when rung, it dispels all magical effects within 50 ft. of the ringer. It also summons an *anti-magic* field around the ringer that extends for 50 ft. and follows the ringer when he moves. This field lasts for exactly 1 hour.

Surf Harp: The surf harp produces a sound similar to waves crashing upon a shore, and can range from a balmy beach sound, to the crashing of storm lashed waves during the fury of a hurricane, in the hands of a skilled player. On a successful Perform check (DC 20) the player causes all listeners within 30 ft. that fail a Will save (DC 20) to view the player in the most favourable light. This also means that the player receives a +2 circumstance bonus to all Diplomacy and Gather Information checks when dealing with those affected by the Surf Harp. All effects end after 1d6+1 hours, and leave those affected with a positive view of the player, although this view can be altered by the deeds and reputation of the character as normal.



The Master Sword

Thunder Drum: The Thunder Drum is a large drum worn around the neck, which is adorned with lightning sigils, and images of war. It is beat with two solid copper drumsticks that are attached to the drum by long delicate brass chains. It takes little skill (Perform DC 15) to beat the Thunder Drum. When beat in a steady rhythm, the Thunder Drum produces a sound similar to the crashing of a fierce storm. All those listening within 50 ft. are filled with a sense of power and courage, becoming immune to fear, and gaining a +2 morale bonus to attack and damage rolls for as long as the drummer plays. If the drummer has any performer levels, they may choose which listeners are affected, allowing him to avoid giving the bonus to enemies.

Wind Marimba: The Wind Marimba is a small instrument consisting of small metal blocks on a wooden base, which is struck by small metal hammers to produce an almost ethereal tinkling tune, similar to the gentle sound of wind chimes. When played (perform check DC 20), all listeners within 30 ft. who fail a will save (DC 20) become *fascinated* and do not take any actions other than defending themselves while the musician plays. Those affected must make a second will save (DC 15) to avoid becoming open to *suggestion* by the musician while the music plays, and for 1d4+1 rounds after the music stops. If the musician has any performer levels, she may choose which listeners are affected, thus ignoring allies, and she may make a second performance check to determine the will save DC for the *suggestion* effect.

Playing all the Instruments of the Sirens: The effects of playing all the instruments at once is left to the GM to decide. After all, finding all eight Instruments of the Sirens should not be an easy feat, and playing them all at once would most likely serve as a major campaign goal. Acquiring all the instruments would give the party an impressive array of abilities, and thus possibly

mastery over the populations of the world. Other possible effects for playing all the instruments together include:
Summoning the Sirens back into the world, either as an ally, or as an enemy of the party.
Destroying the Instruments of the Sirens in a huge backlash of magical energy.
Opening a barrier to protected locations or between worlds.

Majora's Masks

Fierce Deity's Mask: While worn, the user is affected by a permanent *tenser's transformation* effect, and all attacks deal +1d6 holy damage and blinds them for 1d6 rounds.
Majora's Mask: While worn, the user is affected by a permanent *tenser's transformation* effect, and all attacks deal +1d6 unholy damage and sickens them for 1d6 rounds.

Master Sword

Master Sword: The hylians constructed this *+3 holy longsword*. By spending magic points, the wielder may focus energy through the blade to produce an energy missile that deals 1d6 holy damage against the target on a successful range attack, as a standard attack action.

Ocarina of Time

Ocarina of Time: Suggested Powers: All Enchantment spells, each by playing a different tune on the Ocarina of Time.

Pendants of the Tri-Force

The Pendants of the Tri-Force are a set of three amulets that contain the essence of the Tri-Force. Rumour has it that when the Goddesses created the Tri-Force, there was just enough power left over to create the pendants, to serve as a guide to the Hero of Time should the Tri-Force fall into the wrong hands. According to legend, only the hero of Time can collect all three pendants and use them at once.
Pendant of Courage: This pendant is green and silver, and marked with the symbol of the Tri-Force of Courage. It grants the wearer +1 hp per level, and immunity to all fear effects.
Pendant of Power: This pendant is red and black, and marked with the symbol of the Tri-Force of Power. It grants the wearer +1 damage per dice on all attacks, and all threats are automatically critical hits.
Pendant of Wisdom: This pendant is blue and white, and marked with the symbol of the Tri-Force of Wisdom. It grants the wearer +1 mp per level, and a permanent *true seeing* effect.
Combining the Pendants: Only one pendant may be worn at a time, but when all three pendants have been collected, they may be combined into a single Pendant, known as the Pendant of the Tri-Force. The Pendant of the Tri-Force grants all of the abilities of the three pendants, plus grants a +2 inherent bonus to all six ability scores, and the ability to remain conscious when below 0 hp. The character will still die at –10 hp.

Rod of Seasons

Rod of Seasons: When used, the Rod of Seasons can change the current weather patterns to one of the four seasons appropriate for the region. This weather change lasts one day, and affects the entire region.
Autumn: Can call forth the gusty breezes of autumn, requiring everyone within 30 feet to make a fortitude save (DC 25) to move each round for 2d6 rounds.
Spring: Can call forth the spring rains, requiring everyone within 30 feet to make a fortitude save (DC 25) to make an action each round for 2d6 round.
Summer: Can call forth the intense heat of summer, causing 1d6 fire damage to everyone within 30 feet who fails a fortitude save (DC 25).
Winter: Calls for the biting chill of winter, causing 1d6 cold damage to everyone within 30 feet who fails a fortitude save (DC 25).

Tri-Force

The Tri-Force is the receptacle for the combined powers of the three Goddesses: Din, Nayru and Farore. It alone fights of the powers of entropy and brings the force of magic into the world. Also referred to as the Power of Gold, or the Golden Power, it is the most powerful artifact known in the Lands of the Tri-Force, and with it, the wielder can accomplish anything.

The struggle for the Tri-Force has long been fought, and well documented. For a time, it was captured and used by Ganon to transform the land of the Golden Power into the Dark World, in his plans to conquer Hyrule. It was only because of the direct intervention of the Hero of Time that the Tri-Force was freed from Ganon's clutches once again. Previous to this, Ganon had managed to capture the Tri-Force, or parts of the Tri-Force only briefly.

The triforce itself is broken into three golden triangles, each containing the power for a single goddess, and responsible for the magics of that goddess. Each part of the Tri-Force can be broken down into eight fragments with a single command, and it takes only another command to return the Tri-Force if all eight pieces are in the area. Even just a fragment contains a significant amount of power.

The Tri-Force of Courage

The Tri-Force of Courage contains the essence of Farore and the power of Forest and Spirit magic.

Fragments: Anyone who has a fragment of the Tri-Force of Courage has a +1 enhancement bonus to Dexterity and Constitution, and gets a +1 enhancement to all their saves. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Courage, the wielder of the complete Tri-Force of Courage also has all of their Forest and Spirit spells automatically maximized, and will automatically win initiative each round.

The Tri-Force of Power

The Trifroce of Power contains the essence of Din, and the power of Fire and Shadow magic.

Fragments: Anyone who has a fragment of the Tri-Force of Power has a +1 enhancement bonus to Strength and Charisma, and gets a +1 enhancement bonus to their Base Attack Bonus. This bonus can allow additional attacks, just like the Base Attack Bonus given for classes. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Power, the wileder of the complete Tri-Force of Power also has all of their Fire and Shadow spells automatically maximized, and automatically inflicts maximum damage with each attack.

The Tri-Force of Wisdom

The Tri-Force of Wisdom contains the essence of Nayru, and the power of Light and Water magic.

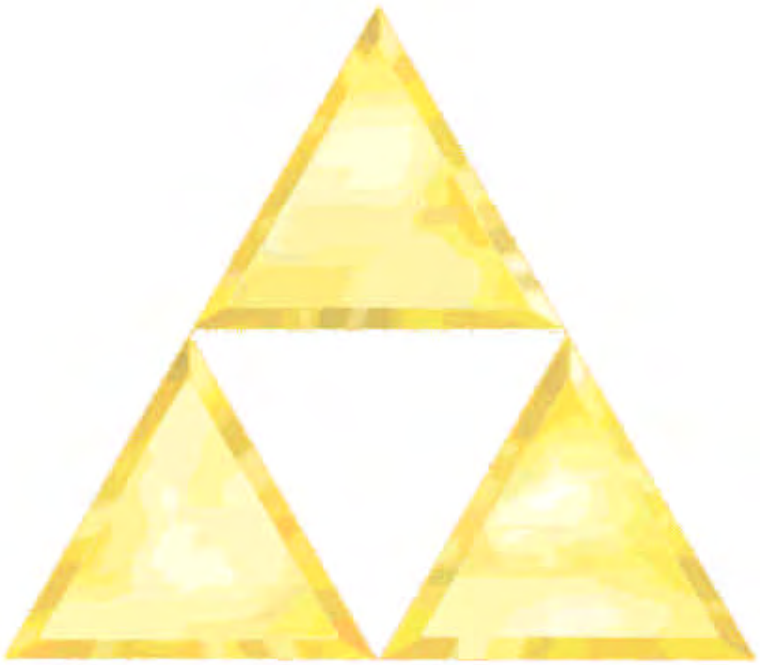
Fragments: Anyone who has a fragment of the Tri-Force of Wisdom has a +1 enhancement bonus to Intelligence and Wisdom, and gets a +1 enhancement bonus to all skill checks. These bonuses stack with the bonuses from other fragments.

Completed: As well as the combined bonuses for the eight fragments of the Tri-Force of Wisdom, the wielder of the complete Tri-Force of Wisdom also has all of their Light and Water spells automatically maximized, and may take 10 or take 20 on skill checks regardless of the circumstances. It still takes time to take 20, however.

Combining the Tri-Force

When all three parts of the Tri-Force or reunited, they become a sentient entity with 25 Int, 25 Wis and 25 Cha. The Tri-Force will grant the user access to *Fire Power, Forest Power, Light Power, Shadow Power, Spirit Power,* and *Water Power* spells at will. It will also grant greater effects, as per the *Wish* spell. The Tri-Force

requires the user to fulfil a quest for each power used, which is treated like a *geas/quest* by a caster of 30th level, unless the user successfully makes an Will save (DC 40).



Chapter 14 Creating the Legend

What exactly about the Zelda series has made it so fun? Is it the characters? Is it the never-ending conflict between Link and Ganon that draws us back repeatedly? Perhaps it is the storylines, rich with a classic mythos of good versus evil. It might even be the bright and detailed setting rife with familiar locales and mysterious histories. In truth, it is not any one of those elements alone, but rather a blend of all of them put together. This combination of story, characters, setting and more makes the Zelda Universe such an intriguing place to revisit time after time. We have grown to know and love the setting after experiencing it so many times, and over that duration, we have come to know the setting and feel comfortable there.

It is exactly that familiarity which players will look for when playing a *Zelda D20* campaign. Luckily for you Game Masters, this chapter is here to help you provide that. Within this chapter, you will find ways on creating everything from stand-alone games to multi-campaign epics that are as engrossing and fun as the video games are. Included are tons of additional features ranging from tables and charts designed to help you create your own locations and lands within the Zelda Universe, populate towns, cities and villages, and even create NPC's on the fly. In addition, you will find tips on key elements of storytelling and plot designing, helping you to create richer, deeper stories to plunge your players into. Simply put, this chapter will show you how to create your own legends!

Where to Start

When you are the Game Master, there is a lot of weight riding on your shoulders. All the players have to do is consult their books, roll up their characters and make them as detailed as possible. It may be a lengthy process for the more detail-oriented players, but in the end, it is a simple and fun procedure. You, as the GM, have a job that is just as much (if not more) fun, though is twice as difficult. Your job is to take the characters that your players have presented you with and interweave them into a story of your own design. You must use the characters in a meaningful way, and at the same time, be careful not to control the destiny of each player character. Your job is to moderate and narrate the game, telling a story that intrigues and enchants the players, not alienate or control them. Still, there is the story itself to consider. You have a grand idea, possibly epic in scope, and now you have the task of attempting to keep the players focused on the goal at hand. At the same time, each individual player's considerations must be taken into consideration, and the characters themselves must have room to grow and come into their own.

As you can see, the job of being the Game Master can be a true juggling act. So how do you manage all of this into some semblance of fun (and sanity)? To start, several factors must be considered. Start by breaking down the gaming experience and looking at it in a series of phases. The best way to start is by planning ahead, making use of time before a game to ready everything you will need.

Before the Game

Before the game begins, take the time to follow through with a few simple steps. First things first, know what you are designing and whom you are designing for. If you create an insanely detailed adventure only to have it ruined by the constant conflict between the moblin warrior and the zoran performer your players made, then what was the point in the first place? Start by asking all of your players who will be participating in

the game to create, detail and complete their characters ahead of time. Give yourself some leeway here, and request that the players present their finished characters to you a few days or a week before the game session is supposed to begin. If you need more time than that, do not hesitate to ask for it. After all, a well-crafted adventure is far more fulfilling than a piecemeal trek into the nearest cave to find some random plot point. Use your set-up time to your advantage and ask that players submit their finalized characters early, giving you enough time to properly plan and tailor the adventure to both the story's and the player's needs.

When you have the player's characters in hand, look them over and decide where you're going to go from there. If one player has made a moblin warrior with a history of killing any zoras on sight and the other has created a zoran performer who has parents were slain by a moblin tribe for sport, things might not go very well. You could try crafting the adventure in such a way that the two are forced to work together, possibly even coming to understand and overcome one another's differences. On the other hand, you might force them to cooperate to survive, encouraging a grudgingly respectful partnership rife with role-playing possibilities. However, in instances where the players have created characters that simply will not get along no matter what, you have a bit of a problem on your hands. True, it is your job to create stories based on the player's characters and your own ideas, but if the player's submit characters that are likely to spend entire gaming sessions ripping each other's throats out, then there is a problem. Moreover, being the GM, its up to you to fix it.

Start by taking the players aside and explaining the problem to them. Let them know that such a character combination in the party might not be a great idea, and it could cause strife. Suggest that they either submit different characters, or that they modify the characters' histories somewhat so that cooperation is possible, even if difficult. You might simply ask them to use the contrasting personalities and histories as role-playing elements, offering them a chance to fuel a dynamic game session full of witty and classic role-playing. On the other side, you might try a different tactic altogether. Ask them to either create new characters altogether or remake their current ones, but do it together. Have them both sit down and create their characters side-by-side. This enables the players in question to create characters that are either compatible or linked to one another. While not foolproof, making sure that the characters your players will be playing are compatible will make the game run much smoother. This in turn will make your job a lot easier.

After reviewing your player's character submissions, its time to start looking at what type of game you are going to run. What is the plot? What is the point of story? More importantly at this phase, what *type* of game are you going to be running? Start by considering the Zelda series, as you have known them. Each game in the series has consisted of a single basic premise construct. Namely, the assignment of a quest or mission, the retrieval of something lost, and the defeat of a dire or evil villain or situation. How will you incorporate those elements into a sit-down game of *Zelda D20*? Look at the following game-play types, and try to choose what is the best one for you:

Swords and Spells: This game is heavily focused on combat and mechanics. Players do not need to create heavily detailed character backgrounds and histories. Instead, all they need is a well-balanced character, the right ability scores and feats, and a slew of monsters to throw at them.

Games like this revolve around action. Plots might be anything from the mundane (rescue the kidnapped villager from the moblin tribe lurking

in the Lost Woods), to the complicated (infiltrate the territory of nearby dark wizzrobe who's been rumoured to be amassing an army and find out what he's up to). Games like these are action intensive and usually do not involve a great deal of in depth role-playing. They rely on tight rules, good mechanics interpretation, and fair judgements from the GM.

Combat heavy classes will quickly gain the upper hand while classes without a great deal of combat skill (such as the academic) will be at a severe disadvantage. These types of games require a straightforward method of planning. First, envision the overall scenario. What is the goal the players must accomplish? How can they accomplish this goal? What side treks are available or optional? What rewards will be given, and how hard will the overall adventure be? You must be very specific as to where you are going to place encounters, or where you will check for encounters, and keep Challenge Ratings, levels, and other numeric and mechanics factors under tight consideration.

Prose and Posture: This sort of game is exactly the opposite of the type described above. It is nearly devoid of action and combat, instead relying on heavy role-playing and player interaction to move it along. This sort of game involves a lot of character motivation, history, and background, so players must detail their characters with large amounts of care. Their characters must be believable, yet must also be flexible enough to bend with nearly any situation.

Games like this often focus on the interaction between characters and NPC's, as well as characters and other characters. NPC's play a much bigger role, and their importance in the overall plot is much more significant than in other game types.

Classes that lean more towards the scholarly and charismatic side of things (academics, nobles, artisans) tend to have a heavy advantage in these types of games while combat-heavy classes (warrior, wilderfolk) are often at a tremendous disadvantage. The use of skill checks and role-playing far outweigh the uses of a sword in these types of games, and action is a consequence of events, not a prelude.

A Magical Mix: Perhaps the most common type of game is a blend between the two types. Games filled with senseless combat and looting tend to become stale after a period. After all, what is the purpose of becoming more powerful when there is no real point to the game at all? On the other hand, games that are a never-ending verbal sparring match between highborn nobles and their opponents become dull after a time as well. After all, if snubbing others and focusing on the intrigue and interaction between characters were the only things to do in the game, combat would not even have rules made for it.

Simply put, too much of one or the other can get boring quickly. Unless one method is greatly preferred over the other, you might be better off blending them to create a more rounded gaming experience. A story that involves role-playing between characters and NPC's and ends in a climactic battle between heroes and villains can be the most satisfying blend of game you can present. Consider things from the player's point of view. What do *they* want to experience, and how can you provide that experience?

Finishing Preparations

Once you have figured out what type of game you are going to run and who the characters will be, its time to put the final changes on your adventure. Write up or outline a basic plot structure. Try to look at the bigger picture of what your story is about and arch it over the course of the game. Consider player motivations and insert small elements for each character so they each feel a personal motivation for completing their quest. By including something of interest for each character in your plot, you will be

creating a rewarding experience for the payers by allowing their characters to feel like they are a part of the Zelda Universe.

Next, place your encounters. Discussed in greater detail later in this chapter, encounters are events which present the players with conflict, plot points, changes in motivation, or some other surprise or planned happening which forces the players to make a decision. Whether combat with a wandering pack of octoroks, or a chance encounter with a farmer along the road to a village, encounters form the basis for passing information about your story to the characters. Try to plan these out accordingly, taking into account character preparation, and keep a few encounters off to the side in case you want to throw in an unexpected surprise or switch something pre-planned for something more sporadic.

Finally, compile all the resources and tools you will need for the adventure. You may find it handy to bookmark monster entries that you'll need to refer to, map out dungeons ahead of time for ease of explanation, and write down what rewards you'll be giving out and at what points. The more preparation you do ahead of time in the pre-game planning phase, the smoother, faster, and easier running your actual game is going to be.

During the Game

Once you are into the game, there is no going back. You have your preparation work all done, your players are ready, and the adventure is under way. However, a GM's job has only just begun. Your job is to run and maintain the game as the players progress through it, all the while keeping the spirit and essence of Zelda in tact.

Players have a nasty habit of sidetracking adventures when you are not looking. One minute they are moving right along the path you want them to be, and the next they are off pursuing a red herring with more determination than you would imagine. Perhaps a side quest has suddenly become more appealing to them, or perhaps they have stumbled upon something altogether different in the adventure that they would rather pursue. In any case, it's bound to happen to you and you should be prepared. Keep a few spare encounters off to the side to help buffer the detour while you attempt to get them back on track. Put in subtle hints during the game that they are on the wrong path, or have the story wind down a bit, so they have no real motivation to continue with the detour. Alternatively, just go with it, and see what sort of improvisational adventure results. No matter what, try to use your best judgement for each situation and stay prepared.

After the Game

Once the game is over and the adventure concluded until the next game session, it is time to reassess where you are in your story and where you want to go. After giving out experience points and considering where you left off, its important to try to examine what is left to accomplish. Zelda has always been about linear goals encompassed by large and highly free exploration. This exploration, in turn is narrowed somewhat by a set of obstacles that can only be overcome in some particular order, thus forcing players to take things step by step to overcome their obstacles.

Your game should be no different. Try to plan what the character's next required move should be and detail it. Give the character's multiple ways to accomplish this goal. Alternatively, create a single goal with a single method of resolution, but allow players to create that resolution based on their strengths and weaknesses. For example, if the party's mission was to infiltrate a dark wizzrobe's holding and discover why the wizzrobe is amassing an army, you might decide that the party's ultimate goal is to destroy the wizzrobe and his ironknuckle guards before they can learn of the

character's infiltration and root them out. Thus, for a combat heavy party, the obvious way to stop the wizzrobe would be through martial means. Combat might be the most likely solution, and thus you could write the next adventure session to include generous but meaningful amounts of combat that help to propel the story along and give the players a chance to have their characters shine.

Regardless of the method used, the best thing you can do is to prepare the next segment so that it is more exciting and fun than the last session. Try to build the stories climactically so that player interest remains high and the story itself winds to a natural (or unnatural if that's to be the way) conclusion.

How to Create a Legend

Zelda D20 is a game of epic adventures set against the backdrop of the Zelda Universe. The characters are faced with incredible goals involving danger and daring, which ultimately lead them to accomplish something. At times, that something will be a small goal, perhaps something personal and close to the character's heart. Other times the goal may be something that affects other people, tribes, nations, or even the world. Regardless of the actual goal in mind, the Zelda backdrop is a place of fantastic journeys, deep exploration, and exacting detail. The above-mentioned section dealt with how to prepare, set up, run, and maintain a campaign by showing you a model of preparation and management. However, the question remains: What constitutes a *Legend of Zelda D20* campaign? What material works and does not work for *Zelda D20*? What elements make up the story and what is concurrent with the series as a whole?

In this section, we will look at how to create and structure a *Zelda D20* campaign in detail. In addition, we will cover what makes a Zelda campaign feel like a Zelda campaign. Most important, we will look at individual properties of the game and plot, and help define them into individual units so they can be used where needed in your own games.

Theme

Where better place to start than theme? Theme is the foundation upon which everything else rests in your campaign. It is the basis for your campaign, and every other element of the game rests upon it. Theme, simply put, is the feel that you wish to give your *Zelda D20* campaign. Theme is the feeling that you imbue the campaign with and hope to get across to your players. Think of theme as the building block that all other elements of your game rest upon. Without theme to guide the direction of your campaign, your games will consist of random stories where characters do random things for no real reason. Theme adds flavor and color to the campaign, and most importantly, it adds purpose and motivation. Theme blends the motivational yearnings of the characters and the story plot and weaves them together into a singular purpose. This purpose is the ultimate goal of the stories you are constructing with the players, and thus, the ultimate goal of the game.

Theme can often be summed up in a single word, normally an adjective or verb describing something that you want to get across to the players. Perhaps you had an idea for a specific emotion that you thought would be a great driving point for the characters to focus upon. Alternatively, maybe a particular character's background leaves room for expansion into a story that the whole group can engage in. Regardless of how you find the theme of the campaign, it is important to narrow it down and determine exactly what it entails. Listed below are several commonly used themes. Each one is described in a way that will help you get familiar with the process of what the theme is and how to use it.

Revenge: This is a classic theme that has been the focus of many stories. More importantly, revenge has played a role in the Zelda

Universe from time to time. Ganon, repeatedly defeated by a hero named Link, seeks revenge on those who imprisoned and thwarted him in Ages past. Revenge is a powerful theme. It is most useful when used as a means to motivate characters to accomplish personal goals. For example, if a character's background indicates that his zoran performer's parents were slain by a moblin tribe, the character (and player) will have an easy time getting into the feel of revenge as a theme. In this instance, you might choose to design a campaign around the character tracking down the moblin tribe responsible for his parent's death and destroying them. Alternatively, you might allow the character to track down the individual moblins responsible and mete out justice in whatever forms the character thinks appropriate.

Revenge, in its simplest form, is aggressive retribution from one character to another character or NPC for some perceived wrong that has been done. Keep in mind that revenge as a theme can tend to have darker overtones, and the theme itself may take on a darker mood as a result. Revenge can take what is normally a fairly bright and hopeful setting and turn it darker. Caution should be used when focusing upon revenge as a theme for these very reasons; often a character's personal agenda may become more important than the story line and when that happens, the other players or even the plot itself may suffer. In the end, be cautious about using revenge if this is a consideration.

Also, be wary of the fact that revenge as a theme can turn a campaign a shade darker. Focus must be taken into careful account as well. Characters with the light focus will not pursue revenge unless forced to do so. To them, revenge is an act of vengeful, selfish behavior, and the use of violence to solve a problem should be avoided at all costs. A light focus character following through with revenge should be warned by you that the character's actions may be swinging towards shadow, which may, at some point, necessitate a focus change (see **Chapter 5: Character Detail** for more information on focus).

Mystery: One of the core elements of the Zelda series, mystery is a powerful tool of plot development and theme. The exploration of strange and magical dungeons, the plundering of ancient palaces, the mythos of the Tri-Force, the marks of the Royal Hylian Family's sigil, all these and more are elements of mystery.

When considering mystery as a theme, first look at what mystery is all about. Mystery is something unexplained, something that is unclear and that must be made clear to the players. A mystery is something that is an enigma and it is up to the players to figure it out. Perhaps the characters receive a mysterious note from a hylian noble who asks them to meet her at a rendezvous point. Yet, when the characters arrive at the agreed place on time, their mysterious noble contact is nowhere to be found. Why? What has happened? Who was the noble and what did she want in the first place? All these are elements of mystery, and are a great platform for a campaign when you want to keep the players guessing. In addition, consider one of the hallmark traditions of the Zelda series – dungeon exploration. The plundering of ancient tombs or labyrinths is a mystery as well. The dungeon-delving aspect of Zelda has remained strong since the series inception, and the mystery of exploring potentially profitable and almost certainly dangerous dungeons is sure to mystify and delight any player.

Retrieval: Tales that speak of a magical sword lost to time in the Lost Woods, myths of forgotten spells lying undisturbed in the library of a long-dead wizzrobe master, and legends of hidden treasure nestled in the bowels of Death Mountain are all elements of the retrieval theme. To

find what is lost and reclaim it to an Age is the goal of this theme.

The retrieval theme is as classic as it is simple. To find some item, artifact, lost knowledge, or perhaps even person and recover it to modern times is the fire that fuels the theme. Perhaps the characters' mentor tells them of an ancient artifact capable of breaking a terrible curse placed on a distant land. Maybe the characters read tales of powerful magic left to lie in a forgotten temple built by a famous wizzrobe. Regardless of the tale, myth, or rumour involved, retrieval is a great way to throw players into a campaign together. By creating a quest to find an item or group of items that would be of great use and help to the party, you are creating an environment that encourages group effort and teamwork. The fun and camaraderie involved in working together to overcome obstacles in order to find that lost relic can be a tremendously easy way to help break the ice between players and help their characters find an easy setting in which to forge lasting bonds of friendship.

This theme, much like mystery, has always had a very large role to play in the Zelda series. Whether the recovery of the Tri-Force pieces, stones of power, Sage seals, or instruments to wake the Wind Fish, the Zelda series has always had a strong emphasis on discovering and retrieving items of power. Whether magical or mundane, the theme has always played an important role in the series, and should be included to some degree in nearly every campaign. The degree to which it is used is up to you of course, but it should be noted that the theme must be carefully used so as not to turn a campaign into a magical item factory. If players can expect new magic items to constantly flood into their hands, the value of such a theme and the quests forming them will quickly diminish in importance.

Exploration: A forgotten labyrinth lies laden with mystery in the bowels of a rank swamp in Termina. In far off Holodrum, a cave lies beckoning to adventurers to delve into its depths in search of treasure or fate. Far off on Koholint Island, the Wind Fish's ancient perch suddenly opens revealing a never before explored dungeon full of unexplored, Ages-old mystery. These fascinating plot points and more help to give you a basic idea behind the exploration theme.

At first glance, this theme seems to share many similarities with the mystery and retrieval themes. Indeed, the two are closely linked in many ways, but there is a definite distinction. While a mystery theme focuses on the actual feeling of the mystery behind the plot and the subtle lack of a definite solution that is immediately accessible to the payers, exploration focuses less on the aspect of mystery and more upon the delving of an actual structure. Likewise, while retrieval often includes exploration as part of its objective goal, the exploration themes focuses less on the importance of finding an object or item and more on the adventure of actually exploring a place previously unknown to the players. Games and campaigns based around this theme often find the players discovering a site, location, or other undisclosed place, preparing for the journey, and finally exploring it to their full capability.

The Zelda series has always had a



Exploring the unknown is a major part of any Zelda game.

heavy element of the exploration theme in it. The various dungeons Link must traverse in each instalment of the series are excellent examples of the exploration theme at work.

In *Zelda D20*, exploration is an extremely important theme, and almost no game or campaign should be without it. The aspect of exploring something, whether a familiar or new location is important for several reasons. For starters, it helps keep the game moving, and allows players to occupy time out of more tense situations. Often, exploration can be used as a way for the character and the player to utilize their utilitarian sides. Second, exploration presents the players with a sense of familiarity. If they explore a dungeon, then come back a week later and find it unchanged; the players will grow to feel that the game world is not static, full of random encounters and constantly subject to the GM's whim. Exploration also provides a solid backbone for the placement of planned encounters and presents many opportunities for group effort and teamwork amongst the players.

By correctly using these elements you will foster a greater sense of cooperation and closeness amongst the player's characters, thus enabling the players themselves to be closer to the game and feel as though they actually have something at stake. This in turn breeds good role-playing, as players are suddenly concerned with not only their character's survival, but the character's of the other players as well.

Intrigue: In the courts of hylian nobles, shadowy plots are set in motion. In the mayor of Clocktown's palace, plans are laid that could jeopardize not only the mayor's position, but the city's economic future as well. In the court of the Deku King of Termina, elders and shamans come together to whisper of secrets that only they know of. All of these are classic examples of



intrigue as a theme. Intrigue is the inner politics between people and orders. When used in a campaign, intrigue is a powerful tool for role-playing, yet it is a very one-sided theme.

Campaigns using intrigue as a primary theme rely a great deal on role-playing as the primary push for moving the story along. Consequently, classes that are more combat-oriented may not have as important a role to play as classes whose focus lies in different directions, most notably the noble class. Intrigue can be intensively heavy in the role-playing department, requiring players to spend whole sessions building contacts, creating webs of allies, and setting up possible opponents for the fall. All the while, they must politically and tangibly outmaneuver the various traps laid for them by their opponents.

Intrigue has never played a heavy part in the Zelda series, though elements of it can be seen as central points in plots throughout the series. For example, Ganon's attack on Hyrule Castle during *Ocarina of Time* featured Ganon having access to the castle at a time when he should not have had access to it. The royal guards had either been defeated or subverted, and Impa and a young princess Zelda were fleeing for their lives. How did Ganon succeed in such a brazen attack? Was he truly that skilled? Alternatively, did someone betray the royal family?

The same can be said of the *Adventure of Link*. Princess Zelda was assaulted in her own castle and a sleeping spell cast over her that none know how to break. Where were her guards? Were they defeated? Or did someone on the inside have a separate agenda all of their own?

As you can see, intrigue is often best used in small doses. If you and your players prefer the lengthier, more role-playing intensive game sessions, then use intrigue all you wish. However, for the majority of games, intrigue is best used as smaller element of the greater theme, and to help supplement the mood.

Heroism: A young boy from the Kokiri Woods facing the dark magic of Ganondorf, King of Thieves. This, the very core of the Zelda Universe storyline, is a prime example of the heroism theme. This theme exemplifies every game in the series, and is perhaps the simplest to understand and utilize in a campaign.

The triumph of good over evil has always been a major theme of the Zelda series. Incorporating it into your campaign is as simple as creating something evil and villainous for the heroes to stand against. Whether it is a dark warlord, a renegade wizzrobe bent on magical domination, or an assassin for hire preying upon the character's allies, the heroism theme should be relatively simple to implement and for players to adjust to.

This theme, perhaps more than any other, is a crucial element to retaining the feeling and flavour of the Zelda universe. Stories that consist of humour, intrigue, and other elements of theme should be somehow tied together or bound by one of heroism. Heroism is the true foundation stone of nearly every single great moment in the Zelda series, and should be amply available in your campaign as a springboard for players to use to achieve their character's goals.

Other Themes

The above listed themes are just a few of the many major themes you might use in your games and campaign. At times, rather than using a single theme for the basis of the campaign, you might combine several into blend of plot twists and motivations to further entangle the characters in your story. Blending themes is a useful way to help integrate multiple layers of complexity and depth into your campaign. When brainstorming a story, start out with a basic idea of what type of story you want. Choose a theme that best fits the goals and

feelings you wish to imbue the campaign with. If several fit better, then use whichever ones help you define and create the type of game that you are aiming for.

In addition, you may also create other, different themes to better match the type of game that you are shooting for. When doing so, try to envision exactly what you want the story to teach or be about, think on what primary emotion you are focusing upon, using, or attempting to pull from the participants and try to contextualize that into a narrowed topic. This would become your theme.

Mood

If theme is the basic building block of the stories you create, then mood is the texture of it the whole way through. Mood is a powerfully important element of the campaign. It breathes life into the theme and helps to make the feelings you wish to express at any given moment come alive with vividness and realism. Mood is the feeling and tone that you are giving to a moment in the game, whether it is a single scene or an entire multi-session campaign. Mood can be the raspy, croaking tone of voice you portray the aged witch living in the Spirit Desert who aids the characters, or the description of a room that seems ordinary, yet holds forbidden terrors not readily apparent. Let us discuss some of the methods of tone and how you use them.

Description

Consider carefully the way you describe the game and the things that happen in it to the players. The words you use and the way you say them can make or break any given scene in a game. In the Zelda Universe, descriptions should be detailed, but not over-burdened by unnecessary intricacies. Zelda focuses more on the actions of the characters, not the appearance and tone of the setting, though those elements are crucial al the same. Consider the following two descriptions below. The scenario is that the players have gained entrance to a desert temple in search of an artifact. Once the characters gain entry to the temple, the GM gives the following description:

As the group of you step into the temple, you see a large room around you. There are pillars along the walls and torches lit. Its dark and you cannot see much. Ahead of you are a stairwell and a doorway in the north wall.

Now try this one:

As the four of you wedge into the narrow temple entrance, your feel awe grip you with an iron fist. A chamber reaching up over 60 ft. into the shadowed ceiling of the chamber spreads out into smooth stone walls, ringing the chamber. Tall, rune-encrusted pillars line the curved walls at intervals, and the deep, hazy shadows of the place are only barely illuminated by the feeble, flickering glow of a few sparse torches burning in ancient sconces attached to the walls. In the dim light, only the faint outline of a stairwell and a carved stone archway can be seen in the distance. The dust motes in the air trail lazily by, swishing past you to the open door behind as if trying to escape their dark prison. The chamber smells of age and dust, stone and time… an eerie silence fills the room, broken only by the sound of your breathing.

It is easy to compare the difference between the two. Besides the complexity and detail differences, the difference in mood is quite severe. The first description, while it works, leaves the players without any particular mood to the chamber. They have walked in, and it is a chamber. The GM described some torches, and gave the players a general sense of direction, but little else. A description like that will work, but why settle for that? The second description gives the temple an ancient and untouched mood. The shadows are described as hazy and deep, impressing a sense of mystery to the darkness of the place. The torchlight is feeble and flickering, barely illuminating the room. The

ceiling is lost in shadows. All of these elements lend a sense of mystery, adventure, and possibly dread to the temple's first chamber. Now that the mood is set, the GM does not have to give such lengthy descriptions of each room or passageway in the place. The mood has been set, and the GM can move onto other things, occasionally going back to reinforce some aspect of the mood to heighten tension, create suspense, or perhaps foreshadow an encounter.

When considering mood description in a Zelda game, focus on what you have learned from the series. Do you remember the woods as you first saw them in the *Adventure of Link*? They were dark and full of mottled colors. What about the palaces? They were all brick and stone, with severe angles and metal doors. Think on the appearance of the Lost Woods in *Ocarina of Time.* They were misty and foggy; you were never able to see far into the distance, and an odd silence hung over the place you could almost *feel* beneath the sounds of birds and the forest that rang out in the background. The Lost Woods were full of twists and turns, mysterious pathways, and legends surrounding it. It was a place that made you feel as if you truly might be forever lost in its depths.

When describing scenery in your Zelda game, keep these examples in mind. Use them to guide you as to what is appropriate and what is not.

Consider combat as well. Combat is a fast and reckless activity that can begin and end within a few moments span. Alternatively, combat might be a precise duel of clever maneuvering and careful strategy. Consider the scenario and descriptions below. A member of the party loses his way in the desert temple, and he becomes separated from the rest of the group. In one room, he finds a stalfos, and unfortunately triggers a trap. The door locks behind him as he steps on a pressure plate, and in order to free himself, he must defeat the stalfos and retrieve the key the creature is carrying:

The door slams and clicks shut. The stalfos attacks you and hits causing 7 points of damage. He jumps back a bit and is ready to attack again. Your turn.

Now consider the same scene, but described differently:

A jarring boom rings through the room as the door slams shut behind you! You hear the click of a lock and the stalfos snaps to attention, hideous, leering skull fixing you with a hollow stare. With a silent shriek, the creature crouches, and then leaps in towards you, slashing downward with its jagged blade! The blade rips through your thigh, leaving a warm trail of blood and shooting pain racing up your leg (7 damage)! The creature thrusts his shield forward and readies his blade!

The difference is readily apparent. The first descriptor fit the situation, but did not give any detail. The second description was more intense, highlighting the frightening appearance of the stalfos and its combat skill. The actual hit was more detailed as well, giving the player something to role-play (the character may limp for a few minutes and perhaps be depicted as favouring his wounded leg).

Tone

Giving a good description in Zelda is important. After all, the series has always relied upon the intricate design of its dungeons, lush outdoors environments, and characters to propel the story along. When describing places, things, or people, the *tone* is just as, if not more important than *what* you say.

Consider the scenario examples given in the mood section above. When you describe the temple to them, try to keep some things in mind. The Zelda Universe has a rich history. Perhaps the temple was a long forgotten relic of a time when hylians built it to worship the Goddesses. Perhaps it is an ancient gerudo stronghold built to house the King or Queen of the gerudo as they ruled. Perhaps it is something altogether different, but regardless

of the purpose, keep in mind the feeling you wish to inspire. Use your tone of voice, mannerisms, and gestures to express what you want to get across to the players. When describing the temple, use a low, mysterious tone of voice. When describing the combat scene, speak in a fast-paced tone and make gestures. Try to envision the first time you ever controlled Link swinging his sword in any of the series games, or the first time you ever manoeuvred around an opponent in *Ocarina* or *Majora's Mask* by using the targeting system and suddenly leaped in for the attack! Zelda has been full of incredible combat, and there is plenty of opportunity to continue the tradition in your own games.

Conflict

Exciting stories contain conflict of some sort. When creating a story, conflict is not something that can be avoided. It has been a staple of almost every story that has ever been told, and is a prime part of the Zelda series. In Zelda, conflict is a never-ending principle, extending eternally so that the heroes must work to balance it and bring the order of things back into equilibrium. The various Links have always battled Ganon, yet Link has also battled the elements, monsters, and even ordinary or eclectic folk who have offered aid at a price.

In your Zelda games, conflict should not be in short supply. It is a prime source of adventure and an endless source of potential material waiting to be tapped by clever GM's. Conflict is not simply limited by what the characters must do to achieve their goal. Especially in Zelda, conflict takes on a much wider scale in keeping in touch with the themes and flavour of the setting. For example, consider the scenario below:

The party has come through Clocktown tracking a thief who stole one of their more precious magical items they had recovered from the desert temple. Upon arriving in Clocktown, the trail goes cold, and the party realizes they have no leads. One of the characters reasons that someone in the city must know of any thieves' guilds or groups within the city or surrounding area. After a brief investigation, the characters come across the Bombers Club. Appalled by the character's story of theft, one the Bombers tips the characters off as to someone who might be able to help them: a deku market dealer in the bazaar. When the characters confront the deku merchant, he tells them he might be able to help, but for a price. The merchant tells them if they go to a nearby swamp and retrieve for him a special item, he will help them. All he wishes is for the characters to retrieve a small stone statue of little value. Then he will tell them anything they wish to know. Little do the characters know the statue in question is a relic that a local tribe of wild goriyas holds in very high regard…

The above example illustrates the depth that conflict can add to any game. The characters are in conflict with the original thief, who might be working for the deku merchant. Perhaps as an added twist, the merchant and thief are allied, and wish to try to rid themselves of the characters by sending them off to what would seem to be a certain death. The characters will certainly come into conflict with the goriya tribe as well, in addition to any other trouble the characters might stir up in between those events.

Conflict should also have an ending phase as well. At some point, the characters should be able to overcome the various conflicts within the story. A few might slip through the cracks, possibly to continue on to other campaigns and stories. Others may simply become red herrings or be put on hold to be explored later when the party is better prepared. Conflict resolution is an important method of ending a story, and the players should have ample opportunity to do this provided they don't make too many mistakes.

Motivation

Theme and mood help you to create the game and the story. Motivation is the purpose and reason why the characters are trying to accomplish something in the first place. Motivation is push to complete the goal in mind. For instance, you may have written an adventure about a desert temple containing an artifact. You want the PCs to explore the temple, and possibly retrieve the artifact within. However, why are they going to do this? Why are the characters going to risk their lives exploring some forgotten temple simply to retrieve an artifact that may or may not be there?

Table 14-1 Terrain Generation Table

Roll	Terrain Type
01 – 10	Plains (flat lands)
11 – 25	Forest (coniferous or mixed)
26 – 39	Forest (deciduous or mixed)
40 – 53	Mountainous (rocky, hilly, scrub
54 – 62	Swamp (marsh, bog, mire)
63 – 68	Swamp (poisonous)
69 – 75	Desert (dunes, salt flats, badlands, wastes)
76 – 85	Tundra (freezing wastes, glacier)
86 – 90	Volcano (seismic, lava flows, ashlands)
91 – 00	Aquatic (rivers, ocean, lakes, streams)

Motivation gives the adventure drive and ambition. Why are the characters going to be in the temple? You might write the story in a way that explains that one of the characters friends recommended it to them. Alternatively, perhaps they have heard that the artifact within can do something they have wanted for a long time. Perhaps one of the characters was asked on a dying request to explore the place to find the hidden treasure. Or maybe the temple's artifact is simply one piece of an artifact puzzle the character's must solve to gain entry to a final temple where they may rescued a kidnapped hylian noble?

Regardless of the actual motivations that you or the characters insert into the story, its important to keep them grounded in common sense and realism. The world of Zelda is a fantastic fantasy world, but like our own world, things happen for a reason. Try to get to know the characters that your players play so you can create stories that barter to their interests as well. A game session built around a story of a lone adventurer in a city where the main source of conflict is territorial friction between various thieves and a ring of gambling merchants might not be as entertaining for an artisan as it might for a drifter.

Piecing it Together

We have covered the basics of a Zelda campaign, such as theme, mood, conflict, and motivation. The previously covered sections in this chapter detail the elements of a Zelda campaign that are essential to building an epic and engrossing campaign. However, the question is, what do you do with all the pieces once you have them?

Compiling

Once you have the theme, mood, conflicts and motivations down, its time to put it all together into a single unified adventure. First, take the theme(s) you will be using and decide how you would like to stretch these out over the length of your games or campaign. Try to visualise the mood you will want to use in key scenes, encounters, and critical story moments. Interaction is key here, as you will want to think ahead to possible side jaunts, and how you can keep the game on track.

Next, decide on the main conflicts of the story and how they affect the characters. Zelda has always been about characters in conflict with powerful forces of mystery and might, and your games should be no exception. However, smaller-scale conflicts should be integrated as well, possibly leaving an opening for future story spin-offs for later campaigns. Lastly, decide what motivational factors can be thrown at the players to hurtle them into the story. How will you involve them in the story you have created?

Once you have this framework, try writing it down. Getting the idea on

paper can go a long way for you, especially if you can outline it in a way that is readily accessible during the adventure.

Creating the Unknown

You have your story, characters, and everything else in fine working order. Once your preparatory work is completed, you are ready to begin play. Simply gather the players, and start gaming! Start by choosing a location to begin the game in, such as Hyrule, Termina, or any other land that we have fully detailed in **Chapter 8: Legendary Gazetteer**. Next, place the characters at a location within the land and you are ready to begin the adventure.

However, what happens if you do not want to use one of the detailed lands we have provided for you? What will happen if you want to make up your own land, continent, or town? What would happen if you would rather set the adventure in an entirely new and remote location, rather than use a familiar location from the series? Well, no problem! This section aims to answer those questions by providing you with the resources to do it yourself. Whether you wish to create a town or populate a continent, this section offers GM's a wealth of tools and resources for use when creating your own locations and lands in the world of Zelda.

Terrain

When creating your own lands or adding onto what is available, the first thing you need to do is figure out what sort of geographical makeup you want. You can simply jot down or draw out what you would prefer, or you may use the **Terrain Generation Table** for random generation. To use the tables, roll percentile dice and consult the table to see what the results of the roll are. You may roll as many times as you like, inserting new terrain features wherever you like. The terrain type indicated is then placed wherever you like on your geographical makeup. Drawing and keeping a map of some sort might be handy, especially in keeping track of the various rolls.

You can use the generated terrain any way you like, arranged however you like. To start, try to get some basic concept of the land that you are dealing with. Shape it out; maybe even draw it out first to get an idea of the framework of territory shape that you are working with. Next, use the table above to generate the geographic features of the land, and place them where you like. Try to follow natural patterns of geology (mountains shadowing coastlines, lakes and rivers originating from the sea or mountain sources, forests and plains mixed with appropriateness, etc).

Table 14-2 Terrain Modifier Table

Terrain Type	Modifier
Plains	-
Forest (any)	+ ½
Jungle	+ ½
Swamp (any)	- ½
Desert (badlands, wastes, salt flats)	- ½
Mountains (rocky, scrub, hills)	-
Aquatic	+ ½

Population

The next step is to populate your land. Villages, towns, and cities adorn the countryside, and its up to you to determine where they are placed. For random generation of settlements consult the **Population Generation Table**. To use the table, simply choose what type of settlement you would like to place in your land. The choice is completely up to you, and you may choose whatever type of settlement you like. Once the settlement type is chosen, consult its entry on the table and roll the appropriate dice. Take the result and multiply it by the geographic bonus on the same table. This gives

Table 14-3 Population Generation

Settlement	Population Base	Population Modifier
Tribe	3d4 +10	X 2
Village	5d6 +25	X 2
Town	6d8 +100	X 3
City	6d10 +350	X 4
Capital	8d12 +2500	X 2

Table 14-4 Tribe Alliances Table

	Deku	Gerudo	Goron	Hylian	Kokiri	Moblin	Rito	Subrosian	Tokay	Zora
Deku	-	Neutral	Allied	Neutral	Allied	Enemy	Allied	Neutral	Neutral	Neutral
Gerudo	Neutral	-	Neutral	Neutral	Neutral	Neutral	Neutral	Allied	Neutral	Neutral
Goron	Allied	Neutral	-	Allied	Neutral	Enemy	Neutral	Allied	Allied	Neutral
Hylian	Neutral	Neutral	Allied	-	Allied	Enemy	Allied	Neutral	Neutral	Allied
Kokiri	Allied	Neutral	Neutral	Allied	-	Enemy	Allied	Allied	Allied	Neutral
Moblin	Enemy	Neutral	Enemy	Enemy	Enemy	-	Enemy	Neutral	Neutral	Neutral
Rito	Allied	Neutral	Neutral	Allied	Allied	Enemy	-	Allied	Allied	Allied
Subrosian	Neutral	Allied	Allied	Neutral	Allied	Neutral	Allied	-	Allied	Allied
Tokay	Neutral	Neutral	Allied	Neutral	Allied	Neutral	Allied	Allied	-	Allied
Zora	Neutral	Neutral	Neutral	Allied	Neutral	Neutral	Allied	Allied	Allied	-

you a base population for the settlement you have chosen.

Next, take the base population and adjust it according to the **Terrain Modifier Table** to determine how the environment around the settlement affects the population. Simply take the base population and multiply it by the percentage given to determine the actual population.

Generation Example

For example, Matt is the GM of a new *Zelda D20* game. His players, Andrew, Chris, and Josh are ready to adventure in the world of Zelda, but Matt decides that he will be placing the adventure outside the borders of Hyrule and Termina, but still on the same continent. He decides he will generate some new terrain randomly.

First, Matt draws a rough outline of the lands he will be using, drawing just enough to give him some room to play with it a little. Next, he generates some terrain by rolling on the **Terrain Generation Table** a few times. He comes up with plains, coniferous forest, and mountains. Matt decides that is enough terrain to work with in order to create a backdrop for a basic adventure and moves on to population.



Matt decides that he will need two villages and a city in order to suit the storyline he has in mind, so he consults the **Population Generation Table** and rolls for them. For the first village he rolls an 18. 18 + 25 equals 43. For the second village he rolls a 27. 27 + 25 equals 52. The population bonus for each is x2, so he multiplies each of the previous results by two. Village 1 ends up with a base population of 86, and Village 2 ends up with 104. Next, Matt rolls for the city, getting a result of 44, and adds +350, giving him a sum of 394. The population bonus for cities is x4, so he multiplies the city's result of 394 by four and ends with a base population of 1,576 people.

Next, Matt places these settlements and factors in the terrain bonuses to the base populations. He places one of the villages in the mountains and the other in the forest. Checking the **Terrain Modifier Table**, Matt can see that Village 1, in the mountains, doesn't have a terrain modifier so he doesn't have to do anything to this one. The population for Village 1 is 86. Village 2, in the forest, has a modifier of + ½, so he adds half the original

base population again resulting in Village 2 having a total population of 156.

For the city, Matt places it on the open plains which has no modifier for terrain. Thus, city's total population is 1,576 people.

Tribes & Populations

Once you have generated or created your own settlements, lands and geographic features, its time to decide what tribes live in your lands. There are no tables for this as it is completely up to your whim. However, when placing tribes, there are a few important things to remember:

Each tribe has specific areas where they prefer to live. For example, zoras would not live upon the plains, as they require an aquatic environment to survive. Deku would not populate rocky or mountainous terrain, due to their inability to burrow into it and their dietary requirements, etc.

Can the terrain support the tribe's needs? Subrosians are metalvores, thus they require a great deal of natural ore and metal to be present to support a community of them. Consider the needs of the tribe and whether or not the terrain can handle it.

If the terrain is unusual for a tribe, why are they there? How are they surviving? How have they adapted? Has it changed their general outlook?

When placing tribes across terrain, careful consideration must be paid to these points. Of course, there are times when you may want a settlement to have a heavily mixed population. Alternatively, perhaps a tribe is dwelling close to a different tribe, and care must be taken in dealings between the two. In situations like these, it helps to have a general feel for how each race reacts towards one another. The table above illustrates general stereotypical feelings and sentiments of one tribe to another.

Keep in mind that the table gives only the most general, stereotypical approximations of each tribe's generic attitude towards other tribes. By no means is it a definitive or comprehensive guide for defining every situation or scenario with tribes interacting. On the contrary, there are many exceptions to this table, and you are encouraged to create interesting situations in which stereotypes are broken and interaction is paramount. After all, doing so can present you with some great role-playing opportunities as stereotypes are broken and truly unique situations come to the fore.



Other Personas

While the characters have the difficult job of accurately portraying their characters at all times, you have the even more difficult task of portraying ever non-player character they meet. Every colorful personality, every smiling face, and every person stopping to talk casually to the characters, as well as the villains and other heroes are all yours to play. At first, this may seem like a daunting task. After all, on top of managing the flow of the game, keeping the story in check, watching what the players and their characters are doing and running encounters and descriptions, you have to portray every other major and minor persona. This is not only a lot of work; it is thankfully a great deal of fun. Or else, who would want the job? Thankfully, Game Masters know better! In order to clarify non-player characters, this section provides some tools and tips to help you organize your job. Hopefully, his section will not only make your job a little easier, it will provide you with some great time-saving tools to help free you up a little more to pay more attention to telling great Zelda stories.

NPC Classes

NPC's are characters, just as the player's characters are. Yet, there is a difference. Major villains and important NPC heroes should have classes and levels reflected by the character classes as described in **Chapter 3: Mantle of the Hero**. These NPC's are major parts of the game, and should be granted power levels and ability access that puts them on par with the player characters, thereby creating truly challenging opponents and legendary allies.

However, for the majority of NPC's, ordinary character classes are too powerful. The goron bombflower farmer who tends his crops all day could theoretically have a few levels of artisan or academic, but it probably would not fit him as much as an equal number of NPC class levels would. In this section, we present a series of NPC classes for you to use on your NPC's.

While it is not necessary to have class levels and all the mechanics they infer on every NPC, it is possible that a few NPCs in your campaign, who are ordinary, non-adventuring types, will have some useful skills or abilities. These NPC classes are tailor made to represent NPCs who could go adventuring to some degree, but do not come anywhere near the level of your players' characters.

Apprentice

Wizzrobes are the masters of the Tri-Force's arcane power. They wield it with a skill, grace and power unmatched by any other ordinary

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+0	+1	+2	+0		Aspect
2	+1	+0	+2	+3	+0	+2	
3	+1	+1	+2	+3	+1		
4	+2	+1	+2	+4	+1	+3	
5	+2	+1	+3	+4	+1		
6	+3	+2	+3	+5	+2	+3	
7	+3	+2	+4	+5	+2		
8	+4	+2	+4	+6	+2	+4	
9	+4	+3	+4	+6	+3		
10	+5	+3	+5	+7	+3	+4	Aspect
11	+5	+3	+5	+7	+3		
12	+6	+4	+6	+8	+4	+6	
13	+6	+4	+6	+8	+4		
14	+7	+4	+6	+9	+4	+6	
15	+7	+5	+7	+9	+5		
16	+8	+5	+7	+10	+5	+8	
17	+8	+5	+8	+10	+5		
18	+9	+6	+8	+11	+6	+8	
19	+9	+6	+8	+11	+6		
20	+10	+6	+9	+12	+6	+10	

mortal. Yet, there are those who are able to cast spells as well, albeit with nowhere near quite as much power as a wizzrobe. The apprentice is a natural spell caster, able to harness small amounts of active Tri-Force arcane magic and weave them into spells.

Many societies have apprentices of some sort. Moblins, rarely given to the lengthy and long road of magical prowess occasionally produce an apprentice (what they call they a shaman) from their ranks. Indeed, while apprentices are occasionally found among the more civilized races, such as hylian, zoras, gorons, gerudo and deku societies, they are more likely to crop up in moblin, tokay, and subrosian societies. Other races that can summon the power to wield an apprentice's power are often revered as shamans, holy prophets, or even reviled as tricksters and charlatans.

Hit Dice: d6

Class Skills

The apprentice's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Spellsight (Wis).

Skill Points at First level: (2 + Int bonus) x4

Table 14-5 Apprentice Class Features

Skill points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: The apprentice is proficient in all simple weapons. They gain no proficiency with any armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Aspects: At 1st level, the apprentice chooses a single Aspect from among the six Aspects. All of the apprentice's magic points must be pooled into that Aspect. At 10th level, the apprentice gains access to a second Aspect of their choice. From then on, the apprentice may choose to divide his magic points as he wishes between the two different Aspects.

Spells: The apprentice starts with all the 0-level spells from his starting Aspect, and a single first level spell of their choice from that Aspect. At third level, and every two levels thereafter, the apprentice can learn a single spell of his choice from any Aspect he knows, which is no higher than half his level (rounded upwards). Additional spells may be researched by expending experience points and rupees as normal.

Highborn

In most societies, highborn are of the aristocratic caste, sometimes ranking above or below an average noble's rank in society, but never truly able to achieve the same heights of power with sheer skill and ability. This is not to say that highborn have never been kings or emperors, for indeed, their cunning and ambition can only be matched by the most determined of royalty and nobility.

Table 14-6 Highborn Class Features

Though commonly viewed as high-ranking merchants, nobility, or royalty, highborn can take on a number of roles in many different societies, whether leader, prophet, or perhaps the offspring of leaders.

Hit Die: d6

Class Skills

The highborn's class skills (and the key abilities for each) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis).

Skill Points at First Level: (4 + Int bonus) x 4.

Level: 4 + Int bonus

Class Features

Weapon and Armor Proficiencies: The highborn is proficient in all simple weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+2	+1	+0	+0		Versatility (5 Skills)
2	+1	+3	+2	+0	+0		
3	+1	+3	+2	+1	+1		
4	+2	+4	+2	+1	+1	+2	
5	+2	+4	+3	+1	+1		
6	+3	+5	+3	+2	+2		
7	+3	+5	+4	+2	+2		
8	+4	+6	+4	+2	+2	+3	
9	+4	+6	+4	+3	+3		
10	+5	+7	+5	+3	+3		
11	+5	+7	+5	+3	+3		
12	+6	+8	+6	+4	+4	+3	
13	+6	+8	+6	+4	+4		
14	+7	+9	+6	+4	+4		
15	+7	+9	+7	+5	+5		
16	+8	+10	+7	+5	+5	+4	
17	+8	+10	+8	+5	+5		
18	+9	+11	+8	+6	+6		
19	+9	+11	+8	+6	+6		
20	+10	+12	+9	+6	+6	+4	

Lowborn

The lowborn is your everyday person, whether he is a peasant or a simple merchant, a farmer or a blacksmith. Lowborn are the most common of NPC classes due to their diverse nature. In almost every

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+0	+1	+2	+0	+0		
2	+1	+2	+3	+0	+0		
3	+2	+2	+3	+1	+1		
4	+3	+2	+4	+1	+1	+2	
5	+3	+3	+4	+1	+1		
6	+4	+3	+5	+2	+2		
7	+5	+4	+5	+2	+2		
8	+6	+4	+6	+2	+2	+3	
9	+6	+4	+6	+3	+3		
10	+7	+5	+7	+3	+3		
11	+8	+5	+7	+3	+3		
12	+9	+6	+8	+4	+4	+3	
13	+9	+6	+8	+4	+4		
14	+10	+6	+9	+4	+4		
15	+11	+7	+9	+5	+5		
16	+12	+7	+10	+5	+5	+4	
17	+12	+8	+10	+5	+5		
18	+13	+8	+11	+6	+6		
19	+14	+8	+11	+6	+6		
20	+15	+9	+12	+6	+6	+4	

Skill Points at Each Additional

Table 14-7 Lowborn Class Features

Table 14-8 Scrapper Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Magic	Special
1	+1	+2	+1	+0	+1		
2	+2	+3	+2	+0	+2		
3	+3	+3	+2	+1	+2		
4	+4	+4	+2	+1	+2	+2	
5	+5	+4	+3	+1	+3		
6	+6	+5	+3	+2	+3		
7	+7	+5	+4	+2	+4		
8	+8	+6	+4	+2	+4	+3	
9	+9	+6	+4	+3	+4		
10	+10	+7	+5	+3	+5		
11	+11	+7	+5	+3	+5		
12	+12	+8	+6	+4	+6	+3	
13	+13	+8	+6	+4	+6		
14	+14	+9	+6	+4	+6		
15	+15	+9	+7	+5	+7		
16	+16	+10	+7	+5	+7	+4	
17	+17	+10	+8	+5	+8		
18	+18	+11	+8	+6	+8		
19	+19	+11	+8	+6	+8		
20	+20	+12	+9	+6	+9	+4	

tribe's society, there are a great many more lowborn than highborn, or any other NPC class for that matter, and within the numbers is a tremendous diversity.

Lowborn are the average people most characters can find filling the more mundane roles in society such as merchants, workers, labourers, craftsmen, scribes, clerks, grocers, jewellers, farmers and more.

Hit Die: d4

Class Skills

The lowborn's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Jump (Str), Profession (Int), Ride (Dex), Use Rope (Dex).

Skill Points at First Level: (2 + Int bonus) x 4

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

Weapon and Armor Proficiencies: Lowborn are proficient with any three simple weapons of their choosing. They are not proficient with any armor of shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Versatility: By their nature, lowborn work hard just to sustain their lives. At first level, the lowborn may choose any five additional non-class skills and make them class skills. These skills cannot be class exclusive skills, and the choice is permanent.

Scrapper

While warriors and wilderfolk are the trained warrior elite, scrappers are the next best things. Whether a mercenary, self-taught, or simply a soldier with potential, the scrapper is society's standard combatant.

Every culture has scrappers to some degree or another. While some, more intellectually inclined tribes such as zoras or deku may not have many bolstering their ranks; tribes such as moblins often are mostly comprised of scrappers.

Hit Die: d8

Class Skills

The scrapper's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str).

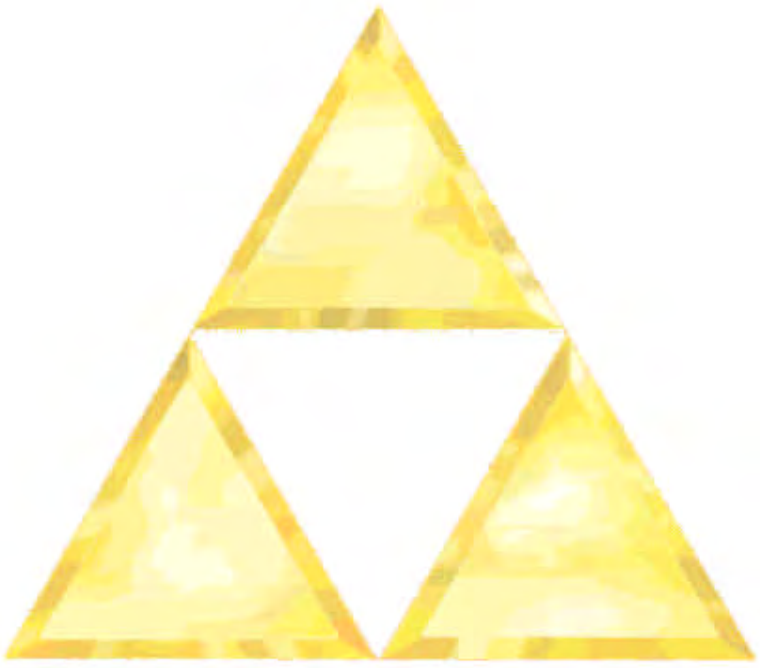
Skill Points at First Level: (2 + Int bonus) x 4

Skill Points at Each Additional Level: 2 + Int bonus

Class Features

Weapon and Armor Proficiencies: A scrapper is proficient in all simple

and martial weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.



Chapter 15 Appendix

The End of A Long Road

This book has been a long time in coming, and when I say a long time, I mean it. What you hold in your hands is the propduct of over 2 years of volunteer efforts, coordination, and writing. No one was paid for this project, and no one made any money off of it at all. Neither the Zelda D20 Team, nor myself, nor the artists were paid one cent for this project, even when it cost members of the Team money to acquire necessary supplies and materials. What does that mean for you, the reader? Not much, except that this book is a complete and total labor of love. From it's inceptions over 2 years ago on ***Wizards of the Coast's*** *D20 Fantasy Thinktank* message boards (now located at http://boards1.wizards.com/forumdisplay.php?s=&forumid=449) where it started as a pet project to the Zelda D20 Forum where fans of the project could sample the pre-finished material and interact directly with the designers, this project, and subsequently this book, have grown tremendously.

I hope, in all sincerity, that in reading this book you are not reading with a critical eye. Rather, I would like to hope that you are reading with a sense of enjoyment and satisfaction. What I mean is, although it's important to be critical of mechanics issues or any errors that may be found within this text, the above paragraph should speak for itself on the matter. This is a *volunteer* effort, and as such, it was up to us, the *Zelda D20* Team, to take the time out of our lives in order to write this book, do the artwork, format it, and finally publish it, free of charge, available to anyone who wants it. So really, though we put our hearts and souls into this project, if there's an error here and there that somehow escaped the notice of the many editing sweeps we did (and believe me, there were many), then that's to be expected. We aren't a professional publishing company, and that's that.

Dedications

When I think back on the time invested in this book, I feel a certain fondness for the memories. Whether working at my job, in between classes, or even late-night home editing sessions, this book has been a constant in my life for over 2 years now, and the same goes for the Zelda D20 Team. I'd like to take the time to introduce you to the Zelda D20 Team and present the dedications that have helped to make it possible to complete this book in the first place.

Chair Person, Lead Mechanics Designer, Lead Formatter & Editor:

Matthew Blasi

Art Direction & Team Artist:

Jospeh Willis

Monster Design & Compilation:

Derek Floyd

Magic System Lead Design, Historian & Timeline:

Joshua Bishop

Gazeteer Lead Design & Co-Mechanics Coordinator:

Dillon Seidentopf

Assistant Monster Designer & Magic Item Designer:

Sebastian Klement

Special Thanks & Considerations:

The *Zelda D20* Team would like to thank the following three special contributors to the book:

Andrew Smith: Andrew was a member of the Zelda D20 Team for a

short while and contributed work to the project. Thanks Andrew!

Chris Freeman: Chris contributed a wealth of creative ideas, helped to ground and test the magic system, and was responsible for the majority of the magic-using prestige classes as well as assisting in the implementation of the artisan base class. Chris was also the first formatter without whose help this project would be looking a lot shabbier. Much thanks and good wishes!

Erin Lindsey: Erin contributed a number of pieces of artwork, including the much-hyped (and deservedly awesome) racial line-up picture in the Tribes chapter. Her artwork for classes such as the noble, and her various assorted art pieces helped to make this book as beautiful to look at as it is. Without her art, the book would truly be incomplete.

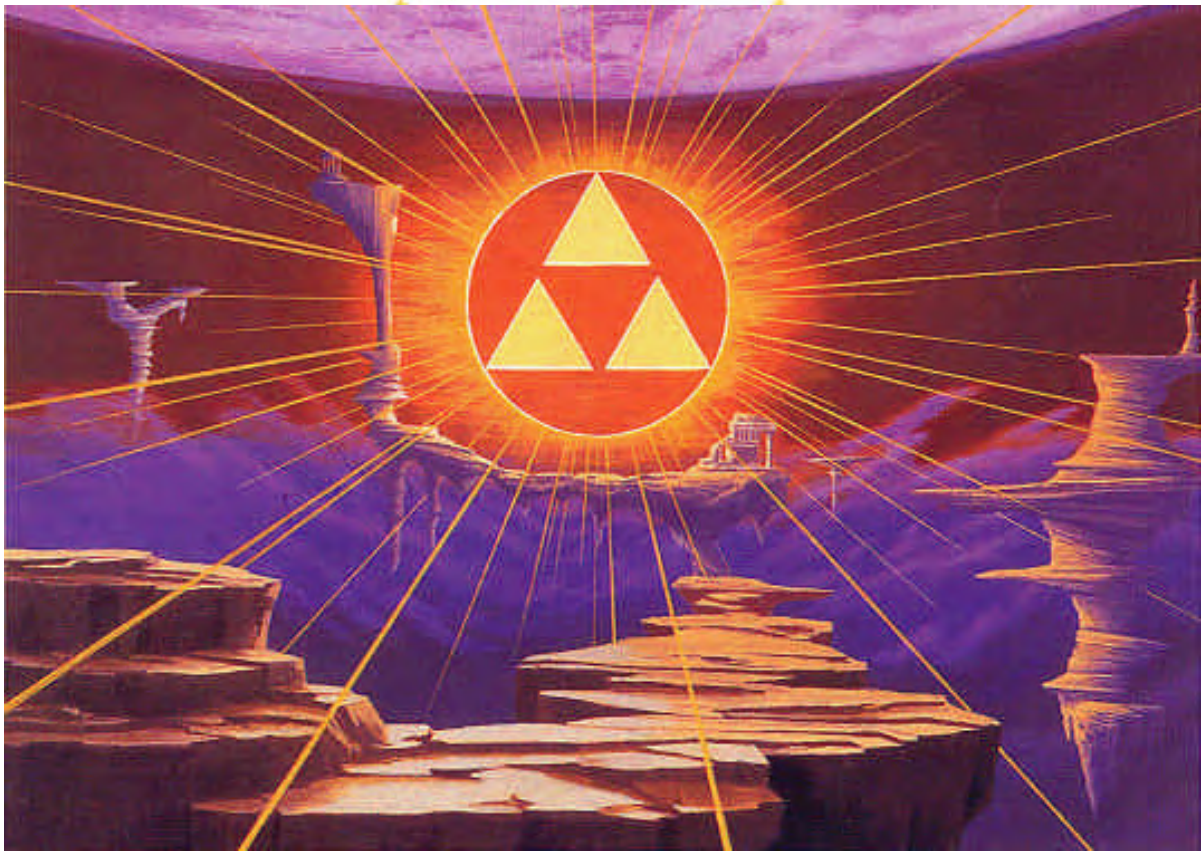
KoSoVar & Zeldapower.com: For helping to get this book to the fans who wanted it and helping on a PDF crunch!

Official art copyright Nintendo.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game



Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the

owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



2d20

CHARACTER NAME | PLAYER

CLASS AND LEVEL | RACE | FOCUS | ASPECT

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

THE LEGEND OF ZELDA d20 CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY ABILITY	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP (HIT POINTS) — TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED

DEFENSE = 10 + ARMOR/CLASS BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL / MAGIC + DEFLECTION MODIFIER + MISC MODIFIER / ARMOR CHECK

DAMAGE REDUCTION

TOUCH DEFENSE

FLAT-FOOTED DEFENSE

INITIATIVE MODIFIER = TOTAL = DEX MODIFIER + MISC MODIFIER

SAVING THROWS	TOTAL	= BASE SAVE + ABILITY MODIFIER + MAGIC MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)		
REFLEX (DEXTERITY)		
WILL (WISDOM)		

CONDITIONAL MODIFIERS

ATTACK BONUS	TOTAL	= BASE ATTACK BONUS + ABILITY MODIFIER + SIZE MODIFIER + MISC MODIFIER
MELEE ATTACK BONUS		
RANGED ATTACK BONUS		
GRAPPLE MODIFIER		

CONDITIONAL MODIFIERS

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

CLASS SKILL? | MISC RANKS (CLASS/CROSS-CLASS) /

SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐ Appraise ■	INT		=	+	+
☐ Balance ■	DEX♡		=	+	+
☐ Bluff ■	CHA		=	+	+
☐ Climb ■	STR♡		=	+	+
☐ Concentration ■	CON		=	+	+
☐ Craft ■ ( )	INT		=	+	+
☐ Craft ■ ( )	INT		=	+	+
☐ Craft ■ ( )	INT		=	+	+
☐ Decipher Script	INT		=	+	+
☐ Diplomacy ■	CHA		=	+	+
☐ Disable Device	INT		=	+	+
☐ Disguise ■	CHA		=	+	+
☐ Escape Artist ■	DEX♡		=	+	+
☐ Forgery ■	INT		=	+	+
☐ Gather Information ■	CHA		=	+	+
☐ Handle Animal	CHA		=	+	+
☐ Heal ■	WIS		=	+	+
☐ Hide ■	DEX♡		=	+	+
☐ Intimidate ■	CHA		=	+	+
☐ Jump ■	STR♡		=	+	+
☐ Knowledge ( )	INT		=	+	+
☐ Knowledge ( )	INT		=	+	+
☐ Knowledge ( )	INT		=	+	+
☐ Knowledge ( )	INT		=	+	+
☐ Knowledge ( )	INT		=	+	+
☐ Listen ■	WIS		=	+	+
☐ Move Silently ■	DEX♡		=	+	+
☐ Open Lock	DEX		=	+	+
☐ Perform ( )	CHA		=	+	+
☐ Perform ( )	CHA		=	+	+
☐ Perform ( )	CHA		=	+	+
☐ Profession ( )	WIS		=	+	+
☐ Profession ( )	WIS		=	+	+
☐ Ride ■	DEX		=	+	+
☐ Search ■	INT		=	+	+
☐ Sense Motive ■	WIS		=	+	+
☐ Sleight of Hand	DEX♡		=	+	+
☐ Spellcraft	INT		=	+	+
☐ Spot ■	WIS		=	+	+
☐ Survival	WIS		=	+	+
☐ Swim ■	STR♡		=	+	+
☐ Tumble	DEX♡		=	+	+
☐ Use Magic Device	CHA		=	+	+
☐ Use Rope ■	DEX		=	+	+
☐ _____	____		=	+	+
☐ _____	____		=	+	+
☐ _____	____		=	+	+

■ Denotes a skill that can be used untrained

☐ Mark this box with an X if the skill is a class skill for the character

♡ Armor check penalty, if any applies (double penalty for Swim)

The Legend of Zelda © Nintendo. Character sheet design by Wes Oxenhorn, 2004. Permission granted to photocopy and distribute freely, but just remember it's my design.

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	DEFENSE BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	DEFENSE BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH OR DRAG (5x MAX LOAD)

MONEY

GP —

BP —

RP —

PP —

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

SPELLS

FAVORED/PROHIBITED ASPECT

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIER

MAGIC POINTS

