

A RECLAIM THE WILD BESTIARY

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WEBSITE & DISCORD

For the latest on *Reclaim the Wild*, including ideas for your game and the latest version of these rules, visit ReclaimTheWild.net. You can also come say hello on [our Discord server](#)!



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CHANGELOG

Version 1.05

- Made some formatting changes to the Stalfos entry, to add some pictures into an otherwise lifeless (hah) article.
- Changed Effortless Dodger, and the passive ability on Zirros, to be less punitive.
- Corrected errors in Moldorm's statblock.
- Added new monsters:
 - Babusu
 - Dark Doppelganger
 - Scaefos



USING THIS BOOK

CUSTOMIZING FOES' EQUIPMENT

The enemies presented in this book all have a default equipment loadout. Their Defense, Evasion, and the damage and accuracy of their attacks are all presented with that default equipment in mind.

However, that doesn't mean that those foes *must* use that default equipment. Whenever a foe's default equipment is not presented as Natural equipment, it's ripe for changing out. It's a quick and easy way to make one type of enemy feel a bit more varied, rather than a horde of faceless mooks.

This is particularly handy when the Heroes are fighting lots of similar monsters: for instance, if the Heroes are fighting through a bandit hideout, the various Brigands they fight might be using different equipment.

Perhaps some of them are caught unawares, without their armor. Some of them might have different weapons, or additional tools, changing their stats and tactics. And of course, perhaps some lucky or powerful foe is using an enchanted weapon, making them even more of a threat than their fellows.

FOES AND RACES

Some foes are just people, members of one of Hyrule's myriad races. In those cases, the foe is presented in a kind of "race agnostic" way. It's expected that the GM will apply a Race to the foe, providing it a Weakness and any additional Techniques, Spells, or other attributes that are common to that Race.

If in doubt, consider foes Hylian by default.

CHANGING A FOE'S RANK

Zelda games have a long and storied tradition of 'palette swaps', foes who act the same as past enemies but have stronger stats. You can do the same! However, we have not included such variants in this book, as that would bloat its size fivefold.

If you want stronger or weaker versions of a given foe, you will need to tailor that monster to suit your needs.

To quickly **increase** a foe's Rank by one:

- Increase about half of their Traits (their highest or most important Traits) by 2.
- Increase their remaining Traits by 1.
- Increase their Defense by...
 - Civilian: +1
 - Light or Medium: +2
 - Heavy: +3
 - Extreme: +4
 - Impervious: +8
- Increase their Weapons' Attack by +3.
- Adjust the foe's Concentration, Evasion, Vitality, Health, Magic, and Stamina.

...and, optionally:

- ...give the foe a new Spell or Technique.
- ...Play the foe more intelligently (using more Reactions and Combat Maneuvers, better tactics, or specially-tweaked gear).

To quickly **decrease** a foe's Rank by one:

- Reduce half of their Traits (their highest or most important Traits) by 2. (Min. 1)
- Reduce remaining Traits by 1. (Min. 0)
- Reduce their Defense, per the above.
- Worsen all equipment by one Rank.
- Adjust the foe's Concentration, Evasion, Vitality, Health, Magic, and Stamina.

These procedures may not always yield statistically perfect results, but they'll get you more than close enough for fast, fun fights.

TURNING FOES INTO BOSSES

Sometimes, a GM may want to take an existing foe, and turn them into a Heavy, Mini-Boss, or Boss. This allows them to easily make a bigger, meaner version of a foe, giving even a whole team of Heroes a mighty threat to face.

To turn a foe into a Heavy, Mini-Boss, or Boss, do the following:

- Apply the appropriate Order to the monster, with all of its benefits. (This increases the amount of HP, MP, and SP that the foe has, as well as the amount of Materials or loot it drops.)
- Consider giving the foe at least one additional Spell or Technique that its lesser brethren don't have. Mini-Bosses and Bosses should probably get more than one extra trick.
- If you're making the foe into a Mini-Boss or Boss, give the foe a Weak Point for the Heroes to discover and exploit.
- Consider giving the foe an additional, helpful Passive or two. You should especially consider Passives that work with (or are shut down by) the foe's Weak Point.
- Often, these supercharged foes are also super-sized. Consider increasing the foe's Size by one or more steps.

Finally, don't forget that Bosses often have their own, specially-designed room that serves as their battle arena. Consider what might help the Boss defend itself – and what might help Heroes defeat it – when designing such a room.

BESTIARY



ANIMALS

Throughout Hyrule and the lands beyond its borders, various animals populate the countryside. They might live with townspeople in their homes or farms, or populate the countryside as wild and untamed beasts. Some might be mundane, and others a little bit more magical.

CAT, DOMESTIC

Cat, Domestic					
Rank 1 Natural Hunter					
HP: 8		MP: 0	SP: 16		
Defense: 0 (Unarmored)		Concentration: 14			
Initiative: +4		Evasion: 14			
Size: Small		Vitality: 12			
Movement: 6 (Walking), 3 (Swimming)					
Strike		Damage: 8			
To-Hit Check: +7		Range: Melee			
Default Weapon: Cat's Paw					
(Rank 1 Natural Dagger)					
Accuracy: 4		Attack: 5	Durability: -		
Predator Pounce (Passive)					
If you hit a foe with a Sneak Attack, and they do not use a Reaction against the attack, then they are put Off Balance.					
Limited Intelligence, Darkvision, Scent Sense					
Combat	3	Willpower	0	Accuracy	3
Hearts	2	Magic	0	Stamina	2
Athletics	2	Arcana	0	Nature	3
Civilization	2	Perception	4	Agility	4
Fortitude	2	Influence	3	Command	1
Intimidate	3	Discipline	4	Insight	2
Mechanics	0	Perform	1	Guile	1
Smithing	0	Enchanting	0	Cooking	0
Drops: 3x Catsgut (Rank 1 Monster Parts)					

Domestic Cats hunt small prey (such as mice and birds) by sneaking up behind them, and then pouncing, knocking them to the ground. If the first blow doesn't defeat their prey, surely the second one will – if not, they may choose to retreat, lick their wounds, and try again when the heat is off.

CROW

Crow			
Rank 1 Natural Warrior			
HP: 8		MP: 0	SP: 16
Defense: 4 (Light)		Concentration: 13	
Initiative: +4		Evasion: 14	
Size: Small		Vitality: 11	
Movement: 6 (Flying), 3 (Walking)			
Strike		Damage: 7	
To-Hit Check: +9		Range: Melee	
Dash Attack		Damage: 7	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Mug		Damage: 7	
8 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, you Disarm the target of one item the target has in their hands or on their belt, and they drop the item in your square. You may immediately use a Minor Action to pick the item up.			
Default Weapon: Crow's Beak			
(Rank 1 Natural Dagger)			
Accuracy: 4		Attack: 5	Durability: -
Leave with the Loot (Passive)			
When this creature has at least one item in their hands, their Movement increases by 2, and their Evasion decreases by 2.			
Limited Intelligence			
Combat	2	Willpower	0
Hearts	2	Magic	0
Athletics	2	Arcana	0
Civilization	3	Perception	4
Fortitude	1	Influence	1
Intimidate	2	Discipline	3
Mechanics	2	Perform	2
Smithing	2	Enchanting	0
		Accuracy	5
		Stamina	4
		Nature	3
		Agility	4
		Command	0
		Insight	3
		Guile	4
		Cooking	0
Drops: 3x Crow Feather (Rank 1 Monster Parts)			

Crows are wily birds, seeking out unwary travelers and swooping down on them to mercilessly harass them. Their goal is not blood or vengeance, but profit: Crows often try to Mug passers-by to relieve them of their goods, and then fly off with them to their nests. To a Hero, a Crow's nest is as good as a Treasure Chest, sure to contain lots of loot that past travelers lost to the Crow.

Cucco

Cucco			
Rank 3 Natural Blaster			
HP: 32		MP: 0	SP: 24
Defense: 20 (Extreme)		Concentration: 14	
Initiative: +6		Evasion: 10	
Size: Small		Vitality: 16	
Movement: 6 (Walking), 3 (Flying)			
Strike		Damage: 15	
To-Hit Check: +9		Range: Melee	
Cucco Storm		Damage: Special	
12 Stamina		Range: Field	
The weather in the area changes to Cucco Storm (Rank 1). While the weather is Cucco Storm, each combatant takes (Rank) damage at the start of their turn if they have harmed a Cucco recently. This damage is not modified by Defense, Resistances, or any other factors. If Cucco Storm is used again, increase the Rank of Cucco Storm weather by 1.			
Default Weapon: Cucco Beak			
(Rank 1 Natural Hand Axe)			
Accuracy: 3		Attack: 13	Durability: -
Limited Intelligence			
Immune: Distracted			
Combat	2	Willpower	0
Hearts	8	Magic	0
Athletics	2	Arcana	0
Civilization	0	Perception	2
Fortitude	6	Influence	1
Intimidate	1	Insight	1
Mechanics	0	Perform	1
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	6
		Nature	1
		Agility	6
		Command	0
		Discipline	4
		Guile	0
		Cooking	0
Drops: 2x Cucco Down (Rank 3 Monster Part)			
5x Cucco Meat (Rank 3 Food Ingredient)			

Cuccos are peaceful, oblivious creatures, and are unaware of any combat unless and until they are involved in it personally – at which point, they will attempt to flee. If struck repeatedly (typically, if brought down to half health), they will use Cucco Storm and continue to attempt to flee under the cover of their rampaging brethren. If still pursued and struck again (brought down to Peril), they will use Cucco Storm again – and then, begin to fight back themselves, pecking at whatever Cucco-abuser is closest.

Dog, Domestic

Dog, Domestic			
Rank 1 Natural Warrior			
HP: 8		MP: 0	
Defense: 0 (Unarmored)		Concentration: 13	
Initiative: +3		Evasion: 13	
Size: Small		Vitality: 13	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 8	
To-Hit Check: +6		Range: Melee	
Default Weapon: Dog's Teeth			
(Rank 1 Natural Dagger)			
Accuracy: 4		Attack: 5	
		Durability: -	
Drag Down (Passive)			
If you hit a foe with a Basic Attack or Charge, and they do not use a Reaction against the attack, then they are Knocked Prone.			
Limited Intelligence			
Scent Sense			
Combat	3	Willpower	0
Hearts	2	Magic	0
Athletics	2	Arcana	0
Civilization	2	Perception	4
Fortitude	3	Influence	4
Intimidate	3	Discipline	3
Mechanics	0	Perform	1
Smithing	0	Enchanting	0
		Accuracy	2
		Stamina	3
		Nature	3
		Agility	3
		Command	1
		Insight	4
		Guile	1
		Cooking	0
Drops: 3x Hound's Hide (Rank 1 Monster Parts)			

Dogs are a common companion for farmers, townspeople, and even young adventurers. While a domesticated Dog is rarely a force to be reckoned with in a fight, they can be very helpful for other tasks, such as herding, guarding, or tracking. Of course, they make lovely pets, as well.

When forced to fight, a Dog will typically Charge at the foe that presents the greatest threat to their pack, using their Drag Down ability to bring them to the ground.

HORSE

Horse			
Rank 2 Natural Protector			
HP: 16		MP: 0	SP: 20
Defense: 0 (Unarmored)		Concentration: 12	
Initiative: +4		Evasion: 14	
Size: Large		Vitality: 14	
Movement: 8 (Walking), 4 (Swimming)			
Strike		Damage: 11	
To-Hit Check: +6		Range: Melee	
Default Weapon: Horse Hoof (Rank 2 Natural Club)			
Accuracy: 4		Attack: 9	Durability: -
Limited Intelligence			
Mount			
Combat	2	Willpower	0
Hearts	4	Magic	0
Athletics	6	Arcana	0
Civilization	2	Perception	3
Fortitude	4	Influence	2
Intimidate	2	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	2	Stamina	5
Nature	3	Agility	4
Command	1	Insight	4
Guile	1	Cooking	0
Drops: 3x Rat Tail (Rank 1 Monster Parts)			

Horses are rarely found in the wild, in small herds that rove over hill and dale. Skittish and swift, a Horse is more likely to flee a fight than to attack. If tamed – or if rented or bought from a Stable – a Horse can make a valuable Companion, enabling incredibly swift travel and mounted combat.

INSECTS

Insects like moths, bees, or stinging flies can be a pain in a Hero's side. Be sure to keep on your guard, or they'll make you Sick!

Insects			
Rank 0 Natural Hunter Swarm			
HP: -		MP: 0	
SP: 0			
Defense: 0 (Unarmored)		Concentration: 12	
Initiative: +3		Evasion: 13	
Size: Diminutive		Vitality: 11	
Movement: 3 (Flying)			
Strike		Damage: 1	
To-Hit Check: +6		Range: Melee	
Sickening Threat (Passive)			
If you hit a foe with a Basic Attack, and they do not use a Reaction against the attack, then they are made Sick.			
Instinctive Intelligence, Darkvision			
Combat	1	Willpower	0
Hearts	-	Magic	0
Athletics	0	Arcana	1
Civilization	1	Perception	2
Fortitude	1	Influence	0
Intimidate	0	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	0
		Nature	2
		Agility	3
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: (Hearts) Insect Parts (Rank 0 Critter)			

RAT, COMMON

Rat, Common			
Rank 1 Natural Hunter			
HP: 4		MP: 0	
SP: 8			
Defense: 0 (Unarmored)		Concentration: 11	
Initiative: +4		Evasion: 14	
Size: Tiny		Vitality: 11	
Movement: 6 (Walking)			
Strike		Damage: 6	
To-Hit Check: +7		Range: Melee	
Default Weapon: Rat Tooth (Rank 0 Natural Dagger)			
Accuracy: 4		Attack: 5	
		Durability: -	
Denizen of Shadows (Passive)			
While in dim light, this creature is Hard to Hit.			
While in total darkness, this creature is Very Hard to Hit.			
While in bright direct light or sunlight, this creature is Blinded.			
Instinctive Intelligence			
Darkvision, Scent Sense			
Combat	1	Willpower	0
Hearts	1	Magic	0
Athletics	1	Arcana	0
Civilization	3	Perception	2
Fortitude	1	Influence	1
Intimidate	1	Discipline	1
Mechanics	1	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	2
		Nature	2
		Agility	4
		Command	0
		Insight	1
		Guile	2
		Cooking	0
Drops: 3x Rat Tail (Rank 1 Monster Parts)			

Common Rats can be found in caves, basements, and other dark places all throughout Hyrule. They prefer to hang back, hugging the walls of the room, unless an opportunity to strike in darkness presents itself – then, they rush out to strike.

ARMOS

Stone statues crudely made to resemble ancient knights. Their rocky exterior makes them particularly durable opponents. Though clumsy, they can move as fast as any Hero when roused to action. However, Armos cannot rouse themselves to action: they only spring into action when touched, or activated *en masse* by some mechanism.

ARMOS STATUE

Armos Statue			
Rank 1 Mechanical Warrior			
HP: 16		MP: 0	
Defense: 8 (Heavy)		Concentration: 14	
Initiative: +1		Evasion: 7	
Size: Medium		Vitality: 14	
Movement: 3-8 (Walking) (See Below)			
Strike		Damage: 10, Earth	
To-Hit Check: +5		Range: Melee	
Riposte		Damage: -	
4 Stamina		Range: -	
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Basic Attack with your other equipped Weapon.			
Default Weapon: Stone Sword			
(Rank 1 Metal Sword, Earth damage)			
Accuracy: 3		Attack: 6	
Stone Shield		Durability: 6	
(Rank 1 Metal Shield, Earth damage)			
Accuracy: 4		Attack: 4	
Invincible Until Instigated (Passive)		Durability: 5	
This creature is immobile, unable to act, and invulnerable to all harm, until it awakens or otherwise enters combat.			
Random Rapidity (Passive)			
When initially awoken, roll (1d6 + 2). This becomes this creature's Movement until it returns to an inactive state.			
Limited Intelligence			
Immune: Shock damage; Weakness: Ice damage			
Combat	4	Willpower	0
Hearts	4	Magic	0
Athletics	3	Arcana	0
Civilization	4	Perception	1
Fortitude	4	Influence	0
Intimidate	2	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	2
		Stamina	4
		Nature	0
		Agility	1
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: Weapon (when available) & Remaining Ammo			
2x Tykogi Iron (R1 Metal) or Clay (R1 Stone)			

Armos Statues are invulnerable to all damage when inactive, and only activate when touched or otherwise roused to action. Once active, they prove only slightly easier to kill, with thick stone and skilled shield-work enabling them to survive all but the most concentrated assaults. Beware – some Armos are slow, others deadly-quick!

TINSUIT

Tinsuit

Rank 1 Mechanical Hunter

HP: 12

MP: 0

SP: 16

Defense: 8 (Heavy)

Concentration: 15

Initiative: +2

Evasion: 8

Size: Medium

Vitality: 15

Movement: 3-8 (Walking) (See Below)

Shoot Arrow

Damage: 8, Earth

To-Hit Check: +8

Range: Projectile 8

Pinning Shot

Damage: 8

4 Stamina

Range: Projectile 8

Roll To-Hit target's Concentration; on success, the target is Halted until the end of their next turn.

Default Weapon: Stone Crossbow

(Rank 1 Metal Crossbow, Earth damage)

Ammunition: 5x Arrows

Accuracy: 4

Attack: 5

Durability: 6

Invincible Until Instigated (Passive)

This creature is immobile, unable to act, and invulnerable to all harm, until it awakens or otherwise enters combat.

Random Rapidity (Passive)

When initially awoken, roll (1d6 + 2). This becomes this creature's Movement until it returns to an inactive state.

Limited Intelligence

Immune: Shock damage; Weakness: Ice damage

Combat	3	Willpower	0	Accuracy	4
Hearts	3	Magic	0	Stamina	4
Athletics	3	Arcana	0	Nature	0
Civilization	4	Perception	3	Agility	2
Fortitude	5	Influence	0	Command	0
Intimidate	2	Discipline	5	Insight	0
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: Weapon (when available) & Remaining Ammo

2x Tykogi Iron (R1 Metal) or Clay (R1 Stone)

Tinsuits are sniper Armos, armed with a crossbow, installed in advantageous locations, designed to rain arrows on foes.

ARMOS LORE

Novice (DC 7): Wherever there are ancient ruins, there might be Armos. Mothers often warn their children to never touch a statue they don't know for sure is inanimate.

Journeyman (DC 10): Armos may be tough, but they aren't wise of agile. Tricks, traps, and status ailments can all stop an Armos.

Adept (DC 13): Armos are mechanical marvels, their internal contraptions finely-tuned clockwork. Some scholars speculate they may be prototype Guardians.



AQUAMENTUS

Aquamentus are fearsome dragons, easily recognized by their single unicorn-style horn. They move slowly, and have stubby wings that allow them limited flight. They make up for their lackluster mobility with skill at breathing fire, so watch out for their flame breath and fireballs!

Aquamentus

Rank 1 Natural Blaster BOSS

HP: 120	MP: 60	SP: 60
Defense: 6 (Medium)	Concentration: 13	
Initiative: +2	Evasion: 10	
Size: Large	Vitality: 13	
Movement: 5 (Walking), 3 (Flying)		

Use Rod	Damage: 8
To-Hit Check: +7	Range: Projectile 4

Dash Attack	Damage: 8
8 Stamina	Range: See Effect
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.	

Flame Breath	Damage: 13
8 Magic	Range: Cone 2 or Projectile 8

Roll To-Hit Target's Vitality; on success, target is On Fire.

Zola's Fireball	Damage: 10
3 Magic	Range: Projectile 8

Default Weapon: Aquamentus Horn
(Rank 1 Natural Rod)

Accuracy: 4	Attack: 5	Durability: -
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Aim for the Horn (Weak Point)

This creature's horn is its weak point, and is Hard to Hit.

Limited Intelligence, Mount

Combat	3	Willpower	3	Accuracy	3
Hearts	3	Magic	3	Stamina	3
Athletics	3	Arcana	2	Nature	2
Civilization	3	Perception	3	Agility	2
Fortitude	3	Influence	2	Command	0
Intimidate	3	Discipline	3	Insight	3
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: 1x Aquamentus Horn (Rank 1 Monster Part)
10x Aquamentus Scale (Rank 1 Monster Part)
Small Fairies, equal to size of party

BEETLES

Large insects with hard shells, Beetles are durable and tenacious foes. It is nearly impossible for a Hero to crack their shells with brute force – instead, they must use their wits to best these bugs.

ZORO BEETLE

Zoro Beetle			
Rank 0 Natural Hunter Swarm			
HP: -		MP: 0	
Defense: 0 (Unarmored)		Concentration: 10	
Initiative: +4		Evasion: 13	
Size: Tiny		Vitality: 12	
Movement: 3 (Walking)			
Strike		Damage: 2	
To-Hit Check: +3		Range: Melee	
Insect Infiltration		Damage: 2	
4 Stamina		Range: Melee	
Roll To-Hit Target's Concentration; on success, the target is Off-Balance and Distracted by you until the beginning of their next turn, and the damage from this attack ignores Defense.			
Natural Shoveler (Passive)			
This creature is capable of digging as if it had a Shovel, of a Rank equal to its own.			
Instinctive Intelligence			
Combat	2	Willpower	0
Hearts	-	Magic	0
Athletics	1	Arcana	0
Civilization	1	Perception	1
Fortitude	2	Influence	0
Intimidate	0	Discipline	0
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	2
		Nature	2
		Agility	3
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: (Hearts) Bug Guts (Rank 0 Monster Part)			

Zoro Beetles are tiny, black-and-white insects that can often be found in patches of loamy dirt, crawling out of holes in the ground, or hiding in the back of a kitchen cabinet. On their own, they pose little threat – however, in the middle of a difficult battle, the last thing you want is a Beetle crawling inside your armor and nipping at you.

SPIKED BEETLE

Spiked Beetle			
Rank 1 Natural Warrior			
HP: 12		MP: 0	SP: 16
Defense: 12 (Extreme)		Concentration: 12	
Initiative: +3		Evasion: 0	
Size: Medium		Vitality: 12	
Movement: 4 (Walking)			
Strike		Damage: 8	
To-Hit Check: +7		Range: Melee	
Dash Attack		Damage: 8	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Spin Attack		Damage: 8	
8 Stamina		Range: Burst 1	
Default Weapon: Spiked Shell			
(Rank 1 Natural Shield)			
Accuracy: 4		Attack: 4	Durability: -
Soft-Bellied (Passive)			
Attacks against this creature from below, or while it is Prone, ignore half of this creature's Defense.			
Limited Intelligence			
Combat	4	Willpower	0
Hearts	3	Magic	0
Athletics	3	Arcana	0
Civilization	1	Perception	2
Fortitude	2	Influence	1
Intimidate	3	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	4
		Nature	2
		Agility	3
		Command	1
		Insight	1
		Guile	1
		Cooking	0
Drops: 2x Beetle Spike (Rank 1 Monster Part)			
1x Spike Chitin (Rank 1 Critter, Fortified)			

Spiked Beetles have a durable spiked shell, but their top-heaviness is their weakness: if flipped over, they become helpless and vulnerable. They love to charge headlong at the first foe they see, which can easily lead to them getting tricked or trapped.

HARDHAT BEETLE

Hardhat Beetle			
Rank 2 Natural Protector			
HP: 20		MP: 0	
Defense: 10 (Heavy)		Concentration: 12	
Initiative: +3		Evasion: 11	
Size: Medium		Vitality: 14	
Movement: 4 (Walking)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Dash Attack		Damage: 12	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Ordon Rush		Damage: 9	
8 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this further movement.			
Default Weapon: Hard Shell			
(Rank 2 Natural Shield)			
Accuracy: 4		Attack: 7	
		Durability: -	
Cushioning Carom (Passive)			
When struck by an attack, if this creature is not Slowed, Halted, on Difficult Terrain, or otherwise kept from moving, it is pushed back 3 squares, and reduces the damage taken by half. This does not protect against falling damage, nor damage from being pushed into hazards.			
Oblivious (Passive)			
This creature cannot use Reactions.			
Slippery Step (Passive)			
This creature treats all terrain as if it were Slightly Slick. (When moving on a Slightly Slick surface, you must make an Agility roll v. DC 10 to stop. If you fail, on an odd-numbered roll, you will continue to move one further square in the direction you were travelling; on an even-numbered roll, you become Off-Balance. On success, you may instead choose either failure result to occur instead.)			
Soft-Bellied (Passive)			
Attacks against this creature from below, or while it is Prone, ignore half of this creature's Defense.			
Limited Intelligence			
Combat	5	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	1	Perception	4
Fortitude	4	Influence	1
Intimidate	4	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	6
		Nature	2
		Agility	5
		Command	1
		Insight	1
		Guile	1
		Cooking	0
Drops: 2x Beetle Carapace (Rank 2 Monster Part)			
1x Hardhat Chitin (Rank 2 Critter, Tough)			

Hardhat Beetles are extremely durable foes. Not only is their shell hard as diamond (or so it is said), but when struck, they go careening across the floor, reducing the damage they take. The best bet is either to stop them in their track (by freezing or snaring them), or to trick them into a dangerous, damaging hazard.



BEETLE LORE

Effortless (DC 4): All Beetles have a hard, durable shell. Brute force alone is rarely enough to deal with them.

Novice (DC 7): Beetles large and small prefer to live underground. The smaller ones just dig a tiny hole, but the big ones prefer caves and abandoned structures. It's rare indeed to see a Beetle in the open sunlight.

Journeyman (DC 10): Ancient dungeon-builders often left small entrances for Beetles in their trap-filled tombs, particularly in rooms with pits, spikes, or other dangerous terrain. If you find yourself in a dungeon, fighting Beetles, and the room seems otherwise safe – beware, for the other shoe may yet drop.

Adept (DC 13): Zoro Beetles are a common nuisance, but be on the lookout for when they're amassed in a mound of rich, loamy dirt. That often indicates a spot where someone buried something; the Beetles have merely taken advantage of the loosened dirt to build a nest.

STAGNOX

Stagnox			
Rank 2 Natural Rallier BOSS			
HP: 120		MP: 0	SP: 100
Defense: 10 (Heavy)		Concentration: 15	
Initiative: +4		Evasion: 10	
Size: Huge		Vitality: 14	
Movement: 6 (Walking), 3 (Flying)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Summon Blastworm		Damage: -	
4 Stamina		Range: Projectile 8	
You create a Blastworm in the targeted square. If a creature is in the targeted square, the Blastworm appears in a random square adjacent to the target. Blastworms created this way do not provide any drops when defeated.			
Dash Attack		Damage: 12	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Ordon Rush		Damage: 9	
8 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this further movement.			
Default Weapon: Stagnox Horn			
(Rank 2 Ancient Spear)			
Accuracy: 4		Attack: 8	Durability: 10
Poisonous Mist Posterior (Passive)			
The rear of the Stagnox emits a powerful poisonous mist. While active, the Stagnox's rear is immune to all damage. The poisonous mist can be dispelled for one full round by using Korok Leaf's Wind, Bombs, or other shockwave or wind-based attacks.			
Poisonous Step (Passive)			
This creature affects terrain it walks over with Poisonous Mire. Poisonous Mire deals 2 damage when stepped into or when one starts one's turn in it, and makes one Sick if one spends a whole turn in it. This terrain lasts until the beginning of this creature's next turn. This creature is immune to the terrain type it creates.			
Soft Tail (Weak Point)			
The tip of this creature's tail is its Weak Point. This Weak Point can only be struck from behind the Stagnox, and only if it is not currently shrouded in poison. This Weak Point is Hard to Hit. Once struck, the Weak Point retracts into the Stagnox for one full round, and the Stagnox is Knocked Prone. After this time, the Soft Tail reappears, the Stagnox's poison mist reappears (if it was dispelled), and the Stagnox recovers from all status ailments.			
Limited Intelligence			
Immune: Disarm			
Combat	4	Willpower	1
Hearts	3	Magic	0
Athletics	5	Arcana	1
Civilization	0	Perception	3
Fortitude	4	Influence	1
Intimide	2	Discipline	5
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	4	Stamina	5
		Nature	3
		Agility	4
		Command	0
		Insight	2
		Guile	1
		Cooking	0
Drops: Weapon (when available)			
6x Stagnox Scales (Rank 2 Monster Part)			
5x Gear (Rank 2 Ancient Material)			
Small Fairies, equal to size of party			

The Stagnox is a fearsome forest beast, reigning over a lost temple or hidden glade, clad in a kind of cobbled-together Ancient armor. It has little patience for interlopers, and will almost always attack on sight.

While on the ground, the Stagnox likes to try and charge foes with its horn, or to simply attack normally. While in the sky, it likes to Summon Blastworms on the foes below it, and then to try and charge in.

BLASTWORM

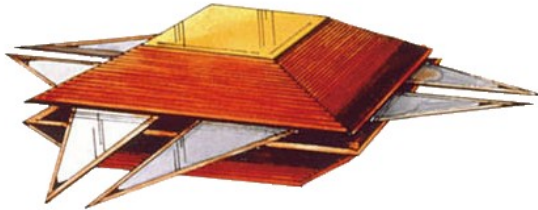
Blastworm			
Rank 1 Natural Blaster			
HP: 8		MP: 0	
Defense: 4 (Light)		Concentration: 13	
Initiative: +2		Evasion: 12	
Size: Small		Vitality: 11	
Movement: 3 (Walking)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Prime to Blow		Damage: -	
(Reaction)		Range: Self	
4 Stamina			
Use Requirement: You are struck by an attack.			
You curl into a ball, and turn into a freshly-lit Bomb. You no longer have any actions, and do not resist being picked up. It doused, you cease being a Bomb, and may take your next turn as normal.			
Default Weapon: Blastworm Carapace			
(Rank 2 Natural Shield)			
Accuracy: 4		Attack: 4	
Durability: -			
Limited Intelligence			
Combat	1	Willpower	1
Hearts	2	Magic	0
Athletics	1	Arcana	1
Civilization	0	Perception	2
Fortitude	1	Influence	1
Intimidate	1	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	3	Stamina	1
Nature	2	Agility	2
Command	0	Insight	3
Guile	1	Cooking	0
Drops: 2x Blastworm Bits (Rank 1 Monster Part)			
1x Bomb			

Blastworms are often summoned by Stagnox to harass the larger beetle's opponents. They can also appear in places with lots of loose rocks or hidden crevices – where the potential to create a new passage with a well-placed Bomb is high.

BLADE TRAPS

Blade Traps are a common hazard for dungeon-delving Heroes in Hyrule. Lurking in the dark corners of the underground, they often serve as deterrents against dawdlers.

BLADE TRAP



Blade Traps are the most common trap. Simple devices often placed just around the corner from an open doorway, they charge in a straight line, hoping to catch visitors' shins between their sharp blades.

Blade Trap			
Rank 1 Mechanical Trap			
HP: 16		MP: 0	SP: 8
Defense: 18 (Impervious)		Concentration: 12	
Initiative: +3		Evasion: 7	
Size: Medium		Vitality: 15	
Movement: 3 (Walking)			
Strike		Damage: 11	
To-Hit Check: +7		Range: Melee	
Default Weapon: Blade Trap Blade			
(Rank 1 Metal Sword)			
Accuracy: 3		Attack: 6	Durability: 6
Cardinal Charger (Passive)			
Aside from any listed attacks, this creature may only use the Charge Basic Attack. Further, it may only attack or move in cardinal directions (directly North, South, East, or West).			
High-Unstoppable (Passive)			
This creature has +2 to resist being Grappled, Halted, Knocked Prone, Pushed, or Slowed.			
Start from the Start (Passive)			
Once a Blade Trap has activated and attempted to attack, it must return to its starting position before it can make another attack.			
Instinctive Intelligence			
Immune: Blind, Distracted, Flirt			
Combat	5	Willpower	0
Hearts	4	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	2
Fortitude	5	Influence	0
Intimidate	3	Discipline	2
Mechanics	2	Perform	0
Smithing	2	Enchanting	0
Accuracy	4	Stamina	2
Nature	0	Agility	3
Command	0	Insight	0
Guile	0	Cooking	0
Drops: Weapon (when available)			
2x Tykogi Iron (Rank 1 Metal)			

CHASER

Chasers are upgraded Blade Traps, equipped with a single eye. Unlike the classic Blade Trap, Chasers do not have to return to their origin point to attack again. They mindlessly follow a chosen foe, trying to catch them in their whirring blades.



Chaser			
Rank 2 Mechanical Trap			
HP: 20		MP: 0	SP: 16
Defense: 26 (Impervious)		Concentration: 13	
Initiative: +4		Evasion: 7	
Size: Medium		Vitality: 16	
Movement: 4 (Walking)			
Strike		Damage: 14	
To-Hit Check: +8		Range: Melee	
Boot-Cut Buzzsaw		Damage: 14	
8 Stamina		Range: Melee	
You cut through the foe in a straight line, ending on the other side of them. Make a Disarm attempt against the foe (Accuracy and Combat v. Vitality); on success, you knock their Leg armor off, depriving them of its use.			
Default Weapon: Chaser's Blade			
(Rank 2 Metal Dagger)			
Accuracy: 4		Attack: 8	Durability: 9
Cardinal Charger (Passive)			
Aside from any listed attacks, this creature may only use the Charge Basic Attack. Further, it may only attack or move in cardinal directions (directly North, South, East, or West).			
Nigh-Unstoppable (Passive)			
This creature has +2 to resist being Grappled, Halted, Knocked Prone, Pushed, or Slowed.			
Instinctive Intelligence			
Immune: Blind, Distracted, Flirt			
Combat	6	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	4
Fortitude	6	Influence	0
Intimidate	3	Discipline	3
Mechanics	2	Perform	0
Smithing	2	Enchanting	0
		Accuracy	4
		Stamina	4
		Nature	0
		Agility	4
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: Weapon (when available)			
2x Soldier Steel (Rank 2 Metal)			



BLOBS

Blobs are strange clumps of mobile slime. Full of electrical potential, a Buzz Blob shocks anyone who dares touch them.

BUZZ BLOB

Buzz Blobs typically mill about, feeding on detritus on the ground and moisture in the air. They may not even seem to notice when someone attempts to attack them, letting their ever-electric nature do the work of warning the would-be predator off from a second attempt at harming them.

Nonetheless, on the occasion that Buzz Blobs may wish to attack, they are capable of (slowly) surrounding a target with angry electric globs of gamboling goo.

Buzz Blob

Rank 2 Natural Warrior

HP: 20	MP: 20	SP: 20
Defense: 3 (Civilian)	Concentration: 14	
Initiative: +5	Evasion: 14	
Size: Medium	Vitality: 14	
Movement: 4 (Walking)		

Strike	Damage: 13
To-Hit Check: +7	Range: Melee

Urbosa's Fury	Damage: 13
10 Magic	Range: Burst 1

Roll To-Hit target's Concentration; on success, target is Off-Balance.

Default Weapon: Buzz Blob Bulb
(Rank 2 Natural Club)

Accuracy: 4 Attack: 9 Durability: -

Ever-Electric (Passive)

This creature is permanently Electrified. If struck with Earth, the creature loses its charge until the end of its next turn, and may be safely touched.

Instinctive Intelligence

Combat	4	Willpower	4	Accuracy	4
Hearts	5	Magic	5	Stamina	5
Athletics	4	Arcana	4	Nature	4
Civilization	4	Perception	3	Agility	5
Fortitude	4	Influence	2	Command	0
Intimidate	4	Discipline	4	Insight	3
Mechanics	0	Perform	0	Guile	2
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Buzz Blob Blob (Rank 2 Monster Part)

Boe

Miniscule amounts of magic come to life, Boes are, essentially, living dust bunnies: congealed balls of the detritus of their environment, with two eyes that glow a soft orange or yellow. Skittish and shy, they often simply want to be left alone – but unfortunately, Heroes have a tendency of disturbing their favorite places.



Boe			
Rank 0 Arcane Hunter Swarm			
HP: -		MP: 0	SP: 12
Defense: 0 (Unarmored)		Concentration: 11	
Initiative: +3		Evasion: 13	
Size: Tiny		Vitality: 10	
Movement: 4 (Walking)			
Strike		Damage: 4	
To-Hit Check: +8		Range: Melee	
Default Weapon: Boe Bonk			
(Rank 0 Natural Fist)			
Accuracy: 5		Attack: 2	Durability: -
Natural Camouflage (Passive)			
+5 to Agility for the purposes of Stealth checks while on terrain that matches its coloration.			
Limited Intelligence			
Combat	2	Willpower	0
Hearts	-	Magic	0
Athletics	0	Arcana	0
Civilization	0	Perception	2
Fortitude	0	Influence	1
Intimidate	0	Discipline	1
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	3	Stamina	0
Agility	3	Nature	2
Command	0	Insight	1
Guile	0	Cooking	0
Drops: (Hearts) Boe Bits (Rank 0 Monster Part)			

Boes come in many colors, each suited to their terrain: Boes found in caves may be pitch-black, while those found in icy places might be snow-white. Boes hide in small spaces, such as within pots or in the crevices of statues, and generally only try to attack if disturbed. Individually they pose no threat, but in a swarm, they can gradually plink a Hero to death.



BOKOBLIN

Bokoblin are child-sized, pig-headed, and generally seen as a nuisance. Individually weak, they often join up with threats greater than themselves – be it simply a Moblin bigger than they are, or a great evil threatening all the land.

Bokoblin are just smart enough to get into trouble: able to capture and tame horses, utilize weapons they stumble across, and even to forge their own (in the eponymous Bokoblin style). This means that no two camps of Bokoblin act quite alike: when facing Bokoblins, don't get too complacent – even if, half the time, their most recent shenanigans blow up in their face.

BOKOBLIN PEON

Bokoblin Peon

Rank 0 Natural Warrior Swarm

HP: -	MP: 0	SP: 12
Defense: 0 (Unarmored)	Concentration: 11	
Initiative: +3	Evasion: 12	
Size: Medium	Vitality: 11	
Movement: 4 (Walking)		

Strike Damage: 4

To-Hit Check: +7 Range: Melee

Skirmish Strike Damage: 4

4 Stamina Range: Weapon

Following the attack, you may move 1 square in any direction your movement capabilities allow. Your opponent then moves into the space you previously occupied (if able).

Default Weapon: Shoddy Boko Club

(Rank 0 Wooden Club, Bokoblin Style)

Accuracy: 4 Attack: 2 Durability: 1

Harrier (Passive)

You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.

Limited Intelligence

Combat	2	Willpower	1	Accuracy	3
Hearts	-	Magic	0	Stamina	3
Athletics	2	Arcana	0	Nature	3
Civilization	1	Perception	3	Agility	2
Fortitude	1	Influence	1	Command	1
Intimidate	1	Discipline	1	Insight	1
Mechanics	0	Perform	1	Guile	3
Smithing	1	Enchanting	0	Cooking	1

Drops: (Hearts) Boko Tooth (Rank 0 Monster Part)

Bokoblin Peons tend to focus on positioning: they want to surround a foe with as many Bokoblin as possible. This prevents their escape, and lets the Bokoblin easily wear them down with multiple weak attacks.



BOKOBLIN BERSERKER

Bokoblin Berserker			
Rank 1 Natural Warrior			
HP: 16		MP: 0	
Defense: 4 (Light)		Concentration: 11	
Initiative: +3		Evasion: 12	
Size: Medium		Vitality: 13	
Movement: 4 (Walking)			
Sweep		Damage: 9	
To-Hit Check: +5		Sweep 2	
Jump Attack		Damage: 13	
6 Stamina		Range: Jump 3, Melee	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Windup Strike		Damage: 9	
6 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 15 damage instead.			
Default Weapon: Boko Cleaver			
(Rank 1 Metal Greatsword, Bokoblin Style)			
Accuracy: 2		Attack: 5	
		Durability: 2	
Harrier (Passive)			
You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.			
Limited Intelligence			
Combat	4	Willpower	1
Hearts	4	Magic	0
Athletics	3	Arcana	0
Civilization	1	Perception	4
Fortitude	3	Influence	1
Intimidate	4	Discipline	1
Mechanics	0	Perform	1
Smithing	2	Enchanting	0
		Accuracy	3
		Stamina	4
		Nature	3
		Agility	3
		Command	1
		Insight	2
		Guile	3
		Cooking	1
Drops: Weapon (when available)			
2x Bokoblin Guts (Rank 1 Monster Part)			

Bokoblin Berserkers rush in headlong, using Jump Attack to get the first blow. They then continue to assault anyone who looks vulnerable, or is surrounded by Peons.

BOKOBLIN BODYGUARD

Bokoblin Bodyguard			
Rank 1 Natural Protector			
HP: 16		MP: 0	
Defense: 6 (Medium)		Concentration: 13	
Initiative: +3		Evasion: 11	
Size: Medium		Vitality: 14	
Movement: 4 (Walking)			
Strike (Sword)		Damage: 8	
To-Hit Check: +6		Range: Melee	
Strike (Shield)		Damage: 6	
To-Hit Check: +7		Range: Melee	
Body Check		Damage: 4	
(Reaction)		Range: Special	
4 Stamina			
Use Requirement: A foe leaves a square you are adjacent to, and you are not Halted.			
You enter the square the foe left. Roll To-Hit target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone, and you may choose to enter the square they previously occupied.			
Shield Bash		Shield Bash	
4 Stamina		4 Stamina	
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Strike Basic Attack with the Shield you used.			
Default Weapon: Boko Blade			
(Rank 1 Metal Sword, Bokoblin Style)			
Accuracy: 3		Attack: 4	
Boko Shield		Durability: 2	
(Rank 1 Wooden Shield, Bokoblin Style)			
Accuracy: 4		Attack: 2	
Harrier (Passive)		Durability: 1	
You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.			
Limited Intelligence			
Combat	4	Willpower	1
Hearts	4	Magic	0
Athletics	4	Arcana	0
Civilization	1	Perception	4
Fortitude	4	Influence	1
Intimidate	3	Discipline	3
Mechanics	0	Perform	1
Smithing	2	Enchanting	0
		Accuracy	3
		Stamina	4
		Nature	3
		Agility	3
		Command	2
		Insight	3
		Guile	3
		Cooking	1
Drops: Weapons (when available)			
2x Bokoblin Guts (Rank 1 Monster Part)			

Bokoblin Bodyguards prefer to guard a single location, Body Checking anyone who tries to get past them. They (and any nearby Peons or Berserkers) then beat their fallen opponent mercilessly. Bokoblin Bodyguards may also use Taunt, Trip, or Push Combat Maneuvers to further manipulate their foes.

BOKOBLIN GRENADIER

Bokoblin Grenadier			
Rank 1 Natural Blaster			
HP: 12		MP: 0	SP: 12
Defense: 2 (Civilian)		Concentration: 11	
Initiative: +4		Evasion: 14	
Size: Medium		Vitality: 12	
Movement: 4 (Walking)			
Strike		Damage: 8 (Fire)	
To-Hit Check: +6		Range: Melee	
Throw Bomb		Damage: Special	
0 Stamina		Range: Projectile 8	
A lit Bomb lands in the target square. It will explode at the end of the Grenadier's next turn, for 8 damage in a Burst 1 around itself, against friend or foe. The Bomb will detonate immediately if struck with a Fire attack, or become inert if struck with a Water attack.			
Default Weapon: Torch			
(Rank 1 Wooden Tool, Fire damage)			
3x Bombs			
Accuracy: 4		Attack: 6	Durability: 1
Harrier (Passive)			
You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.			
Limited Intelligence			
Combat	2	Willpower	1
Hearts	3	Magic	0
Athletics	2	Arcana	0
Civilization	1	Perception	4
Fortitude	2	Influence	1
Intimidate	3	Discipline	1
Mechanics	2	Perform	1
Smithing	2	Enchanting	0
		Accuracy	2
		Stamina	3
		Nature	4
		Agility	4
		Command	1
		Insight	2
		Guile	3
		Cooking	1
Drops: Torch (if not used as a weapon)			
Remaining Ammo			
2x Bokoblin Guts (Rank 1 Monster Part)			

Bokoblin Grenadiers hang back, lighting and throwing Bombs into the fray whenever two or more opponents group up. These Bombs explode one turn after they're thrown (at the end of the Grenadier's next turn), giving foes time to scatter – or to pick the Bomb up and reposition it to their advantage.

If the Grenadier runs out of Bombs, or an opportunity presents itself, they may use their Torch to light grass, wood, or even other Bokoblins' wooden weapons on fire.



BOKOBLIN SNIPER

Bokoblin Sniper			
Rank 1 Natural Hunter			
HP: 12		MP: 0	SP: 12
Defense: 2 (Civilian)		Concentration: 12	
Initiative: +3		Evasion: 13	
Size: Medium		Vitality: 13	
Movement: 4 (Walking)			
Shoot Arrow		Damage: 7	
To-Hit Check: +7		Range: Projectile 8	
Arc Shot		Damage: 7	
4 Stamina		Range: Projectile 12/16	
Attack range is Ranged Projectile 16 squares if the target is below your elevation. You may ignore allies, enemies, and any obstacles that do not reach higher than 6 squares above you, for determining line of sight for this attack.			
Default Weapon: Boko Bow			
(Rank 1 Wooden Bow, Bokoblin Style)			
Ammunition: 5x Arrows			
Accuracy: 3		Attack: 4	Durability: 3
Harrier (Passive)			
You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.			
Limited Intelligence			
Combat	3	Willpower	1 Accuracy 4
Hearts	3	Magic	0 Stamina 3
Athletics	2	Arcana	0 Nature 4
Civilization	1	Perception	4 Agility 3
Fortitude	3	Influence	1 Command 1
Intimidate	2	Discipline	2 Insight 1
Mechanics	0	Perform	1 Guile 3
Smithing	2	Enchanting	0 Cooking 1
Drops: Weapon (when available) & Remaining Ammo			
2x Bokoblin Guts (Rank 1 Monster Part)			

Bokoblin Snipers tend to prefer the high ground, seeking a vantage point from which to fire upon interlopers – particularly those that their melee brethren have cornered.

BOKOBLIN WARCALLER

Bokoblin Warcaller			
Rank 1 Natural Rallier			
HP: 16		MP: 0	
Defense: 4 (Light)		Concentration: 14	
Initiative: +2		Evasion: 12	
Size: Medium		Vitality: 12	
Movement: 4 (Walking)			
Shoot Arrow		Damage: 7	
To-Hit Check: +6		Range: Projectile 8	
Get In There!		Damage: None	
4 Stamina		Range: One Ally within 8	
Ally may move half their Movement, and make a Basic Attack against a foe of their choice.			
Pull It Together!		Damage: None	
4 Stamina		Range: Melee, Ally	
Ally gains 4 Temporary HP, and ends one Status Effect they are suffering from.			
Default Weapon: Boko Crossbow			
(Rank 1 Wooden Crossbow, Bokoblin Style)			
Ammunition: 5x Arrows			
Accuracy: 3		Attack: 4	
		Durability: 2	
Harrier (Passive)			
You grant all allies (but not yourself) a +1 on all To-Hit checks against any foe you are adjacent to. This bonus does not stack with other allies' Harrier.			
Limited Intelligence			
Combat	3	Willpower	1
Hearts	4	Magic	0
Athletics	2	Arcana	0
Civilization	1	Perception	4
Fortitude	2	Influence	1
Intimidate	2	Discipline	4
Mechanics	0	Perform	1
Smithing	2	Enchanting	0
		Accuracy	3
		Stamina	4
		Nature	4
		Agility	2
		Command	4
		Insight	2
		Guile	3
		Cooking	1
Drops: Weapon (when available) & Remaining Ammo			
Warhorn (Rank 0 Instrument)			
2x Bokoblin Guts (Rank 1 Monster Part)			

Bokoblin Warcallers direct their forces from the rear, shouting orders and occasionally firing a crossbow shot into the scrum. They enter the fray only to shake some sense into their allies.

BOKOBLIN LORE

Effortless (DC 4): Bokoblin are common nuisances. Though weak, they can be dangerous in large groups.

Novice (DC 7): Bokoblin prefer outdoor, shady areas: forests, beneath cliff overhangs, and the entrance of small caves. Their capacity to make fire, forge primitive weapons, and even cook meat, enables them to survive harsh environments.

Journeyman (DC 10): Bokoblin are capable of creating primitive fortifications, consisting of campfires, small look-out towers, and simple wooden barricades. The most organized, well-stocked, and dangerous forts are hewn from the rock, shaped into the form of a giant gaping skull – an intimidating, if primitive, edifice.

Adept (DC 13): Bokoblin rarely have a greater aim than claiming a little more treasure or territory than they already own. If Bokoblins are on the move *en masse*, they are likely under the command of some greater, more intelligent evil force.

BRIGAND

In any adventure, Heroes are likely to encounter brigands on the road. Foul-smelling and foul-tempered, the typical brigand runs in a small gang of ne'er-do-wells who seek wealth and ease by taking from others. They might accost travelers, attempt to kidnap people, or be put to work by some more nefarious, powerful evil force.

Brigands never want to start a fair fight. They prefer to spring upon unwary travelers, or gang up on individuals in a bar brawl. They also make use of simple traps, like tripwires, nets, or pitfalls, when setting up an ambush.

BRIGAND PLEDGE

Brigand Pledge			
Rank 0 Civilized Warrior Swarm			
HP: -		MP: 0	
Defense: 0 (Unarmored)		Concentration: 12	
Initiative: +3		Evasion: 13	
Size: Medium		Vitality: 12	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 4	
To-Hit Check: +7		Range: Melee	
Push-Off Kick		Damage: -	
4 Stamina		Range: Melee	
You push the target away from you one square, and you push yourself away from the target 1 square.			
Default Weapon: Spare Boot-Dagger			
(Rank 0 Dagger)			
Accuracy: 4		Attack: 2	
		Durability: 3	
Gang Up (Passive)			
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).			
Rational Intelligence			
Weakness: Based on Race			
Combat	2	Willpower	1
Hearts	-	Magic	0
Athletics	2	Arcana	1
Civilization	2	Perception	1
Fortitude	2	Influence	1
Intimidate	2	Discipline	2
Mechanics	2	Perform	1
Smithing	1	Enchanting	0
Drops: Weapons (when available)			
20 Rupees (or equivalent loot)			



Brigand Pledges are the young novices of any bandit group. Poorly armed and barely trained, the best they can do is hope to push a foe into the waiting arms (and blades) of their more experienced fellows.

BRIGAND AMBUSER

Brigand Ambusher					
Rank 1 Civilized Hunter					
HP: 12		MP: 0	SP: 16		
Defense: 4 (Light)		Concentration: 13			
Initiative: +5		Evasion: 15			
Size: Medium		Vitality: 13			
Movement: 6 (Walking), 3 (Swimming)					
Throw Boomerang		Damage: 8			
To-Hit Check: +7		Range: Melee			
Lay Trap		Damage: 8			
4 Stamina (Bind)		Range: Melee			
You lay a small trap in the chosen square. This trap goes off when another creature enters that square, dealing damage to the creature and Spending the Bound Stamina. Roll To-Hit target's Concentration; on success, target is Halted. Target remains Halted until they (or an adjacent ally) spend a Standard Action to free themselves.					
Upend		Damage: 8			
4 Stamina		Range: Projectile 6			
Roll To-Hit target's Concentration; on success, the target is Knocked Prone.					
Default Weapon: Brigand Boomerang (Rank 1 Wooden Boomerang)					
Accuracy: 4		Attack: 5	Durability: 5		
Gang Up (Passive)					
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).					
Rational Intelligence					
Weakness: Based on Race					
Combat	3	Willpower	1	Accuracy	3
Hearts	3	Magic	0	Stamina	4
Athletics	3	Arcana	1	Nature	4
Civilization	3	Perception	4	Agility	5
Fortitude	3	Influence	2	Command	0
Intimidate	5	Discipline	3	Insight	2
Mechanics	4	Perform	2	Guile	3
Smithing	2	Enchanting	0	Cooking	0
Drops: Weapon (when available)					
40 Rupees (or equivalent loot)					

Brigand Ambushers like to lay traps along the road, and then hide in the bushes on the roadside. When someone stumbles into their traps, they attack, Upending any friends of their prey foolish enough to rush in – making them easy targets for their fellows.

BRIGAND APOTHECARY

Brigand Apothecary			
Rank 1 Civilized Rallier			
HP: 16		MP: 0	SP: 12
Defense: 2 (Civilian)		Concentration: 13	
Initiative: +4		Evasion: 13	
Size: Medium		Vitality: 12	
Movement: 6 (Walking), 3 (Swimming)			
Shoot Arrow		Damage: 7	
To-Hit Check: +8		Range: Projectile 8	
Pull It Together!		Damage: -	
4 Stamina		Range: Melee, Ally	
Ally gains 4 Temporary HP, and ends one Status Effect they are suffering from.			
Default Weapon: Brigand's Crossbow (Rank 1 Wooden Crossbow)			
Ammunition: 5x Arrows			
3x Health Vials (Rank 1, restores 4 HP)			
Accuracy: 4		Attack: 5	Durability: 6
Gang Up (Passive)			
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).			
Rational Intelligence			
Weakness: Based on Race			
Combat 2	Willpower 1	Accuracy 3	
Hearts 4	Magic 0	Stamina 3	
Athletics 3	Arcana 2	Nature 4	
Civilization 3	Perception 3	Agility 4	
Fortitude 2	Influence 2	Command 0	
Intimidate 3	Discipline 3	Insight 3	
Mechanics 1	Perform 2	Guile 4	
Smithing 1	Enchanting 1	Cooking 3	
Drops: Weapons (when available)			
Remaining Ammo & Elixirs			
40 Rupees (or equivalent loot)			

Brigand Apothecaries are a vital part of any successful party of bandits, keeping their Ruffians and Bullies in fit fighting form. They like to hang back, flinging Elixirs at their allies and arrows at any foes who decide to go after them.

BRIGAND BULLY

Brigand Bully			
Rank 1 Civilized Protector			
HP: 20		MP: 0	
Defense: 8 (Heavy)		Concentration: 13	
Initiative: +3		Evasion: 9	
Size: Medium		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 11	
To-Hit Check: +7		Range: Melee	
Threatening Blow		Damage: 11	
4 Stamina		Range: Melee	
Roll To-Hit target's Concentration. On success, you may select one other foe you can see. Both your original target and the additional target are Distracted by you until the end of your next turn.			
Default Weapon: Handy Hand-Axe			
(Rank 1 Metal Hand Axe)			
Accuracy: 2		Attack: 6	
Whittleton Shield		Durability: 7	
(Rank 1 Wooden Shield)			
Accuracy: 4		Attack: 4	
		Durability: 5	
Gang Up (Passive)			
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).			
Rational Intelligence			
Weakness: Based on Race			
Combat	4	Willpower	1
Hearts	5	Magic	0
Athletics	4	Arcana	1
Civilization	3	Perception	2
Fortitude	5	Influence	1
Intimidate	5	Discipline	3
Mechanics	2	Perform	2
Smithing	2	Enchanting	0
Accuracy			
Stamina			
Nature			
Agility			
Command			
Insight			
Guile			
Cooking			
Drops: Weapons (when available)			
40 Rupees (or equivalent loot)			

Brigand Bullies aim to cause confusion and panic among their enemies. They try to find the weakest foe they can, and then hit them with a Threatening Blow to get the attention of the deadliest foe.

BRIGAND HEDGE-WIZARD

Brigand Hedge-Wizard			
Rank 1 Civilized Blaster			
HP: 12		MP: 16	
Defense: 4 (Light)		Concentration: 14	
Initiative: +3		Evasion: 12	
Size: Medium		Vitality: 11	
Movement: 6 (Walking), 3 (Swimming)			
Use Staff		Damage: 9	
To-Hit Check: +5		Range: Projectile 8	
Firestarter		Damage: -	
4 Magic		Range: Cone 3	
Roll To-Hit target's Concentration; on success, the target is lit On Fire. Any flammable terrain in the attack's range is turned to Brushfire terrain.			
Keeta's Touch		Damage: 11, Earth	
4 Magic		Range: Melee	
Roll To-Hit target's Vitality; on success, one of the target's currently-equipped weapons is Rusted.			
Yarna's Vortex		Damage: -	
8 Magic (Bind)		Range: Close Blast 3	
The affected area becomes Quicksand.			
Default Weapon: Whittled Staff			
(Rank 1 Wooden Staff)			
Accuracy: 2		Attack: 6	
		Durability: 7	
Gang Up (Passive)			
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).			
Rational Intelligence			
Weakness: Based on Race			
Combat	2	Willpower	3
Hearts	3	Magic	4
Athletics	2	Arcana	3
Civilization	3	Perception	2
Fortitude	1	Influence	1
Intimidate	4	Discipline	4
Mechanics	2	Perform	2
Smithing	2	Enchanting	2
		Accuracy	3
		Stamina	1
		Nature	3
		Agility	4
		Command	0
		Insight	2
		Guile	4
		Cooking	0
Drops: Weapons (when available)			
40 Rupees (or equivalent loot)			

Brigand Hedge-Wizards aren't all that capable as mages, but they can still cause Heroes plenty of annoyance. They like to light groups of Heroes on fire, block them off with quicksand, or – if forced to fight them fairly – hit them with a Keeta's Touch, harming them and blunting their weapons.

BRIGAND RUFFIAN

Brigand Ruffian					
Rank 1 Civilized Warrior					
HP: 12		MP: 0	SP: 20		
Defense: 6 (Medium)		Concentration: 12			
Initiative: +3		Evasion: 10			
Size: Medium		Vitality: 14			
Movement: 6 (Walking), 3 (Swimming)					
Strike		Damage: 10			
To-Hit Check: +7		Range: Melee			
Hamstring		Damage: 10			
5 Stamina		Range: Melee			
Roll To-Hit target's Vitality; on success, the target is Slowed and Distracted by you until the end of their next turn.					
Serpent's Fangs		Damage: -			
8 Stamina		Range: Melee			
Make two separate Basic Attacks of your choice against a single foe, each using a different hand's weapon. If both attacks hit, your second hit deals additional damage equal to either your Combat or Willpower (whichever the second Basic Attack you made utilizes).					
Default Weapon: Brigand's Blade (x2)					
(Rank 1 Metal Sword)					
Accuracy: 3		Attack: 6	Durability: 6		
Gang Up (Passive)					
When you deal damage to a foe who has at least one other ally of yours adjacent to them, you deal 1 additional damage to them. This additional damage cannot be mitigated by Defense, though it can be mitigated by other factors (such as Reactions and Resistance).					
Rational Intelligence					
Weakness: Based on Race					
Combat	5	Willpower	1	Accuracy	4
Hearts	4	Magic	0	Stamina	5
Athletics	3	Arcana	1	Nature	2
Civilization	3	Perception	2	Agility	3
Fortitude	4	Influence	1	Command	0
Intimidate	4	Discipline	2	Insight	2
Mechanics	2	Perform	2	Guile	4
Smithing	2	Enchanting	1	Cooking	0
Drops: Weapons (when available)					
40 Rupees (or equivalent loot)					

Brigand Ruffians stride confidently into a fight, with an eye for a particular opponent. They'll Hamstring that foe first, to ensure they don't get away from their Serpent's Fangs attacks. Remember, since Serpent's Fangs is actually two attacks, their Gang Up Passive will trigger for each of the two hits!

BRIGAND LORE

Effortless (DC 4): Brigands can be found on almost anywhere – on the roads between towns, in the back alleys of cities, or hiding out in caves. They're smarter than monsters, so be wary!

Novice (DC 7): Brigands want to get the most wealth they can for the least risk they can, so they tend to gang up on weak targets. If you're fighting Brigands, it would be wise to follow suit.

Journeyman (DC 10): When two gangs of Brigands fight, it's the little people who get hurt most of all. Brigand leaders are often short-sighted enough to burn farms, destroy bridges, or even align themselves with a greater evil, in order to acquire power and resources.

Adept (DC 13): Brigands band together into gangs, often ruled by a single tough leader through barbaric might-is-right law. However, they often serve as a meritocracy – making them an attractive alternative for those living under a despot or in inescapable conditions.

CHEEP CHEEP

These pudgy fish hail from a faraway kingdom, but every so often, you'll find a school of them in Hyrule or the surrounding lands. Though full of delicious meat, Cheep Cheep aren't as docile – or as defenseless – as most fish are.

CHEEP CHEEP, COMMON

Cheep Cheep, Common			
Rank 1 Natural Hunter			
HP: 12		MP: 0	
Defense: 2 (Civilian)		Concentration: 11	
Initiative: +4		Evasion: 14	
Size: Small		Vitality: 13	
Movement: 6 (Swimming), 1 (Walking)			
Spurt Water		Damage: 7	
To-Hit Check: +8		Range: Projectile 4	
Arc Shot		Damage: 7, Water	
4 Stamina		Range: Projectile 12-16	
You may ignore allies, enemies, and any obstacles that do not reach higher than 6 squares above you, for determining line of sight for this attack.			
Jump Attack		Damage: 10	
6 Stamina		Range: Jump 4, Melee	
You jump towards your target in a straight line, landing next to them even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Default Weapon: Cheep Water Spurt			
(Rank 1 Natural Rod, Water)			
Accuracy: 4		Attack: 5	
		Durability: -	
Flying Fish (Passive)			
While on the surface of the water, this creature can jump as if its Athletics were 5 points higher. (Horiz. 4; Vert 3).			
Limited Intelligence			
Combat	2	Willpower	2
Hearts	3	Magic	0
Athletics	3	Arcana	1
Civilization	0	Perception	1
Fortitude	3	Influence	1
Intimidate	1	Discipline	1
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Drops: 5x Cheep Cheep Meat (Rank 1 Food Ingredient)			
2x Cheep Cheep Fin (Rank 1 Critter, Spongy)			

Cheep Cheep like to lurk near the surface of the water, and hit foes with a spurt of water.

Sometimes, Cheep Cheep will instead leap from the water and try to Strike foes. This can be quite surprising – but unfortunately for the fish, it's much harder for them to get back to the water than to get out of it.



DEEP CHEEP

Deep Cheep			
Rank 2 Natural Blaster			
HP: 20		MP: 24	
Defense: 6 (Medium)		Concentration: 12	
Initiative: +5		Evasion: 13	
Size: Small		Vitality: 14	
Movement: 6 (Swimming), 1 (Walking)			
Spurt Water		Damage: 12	
To-Hit Check: +8		Range: Projectile 4	
Bubblebath		Damage: 14, Water	
10 Magic		Range: Burst 1	
If the affected area is in or under water, it becomes Foaming Water.			
Jump Attack		Damage: 12	
6 Stamina		Range: Jump 4, Melee	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Tidal Wave		Damage: 14	
8 Magic		Range: Close Blast 3	
Roll To-Hit Target's Concentration; on success, target is Soaked.			
Default Weapon: Deep Cheep Water Spurt			
(Rank 2 Natural Rod, Water)			
Accuracy: 4		Attack: 8	
		Durability: -	
Flying Fish (Passive)			
While on the surface of the water, this creature can jump as if its Athletics were 5 points higher. (Horiz. 4; Vert 3).			
Limited Intelligence			
Immune: Foaming Water			
Combat	4	Willpower	4
Hearts	4	Magic	6
Athletics	5	Arcana	1
Civilization	0	Perception	3
Fortitude	4	Influence	1
Intimidate	2	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	3
		Nature	3
		Agility	5
		Command	0
		Insight	2
		Guile	1
		Cooking	0
Drops: 5x Deep Cheep Meat (Rank 2 Food Ingredient)			
2x Deep Cheep Fin (Rank 2 Critter, Strong)			

Deep Cheep live mostly underwater, and only rarely venture to the surface. They like to rapidly beat their fins to foam up the water they're in, and then strike from bubbly cover.

CHUCHU

Chuchu are mobile blobs of goop with eyes. Found nearly everywhere, these slimes are valued for their jelly – a versatile Elixir crafting ingredient.

Chuchu		
Rank 1 Arcane Warrior		
HP: 8	MP: 16	SP: 12
Defense: 2 (Civilian)	Concentration: 11	
Initiative: +2	Evasion: 11	
Size: Small	Vitality: 12	
Movement: 4 (Walking)		
Strike	Damage: 7, (Element)	
To-Hit Check: +7	Range: Melee	
Elemental Burst	Damage: 9, (Element)	
8 Magic	Range: Burst 1	
Roll To-Hit Target's Concentration; on success, target is afflicted with the status associated with this creature's current Element.		
Jump Attack	Damage: 7, (Element)	
6 Stamina	Range: Jump 2, Melee	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.		
Default Weapon: Goopy Pedipalp		
(Rank 1 Natural Club)		
Accuracy: 4	Attack: 6	Durability: -
Elemental Mimicry (Passive)		
When struck with an attack with an Element (such as Fire, Ice, etc.), or when in an environment saturated with an Element, this creature changes color and takes on that Element.		
Elemental Step (Passive)		
This creature affects terrain it walks over with its Element. For instance, while affiliated with Fire, it turns terrain into Brushfire. This terrain lasts until the beginning of this creature's next turn. This creature is immune to the terrain type it creates. See the table for more information.		
Instinctive Intelligence		
Immunity: Current Element		
Weakness: (Element's Weakness)		
Combat 1	Willpower 3	Accuracy 3
Hearts 2	Magic 4	Stamina 3
Athletics 2	Arcana 2	Nature 2
Civilization 1	Perception 2	Agility 2
Fortitude 2	Influence 1	Command 0
Intimidate 1	Discipline 1	Insight 0
Mechanics 0	Perform 0	Guile 1
Smithing 0	Enchanting 0	Cooking 0
Drops: 3x Chu Jelly (Rank 1 Critter, see below)		



Element	Color	Terrain	Status	Weakness	Jelly Property
Darkness	Purple	Oiled	Blind	Light	Dusky
Earth	Green	Sand, Quick	Sand-Covered	Ice	Coarse
Fire	Red	Brushfire	On Fire	Water	Toasty
Ice	Teal	Ice, Dry	Slowed	Fire	Fireproof
Light	White	Normal	Cursed	Darkness	Bright
Shock	Yellow	Electrified	Off-Balance	Earth	Electro
Water	Navy	Water, Fresh	Soaked	Shock	Spongy



DARK DOPPELGANGER

Dark Doppelgangers are evil magic made flesh, formed from shapeless memories and fragmented souls. They are created to focus on a single person – either to test them, to replace them, or to slay them.

Lacking a visage of their own, they take on the appearance, skills, and power of their fated foe, appearing to all the world like a silent, shadowy copy of the original person.

PREPARING A DOPPELGANGER

Dark Doppelgangers are a special kind of monster, copying the appearance and abilities of a single foe. As such, they do not have a single statblock – rather, they have the same Traits, Feats, Songs, Spells, and Techniques as their copied target.

When a Dark Doppelganger copies someone, they gain shadowy, ephemeral weapons based on what the foe would wield, all of a Rank appropriate to challenge the original, often enchanted with Darkness. They cannot copy the original's Pack and its contents, nor can they copy Magical Tools.

Dark Doppelgangers are “Heavy” monsters. They’re more durable than their originals – they have 2x the HP, 1.5x the MP, and 1.5x the SP of their copied target. They also count as Evil, Undead foes.

We recommend preparing fights with Dark Doppelgangers well ahead of time.

Because they require the GM to copy the Heroes’ character sheets, it’s best to work out their exact equipment, stats, and abilities between game sessions, if you can.

PLAYING A DOPPELGANGER

Dark Doppelgangers are totally intangible until they copy someone's form. Copying someone's form is a Standard action, and requires entering their shadow akin to the Twili Transit spell – at which point, they rise up, immediately ready and able to fight. Once a form is selected, the Dark Doppelganger cannot select another form to copy until the end of an Extended Rest.

Dark Doppelgangers cannot speak, but are otherwise of Rational Intelligence, able to form new plans on the fly, knowing full well what tactics their originals might attempt. They can silently communicate with other Dark Doppelgangers, and with their originals. Unless otherwise ordered by some greater evil force, they will strive with all their might to kill their original.

Regardless of the copied target's original Weakness(es), Dark Doppelgangers have a Weakness to Light damage.

In addition, Dark Doppelgangers have all of the following Spells and Techniques:

- Bellum's Consumption (Spell)
- Doppelganger's Movement (Technique)
- Twili Transit (Spell)

Dark Doppelgangers possess Darkvision. In addition, they can sense when their original is nearby, though not their exact location.

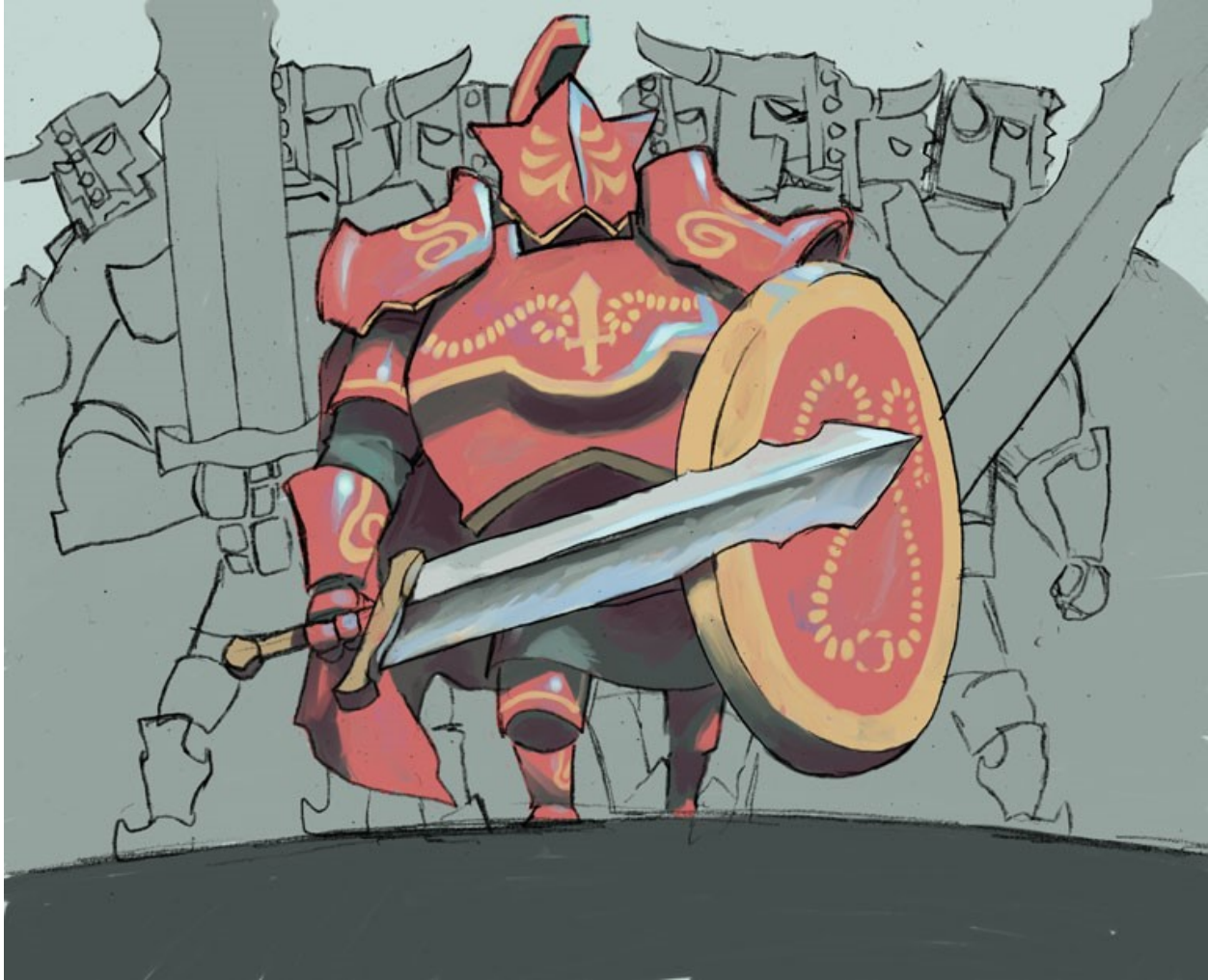
REWARDS OF A DOPPELGANGER

When defeated, Dark Doppelgangers' equipment evaporates, as do they themselves. They each leave behind one Onyx and four Doppelmotes (Monster Parts), of a Rank equal to their shadowy equipment. At the GM's discretion, defeating a group of Dark Doppelgangers may also free a grateful Small Fairy for the Heroes.



Dark Doppelgangers are used in some temples, shrines, or other places of power, as a final test of a true Hero's power. They serve as a symbolic opponent, as well as a very real and deadly one: by defeating a Dark Doppelganger, a Hero also defeats their darkest impulses, purifying their body, mind, and soul for still greater trials.

Because of this, Dark Doppelgangers often serve as the final challenge that stands between a band of Heroes, and some powerful item or ancient artifact. As such, the final reward for besting your own shadow may be the key to saving everyone.



DARKNUT

Darknuts are the nigh-indestructible knights in many an evil army. Though renowned for their skill with a weapon and their exceptional durability, few have seen a Darknut's true appearance beneath their armored visage. Some think them demons, while other tales speak of dog-like appearances, or fallen warriors trapped in animate armor.

Darknuts are smart enough to form coordinated groups, make plans, and even command lesser creatures. This makes them dangerous not only as frontline combatants, but also as generals and elite strike forces.

However, as Darknut armor absorbs those blows, it tends to come loose and fall off. This fatal weakness is shared by all their ilk, making any fight with a Darknut a battle of attrition – one that Heroes might be able to turn to their advantage.

Ask any experienced Hero – Darknuts are not to be trifled with. Even a lone Darknut is a respectable, honorable challenge.

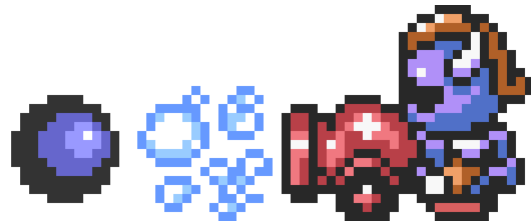
IRON KNUCKLE

Iron Knuckles are extremely durable warriors. They like to wade into the fray, and slowly grind their enemies beneath their sword and shield until they are vulnerable to a Fatal Blow. Be wary of attacking them from afar, as their skill at Deflecting is unparalleled.

Iron Knuckle			
Rank 3 Civilized Warrior Heavy			
HP: 48		MP: 0	
Defense: 20 (Extreme)		Concentration: 16	
Initiative: +5		Evasion: 8	
Size: Medium		Vitality: 17	
Movement: 4 (Walking)			
Strike		Damage: 21	
To-Hit Check: +8		Range: Melee	
Fatal Blow		Damage: 35	
10 Stamina		Range: Melee	
Use Requirement: Target is in Peril			
Perfect Deflection		Damage: -	
(Reaction)		Range: Self	
10 Stamina			
Use Requirement: Wielding a Shield; hit by a Burst, Cone, Line, or Projectile attack			
Roll To-Hit target's Concentration, using your Shield. On success, you suffer no damage or ill effects from the attack, and you may repeat the attack against only its user (ignoring Range).			
Riposte		Damage: 21	
(Free Action)		Range: Melee	
4 Stamina			
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Strike Basic Attack with your other equipped Weapon.			
Default Weapon: Darknut Sword			
(Rank 3 Metal Sword, Darknut style)			
Accuracy: 2		Attack: 14	
Darknut Shield		Durability: 14	
(Rank 3 Metal Shield, Darknut style)			
Accuracy: 3		Attack: 12	
		Durability: 13	
Shed Armor (Passive)			
Attacks against this creature from behind ignore half of its Defense. It then loses 3 Defense (if able), gains 1 Evasion, 0.5 Movement, and loses 1 Vitality. These changes persist until this creature next takes an Extended Rest.			
Rational Intelligence			
Combat	7	Willpower	3
Hearts	6	Magic	0
Athletics	7	Arcana	3
Civilization	5	Perception	4
Fortitude	7	Influence	2
Intimidate	6	Discipline	6
Mechanics	2	Perform	1
Smithing	6	Enchanting	6
			Accuracy 6
			Stamina 8
			Nature 2
			Agility 5
			Command 4
			Insight 3
			Guile 5
			Cooking 0
Drops: Weapons (when available)			
3x Knuckle Alloy (Rank 3 Metal)			

KANONNIER

Kanonnier are cannon-wielding Darknuts, using cannons to fire Bombs and Cannonballs into the fray. Because their cannons are slow and unwieldy, they must stay put to fire them, making them just as much an easy target as their prey.



Kanonnier			
Rank 3 Civilized Blaster Heavy			
HP: 40		MP: 0	
Defense: 10 (Medium)		Concentration: 16	
Initiative: +4		Evasion: 10	
Size: Medium		Vitality: 16	
Movement: 4 (Walking)			
Fire Bomb		Damage: 14	
To-Hit Check: +9		Range: Blast 3	
(consumes 1x Bomb)		(center w/in 25 sq.)	
Fire Cannonball		Damage: 20	
To-Hit Check: +9		Range: Projectile 25	
(consumes 1x Cannonball)			
Default Weapon: Darknut Cannon			
(Rank 3 Heavy Weapon, Darknut style)			
See "Rebuild the Wild" for more details on Heavy Weapons.			
Ammunition: 3x Bombs, 2x Rank 3 Cannonballs			
Accuracy: 2		Attack: 6	
		Durability: 14	
Quick Heavy Weapon Rules (Explanation)			
• When pushing a Heavy Weapon, move as if Slowed.			
• Heavy Weapons cannot be pushed over Difficult Terrain.			
• Heavy Weapons cannot be moved and fired in the same turn.			
• Loading a Heavy Weapon is a Minor Action. Firing it is a Standard.			
Shed Armor (Passive)			
Attacks against this creature from behind ignore half of its Defense. It then loses 3 Defense (if able), gains 1 Evasion, 0.5 Movement, and loses 1 Vitality. These changes persist until this creature next takes an Extended Rest.			
Rational Intelligence			
Combat	4	Willpower	2
Hearts	5	Magic	0
Athletics	6	Arcana	2
Civilization	6	Perception	6
Fortitude	6	Influence	4
Intimidate	7	Discipline	6
Mechanics	6	Perform	1
Smithing	6	Enchanting	2
		Accuracy	6
		Stamina	4
		Nature	2
		Agility	4
		Command	2
		Insight	3
		Guile	2
		Cooking	0
Drops: Weapons & Ammunition (when available)			
(Cannon deconstructs to 1x Rank 3 Monster Part and 2x Rank 3 Metal)			
3x Knuckle Alloy (Rank 3 Metal)			

MAZURA

Mazura are intelligent commanders, serving as armored chessmasters on the battlefield. Fitting, given their horse-headed helmets. Mazura direct their allies to attack, and can also keep them well-protected with their Shield Wall's Clarion Technique.

Mazura			
Rank 3 Civilized Rallier Heavy			
HP: 48		MP: 0	
Defense: 13 (Heavy)		Concentration: 17	
Initiative: +5		Evasion: 12	
Size: Medium		Vitality: 16	
Movement: 4 (Walking)			
Strike		Damage: 21	
To-Hit Check: +8		Range: Melee	
Call to Arms		Damage: 35	
5 Stamina		Range: Melee	
One ally within 7 squares may, as a Reaction, make a Basic Attack against a foe you struck with this attack.			
Commander's Call		Damage: -	
(Minor Action)		Range: 1 Ally in 7 sq.	
3 Stamina			
The target may choose one:			
• Move half their Movement			
• End the Distracted condition			
• End the Off-Balance condition			
• Perform a Minor Action			
Shield Wall's Clarion		Damage: None	
10 Stamina		Range: Burst 4	
As a free action, you and all allies within range may use the Defend action.			
Default Weapon: Darknut Maul			
(Rank 3 Metal Bat, Darknut style)			
Accuracy: 2		Attack: 15	
		Durability: 12	
Shed Armor (Passive)			
Attacks against this creature from behind ignore half of its Defense. It then loses 3 Defense (if able), gains 1 Evasion, 0.5 Movement, and loses 1 Vitality. These changes persist until this creature next takes an Extended Rest.			
Rational Intelligence			
Combat	6	Willpower	3
Hearts	6	Magic	0
Athletics	6	Arcana	3
Civilization	6	Perception	5
Fortitude	6	Influence	2
Intimidate	6	Discipline	7
Mechanics	2	Perform	1
Smithing	6	Enchanting	4
			Accuracy 6
			Stamina 6
			Nature 2
			Agility 6
			Command 7
			Insight 4
			Guile 5
			Cooking 0
Drops: Weapons (when available)			
3x Knuckle Alloy (Rank 3 Metal)			

REBONAK

Rebonak are mounted Darknuts, riding into battle to protect other fighters and command attention. Rebonak often have a mount unique to the area or task at hand, but may ride a Horse if little else would suit. When dismounted, their exceptionally heavy armor slows them down significantly.

Rebonak			
Rank 3 Civilized Protector Heavy			
HP: 48		MP: 0	
Defense: 20 (Extreme)		Concentration: 15	
Initiative: +5		Evasion: 8	
Size: Medium		Vitality: 18	
Movement: 3 (Walking)			
Stab		Damage: 19	
To-Hit Check: +8		Range: Line 2	
Koridai Countenance		Damage: -	
(Minor Action)		Range: 1 target in 4 sq.	
2 Stamina		Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.	
Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.			
Rebonak's Retort		Damage: 19	
(Reaction)		Range: Melee	
3 Stamina			
Use Requirement: An ally you can see is struck by a foe you can see.			
You may move half your Movement towards the foe. Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.			
Threatening Blow		Damage: 11	
4 Stamina		Range: Melee	
Roll To-Hit target's Concentration. On success, you may select one other foe you can see. Both your original target and the additional target are Distracted by you until the end of your next turn.			
Default Weapon: Darknut Lance			
(Rank 3 Metal Spear, Darknut style)			
Accuracy: 3		Attack: 13	
		Durability: 15	
Dragoon (Passive)			
You may use Combat Maneuvers, Spells, and Techniques while mounted.			
Dragoon Charger (Passive)			
When you Charge while mounted, add +1 to the To-Hit roll of the Strike you make. While mounted, you may Charge through the spaces of other combatants, dealing (mount's Combat) damage to them.			
Shed Armor (Passive)			
Attacks against this creature from behind ignore half of its Defense. It then loses 3 Defense (if able), gains 1 Evasion, 0.5 Movement, and loses 1 Vitality. These changes persist until this creature next takes an Extended Rest.			
Rational Intelligence			
Combat	6	Willpower	2
Hearts	6	Magic	0
Athletics	7	Arcana	2
Civilization	5	Perception	3
Fortitude	8	Influence	2
Intimidate	8	Discipline	5
Mechanics	2	Perform	1
Smithing	6	Enchanting	6
		Accuracy	6
		Stamina	8
		Nature	2
		Agility	4
		Command	6
		Insight	3
		Guile	2
		Cooking	0
Drops: Weapons (when available)			
3x Knuckle Alloy (Rank 3 Metal)			

DEKU BABA

Deku Baba are dangerous purple flowers that grow in the forests of Hyrule. They can often be found in valleys, crevasses, and other places where foe – and prey – are forced to walk into range of their biting heads.

Deku Baba			
Rank 1 Natural Protector			
HP: 12		MP: 0	
Defense: 4 (Light)		Concentration: 11	
Initiative: +5		Evasion: 13	
Size: Medium		Vitality: 14	
Movement: None			
Strike		Damage: 8	
To-Hit Check: +7		Range: Melee	
Stretching Lunge (Reaction)		Damage: 8	
4 Stamina		Range: Melee	
Use Requirement: A foe enters a square within your reach, and you are not Stretched Out.			
You attempt to stretch into the square the foe entered. Roll To-Hit Target's Concentration; on success, target is Pushed 1 square in a direction of your choice.			
Uppercut		Damage: 8	
4 Stamina		Range: Melee	
Push the target back one square.			
Default Weapon: Deku Baba Bite			
(Rank 1 Natural Dagger)			
Accuracy: 4		Attack: 5	
Durability: -			
Stretchy 2 (Passive)			
This creature can stretch out two squares in any direction, regardless of this creature's movement methods, occupying up to three squares in a row simultaneously. It originates attacks from its outstretched end. It cannot move while stretched. It can be damaged anywhere along its length.			
Weak Wood (Weak Point)			
While Stretched Out, this creature's intermediary segment is a Weak Point (but not its base or head). When struck, the creature immediately ceases being Stretched Out.			
Instinctive Intelligence			
Immune: Forced Movement			
Weakness: Fire			
Combat	3	Willpower	0
Hearts	3	Magic	0
Athletics	3	Arcana	0
Civilization	0	Perception	2
Fortitude	4	Influence	2
Intimidate	2	Discipline	1
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	3
		Nature	3
		Agility	5
		Command	0
		Insight	1
		Guile	2
		Cooking	0
Drops: 1x Deku Stick (Rank 1 Wood)			
2x Deku Sap (Rank 1 Monster Part)			



DEKU BABA LORE

Novice (DC 7): Deku Baba grow in swamps and misty forests. They strike at anything that moves – so it's not uncommon for travelers to throw a rock or shoot an arrow down a wooded path, just to see if any flowers try to lunge at it.

Journeyman (DC 10): Deku Sticks cut from Deku Baba stalks are sometimes used by wilderness guides to build makeshift abodes. They help rid the forest of a pesky blight, and they don't have to harm any trees to build their shelter.

Adept (DC 13): Some believe that Deku Baba were once normal flowers, cursed by spirits who died in the Lost Woods. Others simply wave this off as an old wives' tale, and say they are simply malicious weeds.

DODONGO

Dodongo			
Rank 2 Natural Warrior MINIBOSS			
HP: 64		MP: 40	
Defense: 16 (Extreme)		Concentration: 14	
Initiative: +5		Evasion: 9	
Size: Huge		Vitality: 16	
Movement: 5 (Walking)			
Sweep		Damage: 12	
To-Hit Check: +8		Range: Sweep 2	
Flame Breath		Damage: 12	
8 Magic		Range: Cone 2 or Projectile 8	
Roll To-Hit Target's Vitality; on success, target is On Fire.			
Goron Goroll		Damage: -	
8 Stamina (Bind)		Range: Self	
You roll into a tight, round ball. While in this stance, your Movement is halved, and you resist all attacks by 4 steps. In addition, you cannot use any Actions (Standard, Minor, or Reaction) that do not have the Goron race as a Learn or Use Requirement. You may uncurl as a Minor action during your turn, ending this stance.			
Inhale		Damage: -	
4 Stamina (Bind)		Range: Self	
Increase the Range of your next Blast or Burst attack by 1; or the Range of your next Cone, Line, or Sweep attack by 2; or the Range of your next Projectile attack by 4. (For example, from Cone 2 to Cone 4). The Stamina Bound in this attack is Burned when you next use a Blast, Burst, Cone, Line, or Sweep attack.			
Stomp		Damage: 10	
10 Stamina		Range: Blast 2	
Roll To-Hit Target's Vitality; on success, the target is Knocked Prone.			
Default Weapon: Dodongo Crunch			
(Rank 4 Natural Sledge)			
Accuracy: 2		Attack: 8	
		Durability: -	
Dodongo Dislikes Smoke (Weak Point)			
Being damaged by a Bomb of any type temporarily weakens the Dodongo's armor-like scales, and Blinds it until the end of its next turn. The first attack against the Dodongo while it is Blinded so counts as striking the Dodongo's Weak Point. If the Bomb exploded inside the Dodongo, then the Dodongo also loses its next turn.			
Eat Like a Dodongo (Weak Point)			
When this creature uses Inhale, its mouth remains open until the beginning of its next turn. If an attack is used on this creature's mouth during this state, the attack ignores half of this creature's Defense, but does not strike a Weak Point. If a Bomb is thrown into this creature's open mouth, it explodes within the creature immediately, ignores all Defense, and unbinds the Stamina bound in Inhale (also removing its buff).			
Rolling Cutter (Passive)			
While in a Goron Goroll, your Movement is not halved. In addition, you can move through (but not end your turn in) an enemy's space; doing so causes that enemy 4 damage, mitigated by Defense. Roll To-Hit Target's Vitality; on success, the target is knocked Prone.			
Limited Intelligence			
Resistance: Fire damage (Rank 5)			
Immunity: Heatwave weather, Lava			
Combat	4	Willpower	2
Hearts	4	Magic	5
Athletics	4	Arcana	0
Civilization	2	Perception	4
Fortitude	6	Influence	0
Intimidate	5	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	6
		Nature	3
		Agility	5
		Command	0
		Insight	2
		Guile	0
		Cooking	0
Drops: 4x Dodongo Scales (Rank 2 Monster Part)			
2x Bombs			



The Dodongo is one of the most storied creatures in all of Hyrule. Found in caves, dungeons, and mountainsides, these dinosaurs are not to be trifled with – unless you know their debilitating weakness.

Dodongo are famously averse to explosives: the acrid smoke makes their eyes water painfully, and though the gunpowder tastes delicious to them, its inevitable explosion in their bellies can lead to fatal heartburn.

DODONGO LORE

Journeyman (DC 10): “Dodongo dislike smoke” is a well-known phrase among Hylians, meaning ‘that’s obvious’, along the lines of saying “and the sky is blue”.

Adept (DC 13): Dodongo leather is used by Goron craftsmen for high-quality Bomb Bags, Goron Tunics, and other items that require high heat resistance and tensile strength.

Expert (DC 16): In the lands of Labrynna and Holodrum, there are tales of strange, friendly Dodongo – who even enjoy going for a swim! Though they cannot breathe fire, it’s said that they make up for it with a curious intelligence, and capacity for speech.

GHOSTS



MOA

Moa

Rank 2 Arcane Hunter

HP: 16 **MP:** 20 **SP:** 0
 Defense: 6 (Light) Concentration: 15
 Initiative: +6 Evasion: 16
 Size: Small Vitality: 12
 Movement: 6 (Flying)

Strike Damage: 11
 To-Hit Check: +10 Range: Melee

Camera Damage: -
 2 Magic (Bind) Range: Vision
 You may perfectly remember what you are looking at in this exact moment – well enough to read written words, or produce a high-quality reproduction by sketch. This does not provide you with details that you could not see at the time, nor any capacity to 'zoom in' on the mental picture. When the spell ends, your perfect recall of what you saw also ends, though you may remember it normally.

Moa's Invisibility Damage: -
 12 Magic Range: Self

You become Invisible until the end of the encounter. Being successfully struck with an attack will end the effect, as will performing an attack.

Tears of Flame Damage: -
 4 Magic Range: Special
 Use this Spell at the beginning of your turn. For the remainder of your turn, all squares you fly over become Brushfire terrain. Against any foes you fly over, make a To-Hit roll; on success, the target is now On Fire.

Default Weapon: Moa's Eye
 (Rank 2 Natural Club)
 Accuracy: 4 Attack: 9 Durability: -

Burning Threat (Passive)
 If you hit a foe with a Basic Attack, and they do not use a Reaction against the attack, then they are set On Fire.

Bullseye (Weak Point)
 This creature's eye is its Weak Point, and is Hard to Hit. Once struck, this creature is Blinded, and its Weak Point cannot be struck, until the end of its next turn.

Limited Intelligence, Undead

Combat	2	Willpower	3	Accuracy	6
Hearts	4	Magic	5	Stamina	0
Athletics	2	Arcana	4	Nature	2
Civilization	4	Perception	8	Agility	6
Fortitude	2	Influence	0	Command	0
Intimidate	3	Discipline	5	Insight	5
Mechanics	0	Perform	0	Guile	4
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Moa Mote (Rank 2 Monster Part)

Moa are large, floating eyeballs, with a trail of thick smoke behind them. They can cry tears of flame to light the ground beneath them on fire, but greater evils will often use them as spies and sentries, relying on their incredible vision and memory to guard their castles and roads.

GHINI



Ghini

Rank 2 Arcane Warrior

HP: 24 **MP:** 12 **SP:** 20
 Defense: 6 (Light) Concentration: 13
 Initiative: +2 Evasion: 12
 Size: Small Vitality: 15
 Movement: 6 (Flying)

Stab Damage: 12
 To-Hit Check: +9 Range: Line 2

Ghastly Lick Damage: 12, Dark
 4 Magic Range: Melee
 Roll To-Hit target's Concentration; on success, target is Halted.

Moa's Invisibility Damage: -
 12 Magic Range: Self

You become Invisible until the end of the encounter. Being successfully struck with an attack will end the effect, as will performing an attack.

Default Weapon: Ghini's Tongue
 (Rank 2 Natural Spear)
 Accuracy: 4 Attack: 8 Durability: 10

Denizen of Shadows (Passive)
 While in dim light, this creature is Hard to Hit.
 While in total darkness, its Evasion increases by another +2.
 While in bright direct light or sunlight, this creature is Blinded.

Phasing (Passive)
 This creature can pass through solid objects, walls, and floors, as if they were Difficult Terrain.

Limited Intelligence, Undead

Weakness: Light

Combat	4	Willpower	3	Accuracy	5
Hearts	6	Magic	3	Stamina	5
Athletics	4	Arcana	4	Nature	2
Civilization	5	Perception	4	Agility	2
Fortitude	5	Influence	0	Command	0
Intimidate	3	Discipline	3	Insight	3
Mechanics	0	Perform	0	Guile	3
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Ghiniplasm (Rank 2 Monster Part)

Ghini inhabit untended gravestones, waking when some wayward Hero touches the old grave-marker. Once they're awake, Ghini like to use their Ghastly Lick to stop foes in their tracks, and then continue to hit them with their egregiously long tongue.



GOHMA

Gohma are insect-like creatures, with a huge eye dominating their body. They skitter sideways, and can even climb up walls, waiting in the shadows for their prey. They prefer to live in dark, quiet, open places.

GOHMA LARVA

Gohma Larva are the Gohma's youngest, smallest form. Their eyes are still developing, making them incapable of firing the lasers they will one day be known for. Instead, they rely on their tiny pincers, using them to grab on to foes and weigh them down with their many tiny bodies – and hoping that something else can finish them off, delivering them their next meal.

Gohma Larva

Rank 0 Natural Warrior Swarm

HP: -	MP: 4	SP: 8
Defense: 0 (Unarmored)	Concentration: 12	
Initiative: +3	Evasion: 12	
Size: Small	Vitality: 13	
Movement: 3 (Walking)		

Strike Damage: 5

To-Hit Check: +5 Range: Melee

Weigh Down Damage: 4

6 Stamina Range: Weapon

Roll To-Hit Target's Vitality; on success, the target is Slowed, and has their Evasion reduced by 1, until the end of their next turn.

Default Weapon: Gohma Larva Claw

(Rank 0 Natural Handaxe)

Accuracy: 3 Attack: 4 Durability: -

Spider's Walk (Passive)

This creature may cling to and walk on walls and ceilings.

Instinctive Intelligence

Combat	1	Willpower	1	Accuracy	2
Hearts	-	Magic	1	Stamina	2
Athletics	3	Arcana	1	Nature	1
Civilization	1	Perception	3	Agility	3
Fortitude	3	Influence	0	Command	0
Intimidate	2	Discipline	2	Insight	2
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: (Hearts) Gohma Hairs (Rank 0 Monster Part)

QUEEN GOHMA

Queen Gohma are the broodmothers, commanding large numbers of Gohma Larvae. They like to drop down on foes using Stomp or Rough Spin to split people up, and then Lock On to one poor sap – followed up by a Charge Shot to take them out.

Queen Gohma			
Rank 1 Natural Warrior BOSS			
HP: 120		MP: 60	
Defense: 6 (Medium)		Concentration: 13	
Initiative: +3		Evasion: 11	
Size: Huge		Vitality: 14	
Movement: 4 (Walking)			
Sweep		Damage: 10	
To-Hit Check: +6		Range: Sweep 2	
Charge Shot		Damage: 14, Light	
8 Magic		Range: Projectile 10	
Roll To-Hit Target's Concentration; on success, the target is knocked Prone.			
Lock On		Damage: -	
4 Stamina (Bind)		Range: 1 target in 8 sq.	
You lock on to the target. Your next attack against them has a +4 on all To-Hit checks, and Burns the Bound Stamina. If they leave your line of sight, this effect ends, returning the Bound Stamina.			
Rough Spin		Damage: 10	
12 Stamina		Range: Burst 1	
All targets are pushed to just outside the radius of the attack.			
Stomp		Damage: 10	
10 Stamina		Range: Blast 2	
Roll To-Hit Target's Vitality; on success, the target is Knocked Prone.			
Summon Larvae		Damage: -	
4 Stamina		Range: Projectile 8	
You create a Gohma Larva in the targeted square, or add 4 HP to a Gohma Larva swarm. Gohma Larva created this way do not provide any drops when defeated.			
Default Weapon: Gohma's Claw			
(Rank 1 Natural Axe)			
Accuracy: 2		Attack: 8	
		Durability: -	
Gohma's Eye (Weak Point)			
This creature's eye is its Weak Point, but it remains closed much of the time, rendering it Extremely Hard to Hit. When this creature uses Lock On, its eye remains open until the beginning of its next turn. During this time, this creature's eye is <i>not</i> Hard to Hit at all. If its eye is hit, the Stamina used on Lock On is Burned (removing the buff).			
Spider's Walk (Passive)			
This creature may cling to and walk on walls and ceilings.			
Limited Intelligence			
Combat	2	Willpower	3
Hearts	3	Magic	3
Athletics	4	Arcana	2
Civilization	3	Perception	4
Fortitude	4	Influence	2
Intimidate	3	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	4	Stamina	2
Nature	2	Agility	3
Command	0	Insight	3
Guile	0	Cooking	0
Drops: 1x Gohma Claw (Rank 1 Axe, Natural)			
10x Gohma Leg (Rank 1 Monster Part)			
Small Fairies, equal to size of party			

GOHMA LORE

Novice (DC 7): Gohma are one of the most common large-scale monsters a Hero might face. They breed quickly and plentifully, and can make their home in most any dark environ. The surest way to prevent a Gohma Larva from making its home in your basement is to properly seal and light it.

Journeyman (DC 10): Gohma are a common infestation in large trees, tunneling into the tree trunk and using a hollowed-out space as a home. The bigger the tree, the bigger the Gohma can become before it must leave to find a new home.

Adept (DC 13): As Gohma age, they become larger and more powerful. They can even grow additional body segments, changing from their traditional 'arachnid' body to a more 'centipede'-like form. The larger, longer, or more segmented a Gohma, the more powerful and dangerous it is.

GORIYA

Highly intelligent, dungeon-dwelling wolf-men, Goriya are both clever and dangerous. They are renowned not only for their skill at throwing a Boomerang, but also for their ability to craft them. Goriya make their own Boomerangs, and it's not uncommon for them to be tailored to the local environment, or even to the specific task at hand.

Goriya			
Rank 2 Natural Warrior Heavy			
HP: 32		MP: 0	
Defense: 8 (Medium)		Concentration: 13	
Initiative: +4		Evasion: 12	
Size: Medium		Vitality: 14	
Movement: 5 (Walking)			
Throw 1H Weapon		Damage: 16	
To-Hit Check: +10		Range: Projectile 6	
Orbit Throw		Damage: 16	
8 Stamina		Range: Projectile 6	
This attack does not harm the target. However, it does create a Burst 1 around the target, striking all targets within that burst.			
Pinning Shot		Damage: 16	
4 Stamina		Range: Projectile 6	
Roll To-Hit Target's Concentration; on success, the target is Halted until the end of their next turn.			
Wide Return		Damage: 16	
6 Stamina		Range: Projectile 6	
Make a follow-up attack against another foe within (Weapon's Range) range of your original target. This follow-up attack deals (Weapon + Combat) damage, hits automatically, costs no Stamina, and must use the same weapon used in the original attack. This follow-up attack cannot have the same target as the original attack.			
Default Weapon: Goriya's Boomerang			
(Rank 2 Wooden Boomerang, Demon style)			
Enchantment: Perfectly Balanced, Rank 2 (+1 Crit)			
Accuracy: 5		Attack: 10	
		Durability: 10	
Grumbling Stomach (Passive)			
This creature is almost always hungry, and is easily distracted by food. It will prioritize trying to obtain food, including Dishes set down by Heroes, and has a -2 to resist social checks that offer food.			
Yiga Yadome-Jutsu (Passive)			
You may Parry in response to Projectile attacks.			
Rational Intelligence			
Combat	6	Willpower	2
Hearts	4	Magic	0
Athletics	4	Arcana	0
Civilization	2	Perception	5
Fortitude	4	Influence	2
Intimidate	4	Discipline	3
Mechanics	0	Perform	1
Smithing	6	Enchanting	4
		Accuracy	5
		Stamina	4
		Nature	2
		Agility	4
		Command	1
		Insight	2
		Guile	4
		Cooking	2
Drops: Weapons (when available)			
2x Goriya Fur (Rank 2 Monster Part)			
40 Rupees			



GORIYA LORE

Journeyman (DC 10): Goriya can be found in deserts, on wide open plains, and in rocky caves and mountainsides. Perhaps they range so far because they search for materials to craft Boomerangs with.

Adept (DC 13): Goriya Boomerangs are highly prized for their keen edge and powerful heft. Brave merchants will sometimes seek out Goriya in solitude, seeking their renowned weapons in trade.

Expert (DC 16): Every Goriya's Boomerang is a little different. Not only are they enchanted and crafted for that Goriya's environment, but they bear subtle markings and notches unique to that Goriya. To be given a Goriya's own Boomerang freely is a sign of incredible respect, and a great honor.



GUARDIANS

Guardians are robots built by the Ancients. While Guardians were originally designed to fight Calamity Ganon, many of them were instead corrupted by it. Only those few Guardians hidden in Shrines to test would-be Heroes were saved from this fate.

GUARDIAN LORE

Journeyman (DC 10): Guardians are known to guard places the Ancients found important, hence their name. If you should ever encounter a Guardian, you should leave that place immediately... or delve deeper, to see why they would keep the place guarded.

Adept (DC 13): Calamity Ganon was able to infect and take over all the Guardians that were set against it. There are also reports of Ganon's power taking up Guardian materials to take on temporary, deadly form. Some scholars theorize that this means that the two share some deeper connection.

Expert (DC 16): Guardians were originally invented by the Sheikah, 10,000 years ago. They were built to defend against Calamity Ganon's first coming – and they succeeded.

Impressive (DC 19): Not all Guardians were possessed by Ganon's Malice during the Calamity. Those that were in Sheikah Shrines and other protected places were kept safe, their programming still intact.

Heroic (DC 22): In some Ancient texts, they speak of incredible giant Octoroks inspiring the form of Guardians. Scholars still debate whether this is poetic language, or if there were actually giant Octoroks that roamed the world 10,000 years ago.

Legendary (DC 25): Despite the ancient Sheikah's incredible skill, knowledge, and resources, they never made a Guardian capable of independent thought... right?

DERELICT GUARDIAN

Guardian Stalkers that once strode the land, sundered and broken in the coming of the Calamity 100 years ago. Derelict Guardians can no longer move around, and the years have wreaked a heavy toll, weakening its armor and laser-eye. Even so, they remain dangerous obstacles, often waiting amidst the husks of totally-broken Guardians.

Derelict Guardian			
Rank 1 Mechanical Blaster Heavy			
HP: 40		MP: 18	
SP: 18			
Defense: 6 (Medium)		Concentration: 12	
Initiative: +2		Evasion: 10	
Size: Large		Vitality: 14	
Movement: (None)			
Use Rod		Damage: 10, Light	
To-Hit Check: +9		Range: Projectile 4	
Charge Shot		Damage: 13, Light	
8 Magic		Range: Projectile 10	
Roll To-Hit Target's Concentration; on success, the target is knocked Prone.			
Lock On		Damage: -	
4 Stamina (Bind)		Range: 1 target in 8 sq.	
You lock on to the target. Your next attack against them has a +4 on all To-Hit checks, and Burns the Bound Stamina. If they leave your line of sight, this effect ends, returning the Bound Stamina.			
Default Weapon: Guardian Laser Mk. I			
(Rank 1 Natural Rod, Guardian Style)			
Accuracy: 6		Attack: 7	
Durability: -			
Guardian's Eye (Weak Point)			
The creature's eye is Extremely Hard to Hit. If struck, the creature is Blinded until the end of its next turn.			
Instinctive Intelligence			
Weakness: Ancient weapons			
Immunity: Flirt, Disarm			
Combat	1	Willpower	3
Hearts	5	Magic	3
Athletics	1	Arcana	1
Civilization	1	Perception	4
Fortitude	4	Influence	0
Intimidate	2	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	3	Stamina	3
Nature	0	Agility	2
Command	0	Insight	0
Guile	0	Cooking	0
Drops: 4x Shaft (Rank 3 Ancient Material)			

GUARDIAN SCOUT

Guardian Scouts have two manipulator arms, allowing them to use weapons as a person might. They attack by spinning, a clockwork whirl of Rough Spins or Spin Lasers.

Guardian Scout			
Rank 2 Mechanical Warrior			
HP: 28		MP: 24	
Defense: 10 (Heavy)		Concentration: 13	
Initiative: +5		Evasion: 11	
Size: Medium		Vitality: 15	
Movement: 5 (Walking)			
Strike		Damage: 17	
To-Hit Check: +10		Range: Melee	
Use Rod		Damage: 14, Light	
To-Hit Check: +11		Range: Projectile 4	
Charge Shot		Damage: 18, Light	
8 Magic		Range: Projectile 6	
Roll To-Hit Target's Concentration; on success, the target is knocked Prone.			
Spin Laser		Damage: 14, Light	
12 Magic		Range: Burst 2	
You create an Updraft in a Burst 1 around you until the end of your next turn.			
Rough Spin		Damage: 17	
12 Stamina		Range: Burst 1	
All targets are pushed to just outside the radius of the attack.			
Default Weapon: Guardian Laser Mk. II			
(Rank 2 Natural Rod, Guardian Style)			
Accuracy: 6		Attack: 10	
Guardian Sword Mk. II		Durability: -	
(Rank 2 Ancient Sword, Guardian Style)			
Accuracy: 5		Attack: 11	
Durability: 11			
Instinctive Intelligence			
Weakness: Ancient weapons			
Immunity: Flirt, Disarm			
Combat	6	Willpower	4
Hearts	7	Magic	6
Athletics	5	Arcana	1
Civilization	2	Perception	4
Fortitude	5	Influence	0
Intimidate	4	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	5	Stamina	6
Nature	0	Agility	5
Command	0	Insight	0
Guile	0	Cooking	0
Drops: Weapons (when available)			
3x Gear (Rank 2 Ancient Material)			

GUARDIAN SKYWATCHER

Guardian Skywatchers use a trio of propellers to stay aloft, hovering in hallways and above ravines. When they spot an interloper, they float over them and shine a spotlight – encouraging allies to take 'em out.

Guardian Skywatcher			
Rank 3 Mechanical Hunter			
HP: 28		MP: 32	
Defense: 13 (Heavy)		Concentration: 16	
Initiative: +8		Evasion: 14	
Size: Medium		Vitality: 15	
Movement: 8 (Flying)			
Use Rod		Damage: 19, Light	
To-Hit Check: +11		Range: Projectile 4	
Charge Shot		Damage: 25, Light	
8 Magic		Range: Projectile 6	
Roll To-Hit Target's Concentration; on success, the target is knocked Prone.			
Illuminate		Damage: -	
8 Magic (Bind)		Range: 1 Target directly below you	
You shine a bright red spotlight on the target. While the spotlight is on them, the target is Distracting to you and all of your allies, is no longer Invisible, and cannot be Hard to Hit due to cover. You follow the targeted foe automatically, moving up to your Movement per turn in order to keep up. If a foe moves faster than that on its turn, your Illumination of it ends, returning the Bound Magic.			
Default Weapon: Guardian Laser Mk. III			
(Rank 3 Natural Rod, Guardian Style)			
Accuracy: 6		Attack: 13	
Durability: -			
Instinctive Intelligence			
Weakness: Ancient weapons			
Immunity: Flirt, Disarm			
Combat	4	Willpower	6
Hearts	6	Magic	8
Athletics	5	Arcana	1
Civilization	2	Perception	7
Fortitude	5	Influence	0
Intimidate	4	Discipline	6
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	5
		Stamina	3
		Nature	0
		Agility	8
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 3x Shaft (Rank 3 Ancient Material)			

GUARDIAN STALKER

Guardian Stalkers are the most iconic form of the Guardian, and perhaps the most deadly. They skitter about on six mechanical legs, searching for a target. When they find one, they Lock On, emitting a terrifying beeping noise – only to unleash a powerful Charge Shot on their prey moments later.

Guardian Stalker			
Rank 3 Mechanical Blaster MINIBOSS			
HP: 160		MP: 64	SP: 64
Defense: 20 (Extreme)		Concentration: 14	
Initiative: +8		Evasion: 12	
Size: Huge		Vitality: 17	
Movement: 10 (Walking)			
Use Rod		Damage: 21, Light	
To-Hit Check: +12		Range: Projectile 8	
Charge Shot		Damage: 29, Light	
8 Magic		Range: Projectile 10	
Roll To-Hit Target's Concentration; on success, the target is knocked Prone.			
Lock On		Damage: -	
4 Stamina (Bind)		Range: 1 target in 8 sq.	
You lock on to the target. Your next attack against them has a +4 on all To-Hit checks, and Burns the Bound Stamina. If they leave your line of sight, this effect ends, returning the Bound Stamina.			
Stomp		Damage: 18	
10 Stamina		Range: Blast 2	
Roll To-Hit Target's Vitality; on success, the target is Knocked Prone.			
Default Weapon: Guardian Laser Mk. III-2			
(Rank 3 Natural Rod, Guardian Style, Longshot)			
Accuracy: 6		Attack: 13	Durability: -
Guardian's Eye (Weak Point)			
The creature's eye is Extremely Hard to Hit. If struck, the creature is Blinded until the end of its next turn.			
Stalker's Stride (Weak Point)			
This creature's six legs are vulnerable to being cut off. Each leg is Hard to Hit, but if struck, the attack ignores half of this creature's Defense, and the leg is cut off. When a leg is cut off, the Stalker's Movement and Evasion both decrease by 1. When the Stalker has no legs remaining, its Movement and Evasion are set to 0 and it can no longer use its Stomp attack.			
Instinctive Intelligence			
Weakness: Ancient weapons			
Immunity: Flirt, Disarm			
Combat	5	Willpower	8
Hearts	10	Magic	8
Athletics	5	Arcana	1
Civilization	2	Perception	8
Fortitude	7	Influence	0
Intimidate	7	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	6	Stamina	8
Nature	0	Agility	8
Command	0	Insight	0
Guile	0	Cooking	0
Drops: 5x Shaft (Rank 3 Ancient Material)			

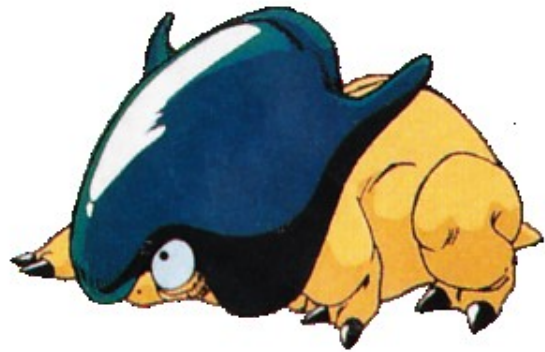
HELMASAUR

Helmasaur are quadrupedal, dinosaur-like creatures. They eat stone, gems, and metals, using those minerals to grow a heavy metal mask over their face.

Helmasaur			
Rank 2 Natural Warrior			
HP: 24		MP: 0	
Defense: 10 (Heavy)		Concentration: 12	
Initiative: +4		Evasion: 10	
Size: Small		Vitality: 16	
Movement: 5 (Walking)			
Strike		Damage: 12	
To-Hit Check: +10		Range: Melee	
Dash Attack		Damage: 12	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Ordon Rush		Damage: 10	
8 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this further movement.			
Default Weapon: Helmasaur Helm			
(Rank 2 Metal Shield)			
Accuracy: 4		Attack: 7	
		Durability: 8	
Faceguard (Weak Point)			
Attacks against this creature from behind ignore half of its Defense. The creature's Faceguard may be removed through Disarming it, making all attacks against this creature ignore half of its Defense.			
Limited Intelligence			
Combat	5	Willpower	0
Hearts	6	Magic	0
Athletics	5	Arcana	0
Civilization	1	Perception	3
Fortitude	6	Influence	2
Intimidate	4	Discipline	2
Mechanics	4	Perform	0
Smithing	2	Enchanting	0
		Accuracy	4
		Stamina	4
		Nature	4
		Agility	4
		Command	0
		Insight	2
		Guile	2
		Cooking	0
Drops: Helmasaur Helm (Rank 2 Metal Shield)			
2x 'Saur Steel-gland (Rank 2 Monster Part)			

Helmasaur are simple creatures, and try to ram into any threats or intruders face-first, using their masks for both attack and defense.

As a Helmasaur's mask is made of solid metal, it can be removed through a variety of means: magnetic manipulation, disarming the creature, or yanking it away with a Hookshot, among other options.



HELMASAUR LORE

Journeyman (DC 10): Helmasaur are uncommon threats, found in caves and mountainous areas, feasting on the metals and ores underground. They use those materials to grow the mask they wear.

Adept (DC 13): A Helmasaur's helm might be grown from their body, but it can safely be removed. Some mountain-dwelling folk will keep herds of Helmasaur, letting them graze on the mountain, and then harvesting their masks once a season. They then sell these masks as scrap, or directly to adventurers as shields.

Expert (DC 16): Helmasaur can have subtle differences, based on what they eat. The most common is the metallic-masked version, but variants that primarily dine on Gems, Stone, and even Rupees have been found on occasion. You can tell by their masks, as those are made out of whatever a Helmasaur eats most.



HIKKUN

Hikkun and their brethren are slimes that inhabit metal encasements, forming a natural hard-bodied shell. Quite durable if fought directly, their shells can often be pried apart to strike at their soft, vulnerable innards.

HIKKUN

Hikkun			
Rank 2 Natural Warrior			
HP: 20		MP: 0	
SP: 24			
Defense: 16 (Extreme)		Concentration: 12	
Initiative: +1		Evasion: 5	
Size: Small		Vitality: 14	
Movement: 4 (Walking)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Default Weapon: Hikkun Shell			
(Rank 2 Metal Shield)			
Accuracy: 4		Attack: 7	
		Durability: 8	
Hikkun Handles (Weak Point)			
The Hikkun's armored shield-shell has convenient handles. It has a -5 vs. Grapples. If Grappled from two sides, those Heroes may pull the Hikkun's shell aside, allowing a third Hero to strike the Hikkun, ignoring its Defense and striking a Weakness. The Grappling Heroes are then automatically shaken off.			
Instinctive Intelligence			
Weakness: Shock			
Combat	5	Willpower	0
Hearts	5	Magic	0
Athletics	3	Arcana	0
Civilization	2	Perception	3
Fortitude	4	Influence	1
Intimidate	4	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	6
		Nature	2
		Agility	1
		Command	0
		Insight	1
		Guile	2
		Cooking	0
Drops: Weapon (when available)			
2x Hikkun Shell (Rank 2 Monster Part)			

HUGE HIKKUN

Huge Hikkun			
Rank 2 Natural Warrior BOSS			
HP: 200		MP: 0	SP: 120
Defense: 16 (Extreme)		Concentration: 12	
Initiative: +1		Evasion: 8	
Size: Huge		Vitality: 16	
Movement: 4 (Walking)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Serpent's Fangs		Damage: See Effect	
8 Stamina		Range: Melee	
Make two separate Basic Attacks of your choice against a single foe, each using a different hand's weapon. If both attacks hit, your second hit deals additional damage equal to either your Combat or Willpower (whichever the second Basic Attack you made utilizes).			
Shield Bash		Damage: 12	
(Reaction)		Range: Melee	
4 Stamina			
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Strike Basic Attack with the Shield you used.			
Spin Attack		Damage: 12	
8 Stamina		Range: Burst 1	
Default Weapon: Hikkun Shell (x2)			
(Rank 2 Metal Shield)			
Accuracy: 4		Attack: 7	Durability: 8
Hikkun Handles (Weak Point)			
The Hikkun's armored shield-shell has convenient handles. It has a -5 vs. Grapples. If Grappled from two sides, those Heroes may pull the Hikkun's shell aside, allowing a third Hero to strike the Hikkun, ignoring its Defense and striking a Weakness. The Grappling Heroes are then automatically shaken off.			
Instinctive Intelligence			
Weakness: Shock			
Combat	5	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	2	Perception	3
Fortitude	6	Influence	1
Intimidate	4	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
			Accuracy
			Stamina
			Nature
			Agility
			Command
			Insight
			Guile
			Cooking
Drops: Weapons (when available)			
5x Soldier Steel (Rank 2 Metal)			
5x Hikkun Shell (Rank 2 Monster Part)			
Small Fairies, equal to size of party			

Huge Hikkun are simply much larger, and more durable, versions of their smaller, more common counterparts. They're much more adept with their shield-play, able to strike in retaliation to a wide variety of blows – which makes taking advantage of their inherent weaknesses all the more important.

KEATON

Keaton are curious fey spirit-creatures, yellow foxes with three black-tipped tails. Able to speak and read with great skill, Keatons are said to grant gifts to those who can answer their riddles.

Keaton				
Rank 3 Arcane Protector Miniboss				
HP: 80		MP: 48	SP: 16	
Defense: 8 (Light)		Concentration: 17		
Initiative: +8		Evasion: 17		
Size: Medium		Vitality: 14		
Movement: 6 (Walking), 3 (Swimming)				
Strike		Damage: 15		
To-Hit Check: +9		Range: Melee		
Fairy Fire		Damage: -		
1 Magic / sq. (Bind)		Range: 5 unoccupied squares w/in 8 squares		
You create a small Fairy Fire, floating just above the ground. These Fairy Fires are Distracting to anyone adjacent to them. If struck, the Fairy Fire Blinds the offender until the end of their next turn, and then dissipates. If walked through, the Fairy Fire sets the offender On Fire, and then dissipates. If struck with Water or Darkness damage, the Fairy Fire dissipates without causing any status effect. If a Fairy Fire dissipates, the Magic Bound in it is then Spent.				
Impa's Disguise		Damage: -		
2 Magic (Bind)		Range: Self		
You alter details about your appearance as you see fit, up to and including your race, gender, and worn armor.				
Keaton's Quiz		Damage: -		
4 Magic		Range: 1 target in 8 sq.		
Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of the scene. As a Minor Action, the target may roll (Civilization plus Influence) v. your Concentration; on success, they are no longer Distracted by you. Each time they fail this check, they gain a +1 bonus to their next attempt to solve your riddle, accumulating until they do finally succeed.				
Moa's Invisibility		Damage: -		
12 Magic		Range: Self		
You become Invisible until the end of the encounter. Being successfully struck with an attack will end the effect, as will performing an attack.				
Skirmish Strike		Damage: 15		
4 Stamina		Range: Melee		
Following the attack, you may move 1 square in any direction your movement capabilities allow. You may then push the target 1 square in a direction of your choice.				
Default Weapon: Keaton Claw				
(Rank 3 Natural Dagger, Fairy style)				
Accuracy: 4		Attack: 10	Durability: 12	
Quick to Consider (Weak Point)				
Keatons enjoy a good riddle. As a Standard Action Combat Maneuver, a foe can attempt to ask the Keaton a question or riddle (Civilization plus Influence, v. Concentration); on success, you are Distracted by the questioner. While so Distracted, the next attack against you from someone else will strike the Keaton's Weak Point, ending its Distraction.				
Rational Intelligence, Magic Sense, Scent Sense				
Weakness: Darkness				
Combat	2	Willpower	5	
Hearts	5	Magic	6	
Athletics	4	Arcana	7	
Civilization	7	Perception	7	
Fortitude	4	Influence	5	
Intimidate	3	Discipline	7	
Mechanics	0	Perform	6	
Smithing	5	Enchanting	6	
			Guile	5
			Cooking	4
Drops: 6x Keaton Fur (Rank 3 Cloth)				



KEATON LORE

Journeyman (DC 10): Keaton are kind spirits, but rarely seen. The stories say that, if you meet one, you should always speak the truth to it, and answer its questions as best you can. Sometimes, they leave gifts for those they favor.

Adept (DC 13): Keaton are mystical, perhaps otherworldly fey foxes. They enjoy watching average mortals in their average lives, and find the most trivial of facts fascinating – but when asked why, Keatons just smirk and chuckle.

Expert (DC 16): Keatons can easily disguise themselves as mortals, though sometimes their guise slips, and their tails hang free. Inscrutable to most, Keatons can tell one another apart by the sheen of their tails.

PLAYING A KEATON

Keaton are strange creatures, but nothing says they can't decide to play Hero for a generation or two. If you wish to play as a Keaton, you might consider using either the Demon or Talking Animal race – or you can use the solution presented here.



*Curious, inquisitive, and ever-watchful,
Skillfully playing the only game that matters.*

Average Height: 3' 6" – 6' 0"

Average Weight: 80 – 150 lbs.

Lifespan: Unknown (potentially infinite)

Fur colors: Black, Brown (tips), White, Yellow

Eye colors: Black

Play a Keaton if you want...

- ...To be a subtle, patient gamester.
- ...To be mysterious, magical, and fey.
- ...To see and hear what no one else can.
- ...To control a situation through words and misdirection, rather than violence.

Weakness: Darkness

Bonuses:

- You have both Scent-Sense and Magic Sense. However, your other senses are poor – when using Perception on things neither magical nor odiferous, you suffer a -2 penalty to the roll.
- You may speak with, and understand, Natural creatures of Limited intelligence (like cats, dogs, and horses). This does not mean they automatically want to speak with you, or that they will tell you the truth.
- You gain the Impa's Disguise spell.
- You gain one of the following Spells for free: Fairy Fire, Lens of Truth, Keaton's Quiz, or Vanish. (Fairy Fire and Keaton's Quiz may be purchased later, for 3 Tokens each.)

Most Keatons react to the day-to-day lives of normal people just like they react to high adventure and dangerous situations: quiet interest, a smirk, and a desire to learn more.

Keatons particularly enjoy anything that makes them have to think, or recall facts. They offer riddles, trivia, and quizzes to one another as gentle tests and jabs, and relish a fresh puzzle or mystery.

It's rare for Keatons to be angered, but pulling on their tail is a sure way to get on one's bad side. If you do enrage a Keaton, expect a thorough revenge, served cold. Keatons are not above puckish pranks, and they have the patience, magic, and skills to ruin your day, your reputation, or your life.



KEESE

A common bat-like monster – and reviled world-wide as annoyances – Keese live in the shadows of belfries, forests, and the upper reaches of cavernous rooms.

Keese are night-hunters, hanging from the ceiling until they sense a creature moving below them. Unable to distinguish a small Critter from a stout Hero, they will attack whatever creature has caught their attention until swatted down, hampering their accuracy against the foes that truly threaten them.

KEESE

Keese			
Rank 0 Natural Protector Swarm			
HP: -		MP: 0	
Defense: 0 (Unarmored)		Concentration: 11	
Initiative: +3		Evasion: 13	
Size: Tiny		Vitality: 11	
Movement: 4 (Flying)			
Strike		Damage: 1	
To-Hit Check: +6		Range: Melee	
Distracting (Passive)			
You automatically Distract foes while adjacent to them.			
Instinctive Intelligence, Darkvision			
Combat	1	Willpower	0
Hearts	0	Magic	0
Athletics	1	Arcana	1
Civilization	1	Perception	2
Fortitude	1	Influence	0
Intimidate	0	Discipline	1
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	0
		Nature	2
		Agility	3
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: (Hearts) Keese Wing (Rank 0 Monster Part)			

Keese are perhaps the weakest monster in all of Hyrule. Stronger monsters may use them as pets, distractions, or messengers.

ELEMENTAL KEESE

Elemental Keese			
Rank 1 Natural Protector Swarm			
HP: 8		MP: 0	
Defense: 2 (Civilian)		Concentration: 12	
Initiative: +4		Evasion: 14	
Size: Tiny		Vitality: 12	
Movement: 4 (Flying)			
Strike		Damage: 1	
To-Hit Check: +6		Range: Melee	
Distracting (Passive)			
You automatically Distract foes while adjacent to them.			
Elemental Aura (Passive)			
If grappled, touched, or attacked with a bare hand, the attacking creature is inflicted with (Element's Status). If struck with (Weakness Element) damage, the creature's elemental aura disappears until the end of its next turn, and it may be safely touched.			
Elemental Threat (Passive)			
If you hit a foe with a Basic Attack, and they do not use a Reaction against the attack, then that foe is inflicted with (Element's Status).			
Instinctive Intelligence, Darkvision			
Immunity: (Element) damage			
Weakness: (Weakness Element)			
Combat	2	Willpower	0
Hearts	2	Magic	0
Athletics	1	Arcana	2
Civilization	1	Perception	2
Fortitude	2	Influence	0
Intimidate	0	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	0
		Nature	2
		Agility	4
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: Elemental Keese Wing (Rank 1 Monster Part)			



Novice (DC 7): If you have a Keese infestation, a simple way to draw them out is to tie some bait (like a lively Critter or juicy hunk of meat) onto a string, toss the bait into the room the Keese inhabit, and wiggle it with a few swift tugs. When the Keese swoop down to feast, either lead them outside (taking care not to be seen by them as you do so), or strike them down.

Journeyman (DC 10): Keese seem to have a natural affinity for containing elemental power, as evidenced by the wide array of elementally-typed Keese in the world. Wizards have long used their wings and eyeballs as ingredients in their potions, but a few have experimented with them as a way to generate large amounts of elemental energy... by breeding vast colonies of Keese, and keeping them contained and ravenous.

Elemental Keese are infused with the magical energy of the area they inhabit. Though just as deadly as normal Keese (which is to say, not very deadly at all), their Elemental Threat makes them too dangerous to ignore.

KEESE LORE

Effortless (DC 4): Keese are a common threat, even to villagers in their homes. To avoid them, be sure to clean your attic twice a year, and avoid being outdoors at night.

KEESE AND ELEMENTS

Keese's weaknesses and abilities depend on the element they've taken on. Use this table to determine what effects a Keese of a given element might have.

Element	Gemstone	Status	Weakness	Terrain
Darkness	Onyx	Blinded	Light	Mire
Earth	Emerald	Sand-Covered	Ice	Sand, Deep
Fire	Ruby	On Fire	Water	Brushfire
Ice	Sapphire	Slowed	Fire	Ice, Dry
Light	Diamond	Cursed	Darkness	Tall Grass
Shock	Topaz	Off-Balance	Earth	Electrified
Water	Opal	Soaked	Shock	Water, Fresh

LIKE LIKE

Like Likes are gooey, ambulatory monsters, who are intent only on one thing: eating things that Heroes find valuable. For some Heroes, this makes Like Likes their most hated foes of all.

LIKE LIKE

Like Like			
Rank 2 Natural Protector			
HP: 24		MP: 12	
Defense: 8 (Medium)		Concentration: 16	
Initiative: +2		Evasion: 10	
Size: Medium		Vitality: 16	
Movement: 4 (Walking)			
Strike		Damage: 10	
To-Hit Check: +11		Range: Melee	
Default Weapon: Like Like Om Nom (Rank 2 Natural Fist)			
Accuracy: 5		Attack: 8	
		Durability: -	
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Gear Gourmand (Passive)			
Whenever you successfully roll to maintain (but not begin) a Grapple, you cause 1 Durability damage to all equipment your target has equipped (in-hand and on-hip).			
Weak Stomach (Weak Point)			
Attacks that originate from inside this creature (such as by a Grappled foe) ignore half of its Defense.			
Instinctive Intelligence			
Immune: On Fire			
Combat	2	Willpower	2
Hearts	6	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	2
Fortitude	6	Influence	0
Intimidate	2	Discipline	6
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	6
		Nature	0
		Agility	2
		Command	0
		Insight	0
		Guile	4
		Cooking	0
Drops: 1x Random Rank 2 Weapon (at ½ Durability) 2x Like Like Lump (Rank 2 Monster Part)			

The classic Like Like slowly sucks up the detritus on the ground. When they sense something wearing delicious equipment, they hungrily follow. They can even consume raw resources that Heroes want to harvest!

Rupee Likes are more dangerous, and more cunning. They wait just underground, with only a Rupee hanging from a stalk above-ground. When someone comes along to try and pick up their Rupee lure, they strike, devouring the foe – and eating their money!



RUPEE LIKE

Rupee Like			
Rank 3 Natural Hunter			
HP: 24		MP: 12	SP: 32
Defense: 10 (Medium)		Concentration: 18	
Initiative: +6		Evasion: 14	
Size: Medium		Vitality: 18	
Movement: 4 (Walking)			
Strike		Damage: 16	
To-Hit Check: +12		Range: Melee	
Vacuum		Damage: 14	
8 Stamina		Range: Blast 3	
Roll To-Hit target's Vitality; on success, you suck them in, Grappling them all simultaneously. You may release all sucked-in foes at once as a Minor action, shooting them 3 squares in a direction of your choice.			
Special: This attack cannot be used if you have any creatures currently Grappled.			
Default Weapon: Rupee Like Om Nom			
(Rank 3 Natural Fist)			
Accuracy: 5		Attack: 11	Durability: -
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Rupee Picker (Passive)			
Whenever you successfully roll to maintain (but not begin) a Grapple, you drain 100 Rupees from each of the grappled foe(s).			
Natural Shoveler (Passive)			
This creature is capable of digging as if it had a Shovel, of a Rank equal to its own.			
Silent Stone (Passive)			
+5 to Agility for the purposes of Stealth checks while not moving.			
Weak Stomach (Weak Point)			
Attacks that originate from inside this creature (such as by a Grappled foe) ignore half of its Defense.			
Instinctive Intelligence			
Immune: On Fire			
Combat	5	Willpower	2
Hearts	8	Magic	0
Athletics	6	Arcana	0
Civilization	0	Perception	5
Fortitude	8	Influence	0
Intimidate	4	Discipline	8
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	7
		Stamina	8
		Nature	0
		Agility	6
		Command	0
		Insight	0
		Guile	8
		Cooking	0
Drops: Gold Rupee (300 Rupees)			

LIZALFOS



Primitive lizard-men, Lizalfos are often found in caverns, volcanos, and other hot, dry places. They use metal arms and armor, a natural flame-breath, and their natural agility to protect themselves – and to viciously defend their territory from interlopers.

They sometimes conduct raids on towns, particularly when there's useful ore or other materials to be gotten. However, they tend not to attack in colder climes – Lizalfos have no defense against snow and ice.

Because Lizalfos are agile creatures who can easily jump away from an approaching foe, Heroes may need to use other methods to get in close. Try Slowing, Halting, or knocking a Lizalfos Off-Balance – or use a Hookshot or some other means to bring them to you!

AERALFOS

Aeralfos fly on leathery wings, swooping down to cut swaths through unsuspecting foes. They carry a shield to defend themselves from errant arrows, but if you can ground them, their underdeveloped legs won't let them get far.

Aeralfos

Rank 2 Natural Hunter

HP: 20	MP: 16	SP: 24
Defense: 6 (Light)	Concentration: 15	
Initiative: +6	Evasion: 16	
Size: Medium	Vitality: 15	
Movement: 6 (Flying), 3 (Walking)		

Strike	Damage: 14
To-Hit Check: +8	Range: Melee

Dash Attack	Damage: 14
8 Stamina	Range: Melee

During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.

Flame Breath	Damage: 12
8 Magic	Range: Cone 2 or Projectile 8

Roll To-Hit Target's Vitality; on success, target is On Fire.

Lizalfos Leap	Damage: -
8 Stamina	Range: -

Use Requirement: A foe moves into a square adjacent to you

You immediately move 3 squares away from them, in any direction. This does not consume your Movement.

Default Weapon: Lizal Sword
(Rank 2 Metal Sword)

Accuracy: 3	Attack: 9	Durability: 9
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Default Weapon: Lizal Shield
(Rank 2 Metal Shield)

Accuracy: 4	Attack: 7	Durability: 8
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Effortless Dodger (Passive)

If this creature has no status ailments and hasn't used a Reaction since its previous turn, it is Hard to Hit by all non-Melee attacks.

Limited Intelligence

Weakness: Ice

Immunity: Heatwave weather

Combat	5	Willpower	3	Accuracy	5
Hearts	5	Magic	4	Stamina	6
Athletics	5	Arcana	2	Nature	2
Civilization	2	Perception	4	Agility	6
Fortitude	5	Influence	1	Command	2
Intimidate	5	Discipline	5	Insight	1
Mechanics	2	Perform	0	Guile	4
Smithing	5	Enchanting	5	Cooking	3

Drops: Weapons (when available)

2x Lizalfos Horn (Rank 2 Monster Part)

DINOLFOS

Dinolfos are the burly protectors of Lizalfos forces. They use a heavy metal gauntlet as a shield and a weapon both. In battle, they do a Provoking Dance to focus attention on them, while also deftly dodging attacks.

Dinolfos			
Rank 2 Natural Protector			
HP: 24		MP: 8	SP: 24
Defense: 8 (Medium)		Concentration: 15	
Initiative: +5		Evasion: 13	
Size: Medium		Vitality: 16	
Movement: 6 (Walking)			
Strike		Damage: 12	
To-Hit Check: +9		Range: Melee	
Flame Breath		Damage: 9	
8 Magic		Range: Cone 2 or	
		Projectile 8	
Roll To-Hit Target's Vitality; on success, target is On Fire.			
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction.			
This does not consume your Movement.			
Provoking Dance		Damage: -	
5 Stamina		Range: Burst 1	
Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.			
Default Weapon: Liza Shield Gauntlet			
(Rank 2 Metal Shield)			
Accuracy: 4		Attack: 7	Durability: 8
Effortless Dodger (Passive)			
If this creature has no status ailments and hasn't used a Reaction since its previous turn, it is Hard to Hit by all Melee attacks.			
Limited Intelligence			
Weakness: Ice			
Immunity: Heatwave weather			
Combat	5	Willpower	2
Hearts	6	Magic	2
Athletics	5	Arcana	1
Civilization	2	Perception	4
Fortitude	6	Influence	1
Intimidate	5	Discipline	5
Mechanics	2	Perform	0
Smithing	5	Enchanting	5
Accuracy			5
Stamina			6
Nature			2
Agility			5
Command			2
Insight			1
Guile			3
Cooking			3
Drops: Weapons (when available)			
2x Lizalfos Horn (Rank 2 Monster Part)			

LIZALFOS

Lizalfos are sprightly warriors, leaping all across the battlefield. It's hard to approach them in melee, but don't worry – they'll eventually approach you. Heroes should wait until they use a Jump Attack, and then strike with a Spell or Technique!

Lizalfos			
Rank 2 Natural Warrior			
HP: 20		MP: 0	
Defense: 6 (Light)		Concentration: 14	
Initiative: +6		Evasion: 16	
Size: Medium		Vitality: 15	
Movement: 6 (Walking)			
Strike / Throw 1H		Damage: 14	
To-Hit Check: +9		Range: Melee or Projectile 6	
Helm Splitter		Damage: 14	
8 Stamina		Range: Melee	
Use Requirement: Clear space on other side of target			
You leap over the target, and land on the other side of them, in a straight line. While overtop the target, you may make a Disarm attempt against the foe; if successful, you knock their Head armor off, depriving them of its benefits. (If the target does not wear armor at all, this instead reduces their Defense by 25%.)			
Jump Attack		Damage: 18	
6 Stamina		Range: Jump 3	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction. This does not consume your Movement.			
Default Weapon: Liza Boomerang			
(Rank 2 Metal Boomerang)			
Accuracy: 4		Attack: 8	
		Durability: 8	
Effortless Dodger (Passive)			
If this creature has no status ailments and hasn't used a Reaction since its previous turn, it is Hard to Hit by all Melee attacks.			
Limited Intelligence			
Weakness: Ice			
Immunity: Heatwave weather			
Combat	6	Willpower	2
Hearts	5	Magic	0
Athletics	4	Arcana	1
Civilization	2	Perception	4
Fortitude	5	Influence	1
Intimidate	5	Discipline	4
Mechanics	2	Perform	0
Smithing	5	Enchanting	5
		Accuracy	5
		Stamina	6
		Nature	2
		Agility	6
		Command	2
		Insight	1
		Guile	3
		Cooking	3
Drops: Weapons (when available)			
2x Lizalfos Horn (Rank 2 Monster Part)			



LYNEL

Lynel are powerful, territorial centaur-lion warriors. Intelligent and skilled, a Lynel can be a powerful foe – or rarely, a potent ally.

Because Lynel are skilled crafters and warriors, any given Lynel's equipment and skills can easily vary – the Lynel statblock presented here is just one possible example.

Adept (DC 13): Lynel are dangerous and strong, but also intelligent. When a Lynel spots an interloper, it will often stop to observe them for a time before attacking. This is your chance to escape safely!

Expert (DC 16): Lynel may be territorial loners, but they are not without heart. There are stories of a small village, protected by a lone Lynel whom they both fear and revere.

Impressive (DC 19): Lynel have lived in Hyrule since ancient times. Some historians theorize that Lynel might be responsible for creating some of Hyrule's ancient temples – but no evidence of Lynel working together, even in yore, has ever come to light.

Lynel

Rank 3 Civilized Warrior MINIBOSS

HP: 96 **MP:** 32 **SP:** 48
 Defense: 13 (Heavy) Concentration: 14
 Initiative: +6 Evasion: 12
 Size: Large Vitality: 16
 Movement: 6 (Walking), 3 (Swimming)

Strike Damage: 23
 To-Hit Check: +9 Range: Melee

Din's Fire Damage: 20
 8 Magic Range: Burst 1
 Roll To-Hit Target's Concentration; on success, target is On Fire.

Flame Breath Damage: 20
 8 Magic Range: Cone 2 or
 Projectile 8
 Roll To-Hit Target's Vitality; on success, target is On Fire.

Inhale Damage: -
 4 Stamina (Bind) Range: Self
 Increase the Range of your next Blast or Burst attack by 1; or the Range of your next Cone, Line, or Sweep attack by 2; or the Range of your next Projectile attack by 4. (For example, from Cone 2 to Cone 4). The Stamina Bound in this attack is Burned when you next use a Blast, Burst, Cone, Line, or Sweep attack.

Lynel's Roar Damage: 23
 16 Stamina Range: Burst 2
 All targets are pushed to just outside the radius of the attack.

Shield Clash Damage: -
 2, 4, or 10 Stamina Range: Melee, Burst 1, or Burst 2
 Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.

Windup Strike Damage: 23
 6 Stamina Range: Melee
 Roll To-Hit target's Concentration; on success, this attack instead does 30 damage.

Default Weapon: Lynel Sword
 (Rank 3 Metal Sword, Lynel Style)
 Accuracy: 3 Attack: 16 Durability: 12
Lynel Shield
 (Rank 3 Metal Shield, Lynel Style)
 Accuracy: 4 Attack: 14 Durability: 11

Bucking Bronco (Weak Point)
 This creature can be forcibly mounted once Grappled. When mounted unwillingly, this creature will use its next turn to attempt to buck the offending creature off (Athletics + Agility v. Vitality; on success, target is dismounted and Knocked Prone). An attack by its rider ignores half of this creature's Defense. (If this creature is Off-Balance, Slowed, Halted, or otherwise has its movement impeded, its Vitality is considered 10 for the purposes of resisting a Grapple, and it cannot attempt to buck its rider.)

Heavy Handed (Passive)
 This creature can use two-handed weapons in just a single hand. Should it choose to use both hands for a two-handed weapon, consider its Combat increased by 2 for the purposes of damage.

Rational Intelligence

Resist: All Elements (Rank 2)

Mount

Combat	7	Willpower	4	Accuracy	6
Hearts	6	Magic	4	Stamina	6
Athletics	6	Arcana	2	Nature	5
Civilization	4	Perception	6	Agility	6
Fortitude	6	Influence	2	Command	4
Intimidate	6	Discipline	4	Insight	1
Mechanics	4	Perform	1	Guile	1
Smithing	6	Enchanting	6	Cooking	6

Drops: Weapons (when available)
 4x Lynel Hoof (Rank 3 Monster Part)
 1x Lynel Horn (Rank 3 Monster Part)

MAGMANOS

Magmanos are hands made of liquid lava. They can stretch out, hitting foes with their fist or raising platforms in their open hand. When exposed to water, though, they instantly solidify into rock.

Magmanos			
Rank 1 Arcane Protector			
HP: 20		MP: 0	
Defense: 6 (Medium)		Concentration: 15	
Initiative: +2		Evasion: 10	
Size: Medium		Vitality: 14	
Movement: 2 (Swimming)			
Strike		Damage: 10, Fire	
To-Hit Check: +7		Range: Melee	
Fastball Special		Damage: 5	
6 Stamina		Range: Projectile 8	
Damage from this attack ignores Defense. Deal equal damage to the thrown creature, also ignoring Defense. The thrown creature lands adjacent to the target.			
Uppercut		Damage: 10, Fire	
4 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, push the target away from you one square.			
Windup Strike		Damage: 10, Fire	
6 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 15 damage.			
Default Weapon: Flaming Fist			
(Rank 1 Natural Fist, Fire damage)			
Accuracy: 5		Attack: 5	
		Durability: -	
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Burning Threat (Passive)			
If you hit a foe with a Basic Attack, and they do not use a Reaction against the attack, then they are set On Fire.			
Hot to the Touch (Passive)			
If grappled, touched, or attacked with a bare hand, the attacking creature is lit On Fire. If struck with a melee wooden weapon, the weapon is set Burning. If struck with Ice or Water, the creature cools off until the end of its next turn, and may be safely touched.			
Stretchy 2 (Passive)			
This creature can stretch out two squares in any direction, regardless of this creature's movement methods, occupying up to three squares in a row simultaneously. It originates attacks from its outstretched end. It cannot move while stretched. It can be damaged anywhere along its length.			
Instinctive Intelligence			
Weakness: Ice, Water			
Immunity: Fire damage, On Fire			
Combat	5	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	1
Fortitude	3	Influence	0
Intimidate	0	Discipline	5
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
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Magmanos are slow, and incapable of leaving the lava in which they live. However, they can deal significant damage to anyone who gets too close, particularly by grappling foolhardy adventurers, squeezing and baking them all at once.

MAGMANOS LORE

Novice (DC 7): Magmanos' inability to move on land all but guarantees that they'll be found in caves, foundries, and other places full of flowing lava.

Journeyman (DC 10): Though dangerous to deal with in melee, there are times it can still be useful to get in close to a Magmanos: When cooled off, they harden to stone for a time, and can serve as useful platforms.

Adept (DC 13): When crossing large pits of lava via bridge, take a moment to look up at the ceiling. If you see stains on the ceiling, beware – Magmanos might patrol that lava, pushing sections of the bridge up into the ceiling, squashing intruding Heroes.

MAGTAIL

Centipedes as big as a horse, Magtails live in hot places like volcanoes, slithering about quickly. When provoked, they use their mandibles to grab and slice foes.

Magtail			
Rank 1 Natural Warrior			
HP: 20		MP: 0	
Defense: 8 (Heavy)		Concentration: 12	
Initiative: +2		Evasion: 8	
Size: Medium		Vitality: 14	
Movement: 4 (Walking)			
Sweep		Damage: 12	
To-Hit Check: +6		Range: Sweep 2	
Goron Goroll		Damage: -	
8 Stamina (Bind)		Range: Self	
You roll into a tight, round ball. While in this stance, your Movement is halved, and you resist all attacks by 4 steps. In addition, you cannot use any Actions (Standard, Minor, or Reaction) that do not have the Goron race as a Learn or Use Requirement. You may uncurl as a Minor action during your turn, ending this stance.			
Default Weapon: Obsidian Pincers			
(Rank 1 Natural Greatsword)			
Accuracy: 2		Attack: 7	
		Durability: -	
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Magtail's Big Eye (Weak Point)			
Magtail has a single large eye, right behind its pincers. The Big Eye is Hard to Hit, <i>unless</i> you are currently Grappled by the Magtail. When struck, Magtail immediately releases its Grappled foe, and on its turn, uses Goron Goroll until killed or its foes have fled.			
Obdurate Object (Passive)			
While you are using the Goron Goroll Technique, you gain an additional 5 Defense, and you automatically lose all rolls to resist being Grappled.			
Instinctive Intelligence			
Weakness: Water			
Immunity: Lava, Fire, Heatwave weather			
Combat	5	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	1	Perception	2
Fortitude	4	Influence	1
Intimidate	2	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Cooking	0
Accuracy 4			
Stamina 2			
Nature 2			
Agility 2			
Command 0			
Insight 1			
Guile 0			
Cooking 0			
Drops: 3x Magtail Carapace (Rank 1 Monster Part)			

Magtails like to run up to foes and either slice them up, or attempt to grab them, with their pincers. They may then try to drag their grappled prey back down into the lava, or just squeeze them until they pop.

Once a Magtail uses Goron Goroll, it will not unroll until killed or left alive. In this state, they make useful weights for switches and puzzles.



MAGTAIL LORE

Novice (DC 7): Magtails are rare vermin in volcanic areas, and thankfully so. If you're lost in a volcano, *don't* try to follow a Magtail tunnel – it's just as likely to lead to a pool of lava as it is to lead you outside.

Journeyman (DC 10): Magtail are usually a sizeable foe, but not always – if you catch them young, they can be quite small, but no less durable. Goron youths will take a curled-up baby Magtail, roll it up, and kick it around for a while in a game of hackysack.

Adept (DC 13): Temple-builders and ancient Subrosian engineers sometimes require the use of Magtails as weights in order to solve their puzzles and traps. If it seems like there are Magtails around every corner, see if there's a spot where a rolled-up Magtail could weigh something down or serve as a stepping stone.



MOBLIN

Moblins are large, muscular animal-men, usually based on bulldogs or pigs. They often serve as trusted servants of evil forces, forming a feared, brutish infantry. More brawn than brain, they are easily outwitted – but not so easily outfought.

MOBLIN RABBLE

Moblin Rabble are the runts of the litter, not yet trusted to perform duties on their own. They attack by surrounding foes and smashing their skulls in with clubs – any tactics more advanced than that are simply beyond them.

Moblin Rabble			
Rank 1 Natural Warrior Swarm			
HP: -		MP: 0	
SP: 12			
Defense: 0 (Unarmored)		Concentration: 10	
Initiative: +2		Evasion: 12	
Size: Medium		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 10	
To-Hit Check: +7		Range: Melee	
Default Weapon: Moblin Club			
(Rank 1 Wooden Club)			
Accuracy: 4		Attack: 6	
Durability: 4			
Big Dumb Brute (Passive)			
This creature has a +2 to Vitality, and a -2 to Concentration.			
Limited Intelligence			
Combat	4	Willpower	2
Hearts	-	Magic	0
Athletics	3	Arcana	1
Civilization	2	Perception	2
Fortitude	3	Influence	1
Intimidate	3	Discipline	2
Mechanics	2	Perform	1
Smithing	2	Enchanting	0
Accuracy	3	Stamina	3
Nature	2	Agility	2
Command	1	Insight	1
Guile	2	Cooking	0
Drops: Weapons & Equipment (when available)			
(Hearts) Moblin Claw (Rank 1 Monster Part)			

MOBLIN CHARGER

Moblin Chargers are the first into a fight, swinging their heavy wooden Bats as they crash through enemies. Without guidance from other enemies, they tend to hone in on whatever foe seems the biggest and strongest, seeking out the best match for their brawn.

Moblin Charger			
Rank 2 Natural Warrior			
HP: 20		MP: 0	SP: 24
Defense: 8 (Medium)		Concentration: 11	
Initiative: +3		Evasion: 11	
Size: Large		Vitality: 16	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 15	
To-Hit Check: +7		Range: Melee	
Dash Attack		Damage: 15	
8 Stamina		Range: Melee	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Ordon Rush		Damage: 9	
8 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this further movement.			
Windup Strike		Damage: 15	
6 Stamina		Range: Melee	
Roll To-Hit Target's Concentration; on success, this attack instead does 20 damage.			
Default Weapon: Big Moblin Bat			
(Rank 2 Wooden Bat)			
Accuracy: 3		Attack: 10	Durability: 7
Big Dumb Brute (Passive)			
This creature has a +2 to Vitality, and a -2 to Concentration.			
Limited Intelligence			
Combat	5	Willpower	2
Hearts	5	Magic	0
Athletics	4	Arcana	1
Civilization	2	Perception	2
Fortitude	4	Influence	2
Intimidate	4	Discipline	3
Mechanics	2	Perform	1
Smithing	1	Enchanting	0
Accuracy			4
		Stamina	6
		Nature	2
		Agility	3
		Command	1
		Insight	2
		Guile	2
		Cooking	0
Drops: Weapons & Equipment (when available)			
2x Moblin Horn (Rank 2 Monster Part)			

MOBLIN FIREBRINGER

Moblin Firebringers serve as look-outs for bands of Moblins, using their lanterns to patrol or keep watch at night.

They can throw Oil Flasks to drench foes or areas with oil. They might then use their Lantern to start a Firewall, or to catch their Boomerang on fire (a Minor action), to bring their fire to those oil-soaked foes.

Moblin Firebringer			
Rank 2 Natural Blaster			
HP: 16		MP: 0	
Defense: 6 (Light)		Concentration: 13	
Initiative: +2		Evasion: 12	
Size: Large		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Throw Boomerang		Damage: 12	
To-Hit Check: +9		Range: Projectile 8	
Firewall		Damage: -	
6 Stamina		Range: Sweep 4 or Cone 2	
Use Requirement: A Lantern or other fire source. The affected squares become Brushfire Terrain. Roll To-Hit Target's Concentration; on success, target is now On Fire.			
Wide Return		Damage: 12	
6 Stamina		Range: Weapon	
Make a follow-up attack against another foe within (Weapon's Range) range of your original target. This follow-up attack deals (Weapon + Combat) damage, hits automatically, costs no Stamina, and must use the same weapon used in the original attack. This follow-up attack cannot have the same target as the original attack.			
Default Weapon: Big Moblin Boomerang (Rank 2 Wooden Boomerang)			
Ammunition: 3x Oil Flasks			
Rank 2 Lantern			
Accuracy: 4		Attack: 8	Durability: 8
Big Dumb Brute (Passive)			
This creature has a +2 to Vitality, and a -2 to Concentration.			
Limited Intelligence			
Combat	4	Willpower	2
Hearts	4	Magic	0
Athletics	4	Arcana	2
Civilization	3	Perception	4
Fortitude	3	Influence	2
Intimidate	4	Discipline	5
Mechanics	2	Perform	1
Smithing	1	Enchanting	0
Accuracy			5
			6
			3
			2
			2
			2
			2
			0
Drops: Weapons & Equipment (when available)			
2x Moblin Horn (Rank 2 Monster Part)			

MOBLIN GUARD

Moblin Guards are bright-eyed, big-bellied lookouts for Moblin bases, patrolling during the day. In a fight, they like to rattle foes with a hearty Shield Clash to get their attention, and then use a Belly Flop to knock them all down in one go.

Moblin Guard			
Rank 2 Natural Protector			
HP: 24		MP: 0	
Defense: 10 (Heavy)		Concentration: 15	
Initiative: +3		Evasion: 9	
Size: Large		Vitality: 17	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 12	
To-Hit Check: +8		Range: Melee	
Belly Flop		Damage: 12	
10 Stamina		Range: Burst 1	
Roll To-Hit Target's Vitality; on success, target is knocked Prone and pushed away from you 1 square. Following this attack, you fall Prone.			
Shield Clash		Damage: -	
2, 4, or 10 Stamina		Range: Melee, Burst 1, or Burst 2	
Roll To-Hit Target's Concentration; on success, they are Distracted by you until the end of their next turn.			
Default Weapon: Big Moblin Shortspear			
(Rank 2 Metal Dagger)			
Accuracy: 4		Attack: 8	
		Durability: 9	
Big Moblin Shield			
(Rank 2 Wooden Shield)			
Accuracy: 4		Attack: 7	
		Durability: 8	
Big Dumb Brute (Passive)			
This creature has a +2 to Vitality, and a -2 to Concentration.			
Limited Intelligence			
Combat	4	Willpower	2
Hearts	6	Magic	0
Athletics	4	Arcana	2
Civilization	3	Perception	4
Fortitude	5	Influence	2
Intimidate	4	Discipline	5
Mechanics	2	Perform	1
Smithing	1	Enchanting	0
		Accuracy	4
		Stamina	6
		Nature	3
		Agility	3
		Command	2
		Insight	2
		Guile	2
		Cooking	0
Drops: Weapons & Equipment (when available)			
2x Moblin Horn (Rank 2 Monster Part)			

MOBLIN HARPOONER

Moblin Harpooners like to strike quickly in a battle, throwing their Spears at a vulnerable-looking foe. Those Spears have a Rope tied to them, allowing them to Drag & Drop the foe right at their feet – which can make them easy prey for any of the Moblin's allies.

Moblin Harpooner			
Rank 2 Natural Hunter			
HP: 20		MP: 0	
Defense: 8 (Medium)		Concentration: 12	
Initiative: +5		Evasion: 13	
Size: Large		Vitality: 16	
Movement: 6 (Walking), 3 (Swimming)			
Stab		Damage: 12	
To-Hit Check: +9		Range: Line 2	
Drag & Drop		Damage: -	
4 Stamina		Range: Special	
Use Requirement: A foe Halted by Pinning Shot on your previous turn			
You drag the target Halted creature to a square adjacent to you.			
Roll To-Hit Target's Vitality; on success, the target is knocked Prone.			
Pinning Shot		Damage: 12	
4 Stamina		Range: Projectile 8	
Roll To-Hit Target's Concentration; on success, the target is Halted until the end of their next turn.			
Default Weapon: Big Moblin Spear			
(Rank 2 Wooden Spear)			
Rank 2 Rope			
Accuracy: 2		Attack: 9	
		Durability: 10	
Big Dumb Brute (Passive)			
This creature has a +2 to Vitality, and a -2 to Concentration.			
Limited Intelligence			
Combat	4	Willpower	2
Hearts	5	Magic	0
Athletics	4	Arcana	2
Civilization	3	Perception	4
Fortitude	4	Influence	2
Intimidate	4	Discipline	4
Mechanics	2	Perform	1
Smithing	1	Enchanting	0
Accuracy			
Stamina			
Nature			
Agility			
Command			
Insight			
Guile			
Cooking			
Drops: Weapons & Equipment (when available)			
2x Moblin Horn (Rank 2 Monster Part)			

MOBLIN SECRET-KEEPER

Moblin Secret-Keepers serve as shamans and leaders, interpreting the word of whatever evil master a Moblin clan might serve. With their awful, powerful words, they can dishearten foes and imbue their allies with additional strength.

Moblin Secret-Keeper					
Rank 2 Natural Rallier					
HP: 24		MP: 20	SP: 20		
Defense: 8 (Medium)		Concentration: 12			
Initiative: +3		Evasion: 11			
Size: Large		Vitality: 15			
Movement: 6 (Walking), 3 (Swimming)					
Use Staff		Damage: 12			
To-Hit Check: +5		Range: Projectile 8			
Disheartening Word		Damage: -			
4 Magic		Range: 1 Target in 8 sq.			
Roll To-Hit Target's Concentration; on success, target is Cursed and Distracted by you until the end of their next turn.					
Inspire Strength		Damage: -			
6 Magic (Bind)		Range: 1 Target in 8 sq.			
While this spell is active, grant the target Mighty (Rank 2). (Mighty increases the target's Combat and Willpower by 1 for each Rank.)					
Default Weapon: Big Moblin Staff					
(Rank 2 Wooden Staff)					
Accuracy: 2		Attack: 9	Durability: 10		
Big Dumb Brute (Passive)					
This creature has a +2 to Vitality, and a -2 to Concentration.					
Limited Intelligence					
Combat	4	Willpower	3	Accuracy	4
Hearts	5	Magic	5	Stamina	5
Athletics	3	Arcana	2	Nature	3
Civilization	4	Perception	4	Agility	3
Fortitude	3	Influence	4	Command	2
Intimidate	4	Discipline	4	Insight	5
Mechanics	2	Perform	2	Guile	3
Smithing	4	Enchanting	1	Cooking	3
Drops: Weapons & Equipment (when available)					
2x Moblin Horn (Rank 2 Monster Part)					

MOBLIN LORE

Novice (DC 7): Moblins are big, hulking brutes, but easily tricked. Many a tale has been told of clever Heroes tricking Moblins into letting them pass, surrendering to them, or even joining them in their quest.

Journeyman (DC 10): Some Moblin have the countenance of pigs, others of bulldogs. No one's quite sure why, or how well these two subspecies get along with one another.

Adept (DC 13): Not all Moblins are evil – a rare few just want to live in solitude and peace. These Moblins are known to bribe those who stumble into their den, in an attempt to buy their silence.

Expert (DC 16): Moblins may be dim-witted, but archaeological evidence suggests that they are one of the oldest races in Hyrule, dating back well before the first Calamity.



MOLDORM

Moldorm are tough, durable worm-like creatures that patrol caves and dungeons, winding a wiggly path and bouncing from foe to wall and back again. They crawl on a multitude of tiny feelers, allowing them perfect traction – and their hide is exceptionally durable.

MOLDORM

Moldorm			
Rank 2 Natural Protector			
HP: 20		MP: 0	
Defense: 6 (Light)		Concentration: 13	
Initiative: +4		Evasion: 12	
Size: Medium		Vitality: 15	
Movement: 6 (Walking)			
Strike		Damage: 10	
To-Hit Check: +8		Range: Melee	
Body Check		Damage: 2	
(Reaction)		Range: Melee	
4 Stamina			
Use Requirement: A foe leaves a square you are adjacent to.			
You enter the square the foe left. Roll To-Hit Target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone.			
Uppercut		Damage: 10	
4 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, push the target away from you one square.			
Default Weapon: Moldorm Tail			
(Rank 2 Natural Fist)			
Accuracy: 5		Attack: 8	
		Durability: -	
Bouncy Hide (Passive)			
When this creature is struck with a melee attack, the attacker is pushed back 1 square after the attack.			
Instinctive Intelligence			
Immune: Forced Movement, Slick Terrain			
Combat	2	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	4
Fortitude	5	Influence	1
Intimidate	2	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
			Accuracy 3
			Stamina 5
			Nature 2
			Agility 4
			Command 0
			Insight 1
			Guile 0
			Cooking 0
Drops: 3x Moldorm Malleus (Rank 2 Monster Part)			

Moldorm like to rove in areas with pits, spikes, or other tricky traps. They will run into foes headlong, and try to bounce them into dangerous terrain.

BIG MOLDORM

Big Moldorm			
Rank 2 Natural Protector BOSS			
HP: 200		MP: 0	SP: 100
Defense: 10 (Heavy)		Concentration: 14	
Initiative: +5		Evasion: 13	
Size: Huge		Vitality: 16	
Movement: 6 (Walking)			
Strike		Damage: 10	
To-Hit Check: +8		Range: Melee	
Body Check		Damage: 2	
(Reaction)		Range: Melee	
4 Stamina			
Use Requirement: A foe leaves a square you are adjacent to.			
You enter the square the foe left. Roll To-Hit target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone.			
Uppercut		Damage: 10	
4 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, push the target away from you one square.			
Default Weapon: Moldorm Tail			
(Rank 2 Natural Fist)			
Accuracy: 5		Attack: 8	Durability: -
Bouncy Hide (Passive)			
When this creature is struck with a melee attack, the attacker is pushed back 1 square after the attack.			
Pained Speed (Enrage)			
While the Big Moldorm's Soft Tail is retracted, it gains +2 Movement and +4 Combat.			
Soft Tail (Weak Point)			
The tip of this creature's tail is its Weak Point. This Weak Point can only be struck from behind the Big Moldorm, and is Hard to Hit. Once struck, the Weak Point retracts into the Moldorm for one full round, and the Big Moldorm is Enraged. After this time, the Soft Tail reappears and the Moldorm is no longer Enraged.			
Instinctive Intelligence			
Immune: Forced Movement, Slick Terrain			
Combat	2	Willpower	0
Hearts	5	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	4
Fortitude	6	Influence	1
Intimidate	2	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	5
		Nature	2
		Agility	5
		Command	0
		Insight	1
		Guile	0
		Cooking	0
Drops: 11x Moldorm Malleus (Rank 2 Monster Part)			
Small Fairies, equal to size of party			

The Big Moldorm is, as one might surmise, a very large version of the standard Moldorm. Its tail is huge, bulbous, and incredibly sensitive to stimuli – sometimes, painfully so. When struck, it flies into a rage, slamming into foes with increased vigor.

MOLDUGA

These giant, deadly sand-whales are one of the most dangerous things to inhabit the Gerudo Desert. They trawl the open spaces of the desert, listening to the sands above for anything that might prove to be edible.



When a Molduga senses a foe it can consume, it tries to rush it down, knocking it Prone with its immense size and weight. However, that is also the creature's weakness – if knocked over, its underbelly is soft and easily cut through.

Molduga

Rank 3 Natural Warrior BOSS

HP: 320 **MP:** 0 **SP:** 160
 Defense: 34 (Impervious) Concentration: 16
 Initiative: +5 Evasion: 0
 Size: Colossal Vitality: 18
 Movement: 6 (Swimming (Sand))

Sweep Damage: 23
 To-Hit Check: +7 Range: Sweep 2

Belly Flop Damage: 23
 10 Stamina Range: Burst 1
 Roll To-Hit Target's Vitality; on success, target is knocked Prone and pushed away from you 1 square. Following this attack, you fall Prone.

Body Check Damage: 2
 (Reaction) Range: Melee
 4 Stamina

Use Requirement: A foe leaves a square you are adjacent to.

You enter the square the foe left. Roll To-Hit Target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone.

Dash Attack Damage: -
 8 Stamina Range: See Effect
 During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.

Inhale Damage: -
 4 Stamina (Bind) Range: Self
 Increase the Range of your next Blast or Burst attack by 1; or the Range of your next Cone, Line, or Sweep attack by 2; or the Range of your next Projectile attack by 4. (For example, from Cone 2 to Cone 4). The Stamina Bound in this attack is Burned when you next use a Blast, Burst, Cone, Line, or Sweep attack.

Default Weapon: Molduga Jaw
 (Rank 3 Natural Greatsword, Talking Animal style)
 Accuracy: 1 Attack: 15 Durability: -

Bouncy Hide (Passive)
 When this creature is struck with a melee attack, the attacker is pushed back 1 square after the attack.

Natural Shoveler (Passive)
 This creature is capable of digging as if it had a Shovel, of a Rank equal to its own.

Soft-Bellied (Passive)
 Attacks against this creature from below, or while it is Prone, ignore half of this creature's Defense.

Terrorized by Tremors (Weak Point)
 While underground, this creature is sensitive to tremors. It can feel when people are walking on the surface above it. In addition, if a particularly powerful tremor occurs (such as a Bomb explosion or a Goron Ground Pound), this creature is forced up to the surface, Cursed until the end of its next turn, and Knocked Prone.

Instinctive Intelligence, Scent Sense

Immune: Sand Terrain

Combat	8	Willpower	0	Accuracy	6
Hearts	8	Magic	0	Stamina	8
Athletics	8	Arcana	0	Nature	2
Civilization	2	Perception	6	Agility	5
Fortitude	8	Influence	0	Command	0
Intimidate	8	Discipline	6	Insight	2
Mechanics	0	Perform	2	Guile	2
Smithing	0	Enchanting	0	Cooking	0

Drops: 4x Molduga Fin (Rank 3 Monster Part)
 6x Molduga Guts (Rank 3 Monster Part)
 Small Fairies, equal to size of party

MOTHULA

Mothula is a giant insect, dangerous and beautiful in equal measure. They rule the dark, forgotten places in forests and caverns. Though not actually all that deadly on their own, Mothula rely on an assortment of insect minions and metallic traps in their lair to deal with intruders and would-be bug-swatters.

Mothula					
Rank 3 Natural Blaster BOSS					
HP: 200		MP: 100	SP: 40		
Defense: 8 (Light)		Concentration: 15			
Initiative: +6		Evasion: 14			
Size: Huge		Vitality: 15			
Movement: 6 (Flying), 3 (Walking)					
Use Rod		Damage: 16			
To-Hit Check: +9		Range: Projectile 4			
Magnesis		Damage: -			
4 Magic		Range: 1 obj. in 8 sq.			
You may move a single metallic object in any direction or maneuver you like: up, down, side to side, towards or away from you. The object must stay within the range of the spell, or it immediately falls to the ground. The object can only move up to 6 squares in one casting (one round).					
Mirror Image		Damage: -			
8 Magic (Bound)		Range: 2 sq. in 8 sq.			
You create two mirror images of yourself in the target squares. Select one of the three of you; this is the real you, and the other two are mirror images. On your turn, your Actions are shared between the real you and the mirror images, and you may not use Spells and Techniques. If a mirror image is damaged, it disappears, Burning half of the Bound magic. Determining which images are fake is a Perception check, with a DC equal to your Concentration. You may only have one set of Mirror Images active at a time.					
Summon Insects		Damage: -			
4 Stamina		Range: Projectile 8			
You create Insects in the targeted square, or add 4 HP to an Insect swarm. Insects created this way do not provide drops when defeated.					
Wave Beam		Damage: 18			
10 Magic		Range: Cone 3			
Default Weapon: Mothula Antenna (Rank 3 Natural Rod)					
Accuracy: 4		Attack: 11	Durability: -		
Bullseye (Weak Point)					
This creature's single large eye is its Weak Point. It is Extremely Hard to Hit from the ground while it is standing upright, or Hard to Hit if the creature is Knocked Prone or attacked from a high elevation. Striking the eye causes it to close, Blinding the creature (and rendering the eye impossible to hit) until the opens it again at the start of its next turn.					
Limited Intelligence					
Weakness: Fire					
Mount					
Combat	4	Willpower	5	Accuracy	5
Hearts	5	Magic	5	Stamina	2
Athletics	4	Arcana	5	Nature	5
Civilization	3	Perception	5	Agility	6
Fortitude	5	Influence	4	Command	4
Intimidate	3	Discipline	5	Insight	4
Mechanics	0	Perform	0	Guile	5
Smithing	0	Enchanting	0	Cooking	0
Drops: 11x Mothula Scales (Rank 3 Monster Part)					



MOTHULETTE

The young form of Mothula, these man-sized moths swarm in the darkness of forests and caverns, circling any light or heat they find.

Mothulette			
Rank 2 Natural Blaster			
HP: 16		MP: 16	
Defense: 6 (Light)		Concentration: 14	
Initiative: +5		Evasion: 13	
Size: Medium		Vitality: 14	
Movement: 6 (Flying), 3 (Walking)			
Use Rod		Damage: 12	
To-Hit Check: +9		Range: Projectile 4	
Magnesis		Damage: -	
4 Magic		Range: 1 obj. in 8 sq.	
You may move a single metallic object in any direction or maneuver you like: up, down, side to side, towards or away from you. The object must stay within the range of the spell, or it immediately falls to the ground. The object can only move up to 6 squares in one casting (one round).			
Wave Beam		Damage: 14	
10 Magic		Range: Cone 3	
Default Weapon: Mothulette Antennae (Rank 2 Natural Rod)			
Accuracy: 4		Attack: 8	
Bullseye (Weak Point)		Durability: -	
This creature's single large eye is its Weak Point. It is Extremely Hard to Hit from the ground while it is standing upright, or Hard to Hit if the creature is Knocked Prone or attacked from a high elevation. Striking the eye causes it to close, Blinding the creature (and rendering the eye impossible to hit) until the opens it again at the start of its next turn.			
Limited Intelligence			
Weakness: Fire			
Mount			
Combat	3	Willpower	4
Hearts	4	Magic	4
Athletics	3	Arcana	4
Civilization	2	Perception	4
Fortitude	4	Influence	3
Intimidate	2	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	1
		Nature	4
		Agility	5
		Command	3
		Insight	3
		Guile	4
		Cooking	0
Drops: 3x Mothulette Scales (Rank 2 Monster Part)			



Nox

Nox are cycloptic giants, easily recognizable from their highly developed musculature and the single, huge eyeball that dominates their faces. They live in the woods, hills, and lonely places of the world, valuing solitude for their long, sun-drenched naps.

Hinox are the biggest, and most famous, type of Nox – each a giant to rival some mountains. Bombnox are less famous, and while they're also not quite as big or strong, they can be just as dangerous in a group.

NOX LORE

Adept (DC 13): The incredible strength of the Nox is well-known, and well-feared. Hyrule Castle once had to weather a siege from Nox forces, and though the Nox lost that fight, it took a dozen years to rebuild the castle walls after the damage the Nox did.

Expert (DC 16): While nobody has ever seen how Bombnox create their bombs, theories abound. Some say they secretly mine the mineral-rich hills they live on; others believe they have perfected the Create Ammunition spell in some way.

Impressive (DC 19): Gorons tell of Heroes testing their strength by attempting to wrestle a Hinox. They say that a certain valley was created when one particularly strong Hero managed to suplex a Hinox into submission.

BOMBNOX



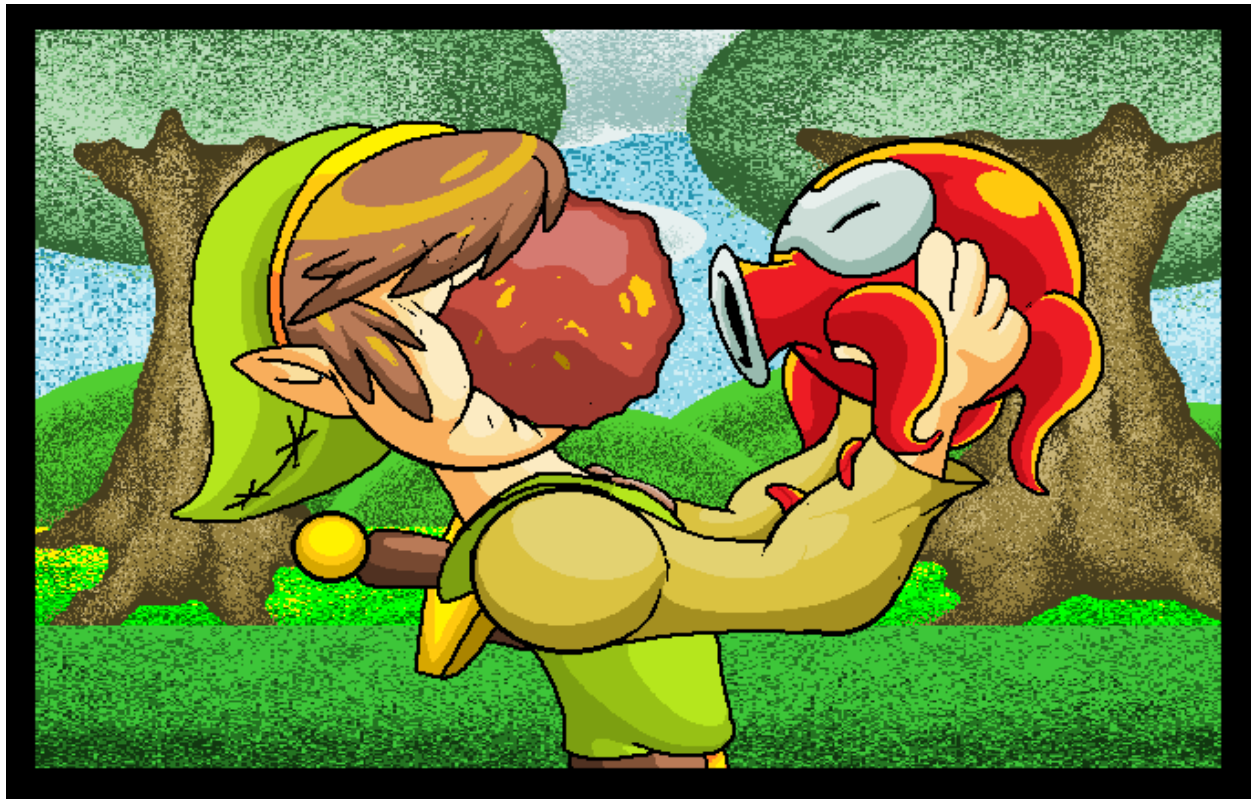
Bombnox are distant, (relatively) diminutive relatives of the Hinox. They make up for their smaller size with a knowledge of explosives, and a willingness to use them.

Bombnox			
Rank 3 Natural Blaster HEAVY			
HP: 48		MP: 0	
Defense: 13 (Heavy)		Concentration: 16	
Initiative: +6		Evasion: 12	
Size: Huge		Vitality: 16	
Movement: 5 (Walking)			
Strike		Damage: 18	
To-Hit Check: +12		Range: Melee	
Fastball Special		Damage: 5	
6 Stamina		Range: Projectile 8	
Damage from this attack ignores Defense. Deal equal damage to the thrown creature, also ignoring Defense. The thrown creature lands adjacent to the target.			
Slam the Ground		Damage: 18	
8 Stamina		Range: Cone 3	
Roll To-Hit target's Vitality; on success, the target is Knocked Prone.			
Windup Strike		Damage: 18, Fire	
6 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 25 damage.			
Default Weapon: Hinox Hand			
(Rank 3 Natural Fist)			
Ammunition: 3x Super Bomb			
Accuracy: 5		Attack: 11	
		Durability: -	
Bullseye (Weak Point)			
This creature's single large eye is its Weak Point. It is Extremely Hard to Hit from the ground while it is standing upright, or Hard to Hit if the creature is Knocked Prone or attacked from a high elevation. Striking the eye causes it to close, Blinding the creature (and rendering the eye impossible to hit) until the opens it again at the start of its next turn.			
Limited Intelligence			
Combat	7	Willpower	0
Hearts	6	Magic	0
Athletics	8	Arcana	0
Civilization	3	Perception	8
Fortitude	6	Influence	2
Intimidate	6	Discipline	6
Mechanics	6	Perform	0
Smithing	6	Enchanting	0
		Accuracy	7
		Stamina	8
		Nature	4
		Agility	6
		Command	1
		Insight	2
		Guile	2
		Cooking	0
Drops: Ammunition (when available)			
5x Hinox Tooth (Rank 3 Monster Part)			

HINOX

Hinox are one of the largest monsters to make their home in Hyrule, a muscular cyclops the size of a church-spire. When angered, they tear trees and boulders from the ground to use as weapons. They collect items from past adventurers they've stomped (and anything shiny or valuable they find), and wear them as baubles on a necklace.

Hinox			
Rank 3 Natural Warrior BOSS			
HP: 240		MP: 0	SP: 160
Defense: 20 (Extreme)		Concentration: 14	
Initiative: +6		Evasion: 10	
Size: Gigantic		Vitality: 18	
Movement: 4 (Walking)			
Sweep		Damage: 23	
To-Hit Check: +9		Range: Sweep 2	
Boulder Bombard		Damage: 23, Earth	
4 Stamina		Range: Blast 2 within 8	
The affected area is now Deep Sand			
Fastball Special		Damage: 5	
6 Stamina		Range: Projectile 8	
Damage from this attack ignores Defense. Deal equal damage to the thrown creature, also ignoring Defense. The thrown creature lands adjacent to the target.			
Stomp		Damage: 23	
10 Stamina		Range: Blast 2	
Roll To-Hit Target's Vitality; on success, the target is Knocked Prone.			
Windup Strike		Damage: 23, Fire	
6 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 33 damage.			
Default Weapon: Uprooted Tree			
(Rank 3 Wooden Bat)			
Accuracy: 3		Attack: 13	Durability: 10
Bullseye (Weak Point)			
This creature's single large eye is its Weak Point. It is Extremely Hard to Hit from the ground while it is standing upright, or Hard to Hit if the creature is Knocked Prone or attacked from a high elevation. Striking the eye causes it to close, Blinding the creature (and rendering the eye impossible to hit) until the opens it again at the start of its next turn.			
Limited Intelligence			
Combat	10	Willpower	0
Hearts	6	Magic	0
Athletics	10	Arcana	0
Civilization	1	Perception	6
Fortitude	8	Influence	2
Intimidate	8	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy			6
Stamina			8
Nature			4
Agility			6
Command			1
Insight			2
Guile			2
Cooking			0
Drops: Gasha Tree (Rank 3 Wood Resource Node)			
1x Random Rank 3 Weapon (enchanted)			
5x Hinox Toenail (Rank 3 Monster Part)			
Small Fairies, equal to size of party			



OCTOROK

Octorok are monstrous octopi, renowned for their ability to shoot rocks from their snouts. Whether on the beach, out at sea, or hiding in the woods, the unique sound of an Octorok's shot heralds a hail of pain.

OCTOROK, YOUNG

Young Octorok haven't quite got the hang of their snouts yet, and aren't capable of some of the trickier shots that their adult counterparts can pull off. When faced with foes, they scurry into the fray and fire with wild abandon in every direction.

Octorok, Young

Rank 0 Natural Blaster Swarm

HP: -	MP: 0	SP: 12
Defense: 0 (Unarmored)	Concentration: 11	
Initiative: +3	Evasion: 13	
Size: Tiny	Vitality: 12	
Movement: 6 (Walking, Swimming)		

Shoot	Damage: 4
To-Hit Check: +6	Range: Projectile 8

Cardinal Shot	Damage: 4
6 Stamina	Range: Projectile 8, x4
Make a Ranged Basic Attack directly north, east, south, and west.	

Default Weapon: Young Octorok Snoot
(Rank 0 Natural Bow)

Accuracy: 3	Attack: 3	Durability: -
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Easily Exhausted (Passive)

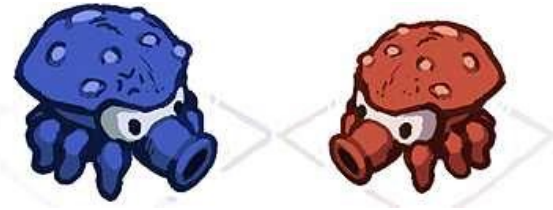
When this creature no longer has enough Stamina to use any Techniques it knows, its Movement is halved, and its Evasion is reduced to 10.

Instinctive Intelligence

Combat	1	Willpower	0	Accuracy	3
Hearts	-	Magic	0	Stamina	3
Athletics	2	Arcana	0	Nature	2
Civilization	0	Perception	2	Agility	3
Fortitude	2	Influence	1	Command	0
Intimidate	1	Discipline	1	Insight	2
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: (Hearts) Octo-Goop (Rank 0 Monster Part)

OCTOROK



Octorok

Rank 1 Natural Hunter

HP: 8 **MP:** 0 **SP:** 12
 Defense: 4 (Light) Concentration: 12
 Initiative: +5 Evasion: 15
 Size: Small Vitality: 13
 Movement: 8 (Walking, Swimming)

Shoot Damage: 8
 To-Hit Check: +6 Range: Projectile 8

Arc Shot Damage: 8
 4 Stamina Range: Projectile 12
 You may ignore allies, enemies, and any obstacles that do not reach higher than 6 squares above you, for determining line of sight for this attack.

Special: This attack's Range is Ranged Projectile 16 if the target is below your elevation.

Deflecting Shot Damage: None
 (Reaction) Range: Self
 6 Stamina

Use Requirement: Target of a Ranged Basic Attack, Spell, or Technique
 Roll To-Hit target's Concentration; on success, you shoot the attack out of the air, and suffer no damage nor any ill effects from the attack.

Default Weapon: Octorok Snoot
 (Rank 1 Natural Bow)
 Accuracy: 3 Attack: 6 Durability: -

Easily Exhausted (Passive)
 When this creature no longer has enough Stamina to use any Techniques it knows, its Movement is halved, and its Evasion is reduced to 10.

Instinctive Intelligence

Combat	2	Willpower	0	Accuracy	3
Hearts	2	Magic	0	Stamina	3
Athletics	3	Arcana	0	Nature	2
Civilization	0	Perception	2	Agility	5
Fortitude	3	Influence	0	Command	0
Intimidate	1	Discipline	2	Insight	1
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Octo-Leather (Rank 1 Monster Part)

Octorok are quick, agile snipers. They dart to and fro, firing rocks from their snouts at prey or passers-by. Though skilled with their natural weapon, and capable of firing long distances, they can easily be exhausted. If one can chase an Octorok down on foot for long enough without being pulverized by their rocks, they will be easy prey.

ROCKTOROK

Rocktorok

Rank 1 Natural Blaster

HP: 8 **MP:** 0 **SP:** 20
 Defense: 6 (Medium) Concentration: 11
 Initiative: +5 Evasion: 13
 Size: Small Vitality: 14
 Movement: 6 (Walking)

Shoot Damage: 8
 To-Hit Check: +6 Range: Projectile 8

Bombard Damage: 8, Earth
 10 Stamina Range: 3 targets in 8 sq.

Deflecting Shot Damage: None
 (Reaction) Range: Self
 6 Stamina

Use Requirement: Target of a Ranged Basic Attack, Spell, or Technique
 Roll To-Hit target's Concentration; on success, you shoot the attack out of the air, and suffer no damage nor any ill effects from the attack.

Vacuum Damage: 8
 8 Stamina Range: Blast 3
 Roll To-Hit target's Vitality; on success, you suck them in, Grappling them all simultaneously. You may release all sucked-in foes at once as a Minor action, shooting them 3 squares in a direction of your choice.

Special: This attack cannot be used if you have any creatures currently Grappled.

Default Weapon: Octorok Snoot
 (Rank 1 Natural Bow)
 Accuracy: 3 Attack: 6 Durability: -

Easily Exhausted (Passive)
 When this creature no longer has enough Stamina to use any Techniques it knows, its Movement is halved, and its Evasion is reduced to 10.

Natural Shoveler (Passive)
 This creature is capable of digging as if it had a Shovel, of a Rank equal to its own.

Silent Stone (Passive)
 +5 to Agility for the purposes of Stealth checks while not moving.

Instinctive Intelligence

Combat	2	Willpower	0	Accuracy	3
Hearts	2	Magic	0	Stamina	5
Athletics	3	Arcana	0	Nature	2
Civilization	0	Perception	2	Agility	5
Fortitude	4	Influence	0	Command	0
Intimidate	1	Discipline	1	Insight	0
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Octo-Leather (Rank 1 Monster Part)

Rocktorok wear a stone atop their heads, and burrow into the ground to hide. Rather than striking from stealth, though, they prefer to pop up and suck in opponents. They then spit them out – sometimes, over cliffs, or just to slam them into a wall. They can also fire multiple stones in a single Bombardment with uncanny aim, raining rock from above.

TREASURE OCTOROK

Treasure Octorok

Rank 2 Natural Hunter Heavy

HP: 40 **MP:** 12 **SP:** 30
 Defense: 10 (Heavy) Concentration: 13
 Initiative: +5 Evasion: 11
 Size: Small Vitality: 15
 Movement: 8 (Walking, Swimming)

Shoot Damage: 12
 To-Hit Check: +7 Range: Projectile 8

Arc Shot Damage: 12
 4 Stamina Range: Projectile 12
 You may ignore allies, enemies, and any obstacles that do not reach higher than 6 squares above you, for determining line of sight for this attack.

Special: This attack's Range is Ranged Projectile 16 if the target is below your elevation.

Deflecting Shot Damage: None
 (Reaction) Range: Self
 6 Stamina

Use Requirement: Target of a Ranged Basic Attack, Spell, or Technique

Roll To-Hit target's Concentration; on success, you shoot the attack out of the air, and suffer no damage nor any ill effects from the attack.

Vanish Damage: None
 8 Magic Range: Burst 1 / Blast 3
 Roll To-Hit target's Concentration; on success, target is Blinded until the end of their next turn. You may enter stealth as part of this attack; if you do, all foes caught in the burst do not see your movement for the remainder of your turn, regardless of whether or not they were Blinded (but may still perform Reactions in response to your attacks).

Default Weapon: Treasure Octorok Snoot
 (Rank 2 Natural Bow)

Accuracy: 3 Attack: 9 Durability: -

Easily Exhausted (Passive)

When this creature no longer has enough Stamina to use any Techniques it knows, its Movement is halved, and its Evasion is reduced to 10.

Natural Shoveler (Passive)

This creature is capable of digging as if it had a Shovel, of a Rank equal to its own.

Silent Stone (Passive)

+5 to Agility for the purposes of Stealth checks while not moving.

Limited Intelligence

Combat	3	Willpower	1	Accuracy	4
Hearts	5	Magic	2	Stamina	5
Athletics	5	Arcana	0	Nature	2
Civilization	4	Perception	4	Agility	5
Fortitude	5	Influence	0	Command	0
Intimidate	1	Discipline	3	Insight	2
Mechanics	4	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: 500 Rupees OR equivalent treasure / gear
 2x Gilt Octo-Leather (Rank 2 Monster Part)
 1x Soldier Steel (Rank 2 Metal)



Treasure Octorok are odd octopi – they have large Treasure Chests attached to the top of their heads. They burrow into the ground to show only their Treasure Chest, and wait for adventurers to swoop in to investigate – before either attacking, or fleeing. Killing one is difficult, but the loot accumulated in their false chests makes the endeavor worthwhile.

PAPPETTO

Pappetto are animated puppets, called to life by strange magic. They dance and cavort in a way that seems joyful, but their unending smiles seem more sinister when they near...

PAPPETTO LORE

Journeyman (DC 10): Pappetto can be heard before they're seen, their joints jangling like wooden windchimes. Beware the sounds of strange music, cackling, and hollow wood clanging!

Adept (DC 13): Rumor is that Pappetto were once people, who got lost in the forest or cursed by a Skull Kid. Whether that's true or not, perhaps only they know...

Expert (DC 16): Pappetto are not always just abandoned cursed objects – sometimes, wizards will use Pappetto as their minions, pulling their strings directly. Beware if a troupe of Pappetto seem to act with purpose, or seek to parlay.



BUNRAKU

Bunraku are a strange type of puppet, crafted to look like a simulacrum of a refined personage. They carry a large lantern, and gladly shine it in foes' faces.

Bunraku

Rank 2 Mechanical Protector

HP: 24 **MP:** 24 **SP:** 8
 Defense: 8 (Medium) Concentration: 15
 Initiative: +3 Evasion: 11
 Size: Small Vitality: 15
 Movement: 5 (Walking)

Use Rod Damage: 11
 To-Hit Check: +8 Range: Projectile 4

Blinding Flash Damage: -
 (Reaction) Range: Melee
 8 Magic

Use Requirement: A foe moves into a square adjacent to you.

If the target is Blinded or otherwise cannot see you, this attack fails. The target is Distracted by you. Roll To-Hit Target's Concentration; on success, target is Blinded.

Illuminate Damage: -
 8 Magic (Bind) Range: 1 Target directly below you

You shine a bright red spotlight on the target. While the spotlight is on them, the target is Distracting to you and all of your allies, is no longer Invisible, and cannot be Hard to Hit due to cover. You follow the targeted foe automatically, moving up to your Movement per turn in order to keep up. If a foe moves faster than that on its turn, your Illumination of it ends, returning the Bound Magic.

Default Weapon: Bunraku Rod
 (Rank 2 Wooden Rod)

Rank 2 Lantern
 Accuracy: 4 Attack: 8 Durability: 8

Malefic Morass (Passive)
 You gain a +1 Evasion per ally adjacent to you.

Puppet Strings (Passive)
 This creature is animated by strings, like a puppet. The strings are Hard to Hit. If this creature's strings are damaged, the creature is not damaged, but its strings are cut – roll a d6 to randomly determine what status ailment is inflicted upon it until its next Rest.

Roll	Status
1	Blinded
2	Cursed
3	Halted
4	Knocked Prone
5	Off-Balance
6	Slowed

This creature's strings may be cut multiple times, each time inflicting a different status (rerolling duplicates). If this creature's strings are cut (Fortitude) times in total, it falls Helpless.

Instinctive Intelligence

Immunity: Sick

Weakness: Darkness

Combat	3	Willpower	3	Accuracy	4
Hearts	6	Magic	6	Stamina	2
Athletics	3	Arcana	3	Nature	2
Civilization	5	Perception	4	Agility	3
Fortitude	5	Influence	5	Command	4
Intimidate	3	Discipline	5	Insight	5
Mechanics	4	Perform	5	Guile	4
Smithing	0	Enchanting	0	Cooking	0

Drops: Weapons (when available)
 2x Pappetto Wood (Rank 2 Wood)

CANTASTOR

Cantastor are puppets that were once used for story-telling, clad in a scholar's robes. Now, they use their half-remembered stories to improve their allies' morale – and to sicken foes with tales of gruesome horror.

Cantastor																	
Rank 2 Mechanical Rallier																	
HP: 16		MP: 24															
Defense: 6 (Light)		Concentration: 15															
Initiative: +3		Evasion: 14															
Size: Small		Vitality: 13															
Movement: 5 (Walking)																	
Use Rod		Damage: 12															
To-Hit Check: +7		Range: Projectile 8															
Inspire Toughness		Damage: -															
6 Magic (Bind)		Range: 1 Target in 8 sq.															
While this spell is active, grant the target Tough (Rank 2). (Tough increases the target's Defense by 1 for each Rank.)																	
Inspire Strength		Damage: -															
6 Magic (Bind)		Range: 1 Target in 8 sq.															
While this spell is active, grant the target Mighty (Rank 2). (Mighty increases the target's Combat and Willpower by 1 for each Rank.)																	
Sickening Tale		Damage: -															
4 Magic		Range: 1 Target in 8 sq.															
Roll To-Hit Target's Concentration. On success, target is Sickened.																	
Default Weapon: Cantastor Staff																	
(Rank 2 Wooden Staff)																	
Accuracy: 2		Attack: 9															
		Durability: 10															
Malefic Morass (Passive)																	
You gain a +1 Evasion per ally adjacent to you.																	
Puppet Strings (Passive)																	
This creature is animated by strings, like a puppet. The strings are Hard to Hit. If this creature's strings are damaged, the creature is not damaged, but its strings are cut – roll a d6 to randomly determine what status ailment is inflicted upon it until its next Rest.																	
<table><tr><th>Roll</th><th>Status</th></tr><tr><td>1</td><td>Blinded</td></tr><tr><td>2</td><td>Cursed</td></tr><tr><td>3</td><td>Halted</td></tr><tr><td>4</td><td>Knocked Prone</td></tr><tr><td>5</td><td>Off-Balance</td></tr><tr><td>6</td><td>Slowed</td></tr></table>				Roll	Status	1	Blinded	2	Cursed	3	Halted	4	Knocked Prone	5	Off-Balance	6	Slowed
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2	Cursed																
3	Halted																
4	Knocked Prone																
5	Off-Balance																
6	Slowed																
This creature's strings may be cut multiple times, each time inflicting a different status (rerolling duplicates). If this creature's strings are cut (Fortitude) times in total, it falls Helpless.																	
Instinctive Intelligence																	
Immunity: Sick																	
Weakness: Water																	
Combat	3	Willpower	3														
Hearts	4	Magic	6														
Athletics	3	Arcana	3														
Civilization	5	Perception	4														
Fortitude	3	Influence	5														
Intimidate	3	Discipline	5														
Mechanics	4	Perform	6														
Smithing	0	Enchanting	0														
Accuracy																	
Stamina																	
Nature																	
Agility																	
Command																	
Insight																	
Guile																	
Cooking																	
Drops: Weapons (when available)																	
2x Pappetto Wood (Rank 2 Wood)																	

MARIONETTE

Marionettes are wild, flailing wooden puppets. They move in a herky-jerky fashion, and then wail on foes, hoping to leave splinters. If there's more than one foe in range when they attempt to Combo, they'll split their attacks as evenly as possible.

Marionette																	
Rank 2 Mechanical Warrior																	
HP: 20		MP: 8															
Defense: 8 (Medium)		Concentration: 15															
Initiative: +3		Evasion: 11															
Size: Medium		Vitality: 15															
Movement: 5 (Walking)																	
Strike		Damage: 14															
To-Hit Check: +8		Range: Melee															
Combo		Damage: -															
10 Stamina		Range: Melee															
Make three separate Strike Basic Attacks with your weapon. These Strikes do not need to target the same enemy, but you cannot move between Strikes.																	
Push-Off Kick		Damage: -															
(Minor Action)		Range: Melee															
3 Stamina																	
Use Requirement: Your legs must be free, and you must be able to move.																	
You push the target away from you one square, and you push yourself away from the target one square. (This should leave two squares between the two of you.)																	
Spin Attack		Damage: 14															
8 Stamina		Range: Burst 1															
Default Weapon: Marionette's Arm																	
(Rank 2 Wooden Club)																	
Accuracy: 4		Attack: 9															
		Durability: 7															
Malefic Morass (Passive)																	
You gain a +1 Evasion per ally adjacent to you.																	
Puppet Strings (Passive)																	
This creature is animated by strings, like a puppet. The strings are Hard to Hit. If this creature's strings are damaged, the creature is not damaged, but its strings are cut – roll a d6 to randomly determine what status ailment is inflicted upon it until its next Rest.																	
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5	Off-Balance																
6	Slowed																
This creature's strings may be cut multiple times, each time inflicting a different status (rerolling duplicates). If this creature's strings are cut (Fortitude) times in total, it falls Helpless.																	
Instinctive Intelligence																	
Immunity: Sick																	
Weakness: Fire																	
Combat	5	Willpower	3														
Hearts	5	Magic	2														
Athletics	3	Arcana	3														
Civilization	5	Perception	4														
Fortitude	5	Influence	5														
Intimidate	3	Discipline	5														
Mechanics	4	Perform	5														
Smithing	0	Enchanting	0														
Accuracy			4														
Stamina			6														
Nature			2														
Agility			3														
Command			4														
Insight			5														
Guile			4														
Cooking			0														
Drops: Weapons (when available)																	
2x Pappetto Wood (Rank 2 Wood)																	

SHADOW PUPPET

Shadow Puppets are among the strangest of Pappetto – a small wooden puppet that casts a long, thick shadow, which is what actually wields its weapon and harms people.

Shadow Puppet																	
Rank 2 Mechanical Blaster																	
HP: 20		MP: 20															
Defense: 6 (Light)		Concentration: 15															
Initiative: +5		Evasion: 15															
Size: Medium		Vitality: 12															
Movement: 5 (Walking)																	
Stab		Damage: 11, Darkness															
To-Hit Check: +8		Range: Line 2															
Elemental Chaff		Damage: 10, Darkness															
6 Stamina		Range: Cone 2 or Line 4															
Roll To-Hit target's Concentration; on success, target is Sickened.																	
Pool of Shadows		Damage: -															
8 Magic (Bind)		Range: Blast 3															
The area becomes a pool of thick, sticky shadow. The area becomes Difficult Terrain, and all non-magical light in the area is extinguished. Any creature starting their turn in, or entering, a square of shadow takes 3 damage. Shadow can be removed by striking it with any Light damage, or by shining a bright light on it (such as a Lantern, Torch, or Sol's Gleam).																	
Default Weapon: Shadow Spear																	
(Rank 2 Metal Spear)																	
Accuracy: 4		Attack: 8															
		Durability: 10															
Malefic Morass (Passive)																	
You gain a +1 Evasion per ally adjacent to you.																	
Puppet Strings (Passive)																	
This creature is animated by strings, like a puppet. The strings are Hard to Hit. If this creature's strings are damaged, the creature is not damaged, but its strings are cut – roll a d6 to randomly determine what status ailment is inflicted upon it until its next Rest.																	
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5	Off-Balance																
6	Slowed																
This creature's strings may be cut multiple times, each time inflicting a different status (rerolling duplicates). If this creature's strings are cut (Fortitude) times in total, it falls Helpless.																	
Instinctive Intelligence																	
Immunity: Sick																	
Weakness: Light																	
Combat	3	Willpower	4														
Hearts	5	Magic	5														
Athletics	2	Arcana	3														
Civilization	5	Perception	4														
Fortitude	2	Influence	3														
Intimidate	3	Discipline	5														
Mechanics	4	Perform	5														
Smithing	0	Enchanting	0														
		Accuracy	4														
		Stamina	5														
		Nature	2														
		Agility	5														
		Command	3														
		Insight	3														
		Guile	4														
		Cooking	0														
Drops: Weapons (when available)																	
2x Pappetto Wood (Rank 2 Wood)																	

SIMULACRUM

A Simulacrum is a Pappetto that appears, at a glance, to be very much like a real person. Only by approaching closely can the difference be easily discerned – and by then, it's too late to escape.

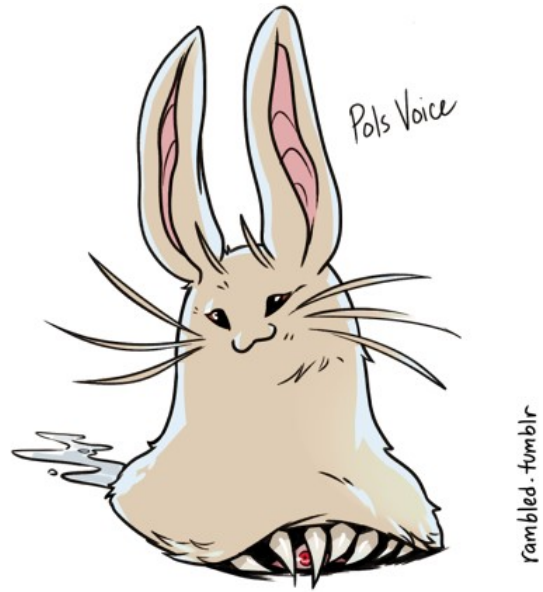
Simulacrum																	
Rank 2 Mechanical Hunter																	
HP: 12		MP: 8															
Defense: 6 (Light)		Concentration: 13															
Initiative: +5		Evasion: 15															
Size: Medium		Vitality: 13															
Movement: 5 (Walking)																	
Strike		Damage: 13															
To-Hit Check: +9		Range: Melee															
Impa's Disguise		Damage: -															
2 Magic (Bind)		Range: Self															
You alter details about your appearance as you see fit, up to and including your race, gender, and worn armor.																	
Pins & Needles		Damage: 13															
4 Stamina		Range: Projectile 4															
Roll To-Hit Target's Vitality; on success, target is Halted.																	
Slap Down		Damage: 13															
4 Stamina		Range: Melee															
Roll To-Hit target's Vitality; on success, the target is Knocked Prone.																	
Default Weapon: Simulacrum Dagger																	
(Rank 2 Metal Dagger)																	
Accuracy: 4		Attack: 8															
		Durability: 9															
Malefic Morass (Passive)																	
You gain a +1 Evasion per ally adjacent to you.																	
Puppet Strings (Passive)																	
This creature is animated by strings, like a puppet. The strings are Hard to Hit. If this creature's strings are damaged, the creature is not damaged, but its strings are cut – roll a d6 to randomly determine what status ailment is inflicted upon it until its next Rest.																	
<table><tr><th>Roll</th><th>Status</th></tr><tr><td>1</td><td>Blinded</td></tr><tr><td>2</td><td>Cursed</td></tr><tr><td>3</td><td>Halted</td></tr><tr><td>4</td><td>Knocked Prone</td></tr><tr><td>5</td><td>Off-Balance</td></tr><tr><td>6</td><td>Slowed</td></tr></table>				Roll	Status	1	Blinded	2	Cursed	3	Halted	4	Knocked Prone	5	Off-Balance	6	Slowed
Roll	Status																
1	Blinded																
2	Cursed																
3	Halted																
4	Knocked Prone																
5	Off-Balance																
6	Slowed																
This creature's strings may be cut multiple times, each time inflicting a different status (rerolling duplicates). If this creature's strings are cut (Fortitude) times in total, it falls Helpless.																	
Instinctive Intelligence																	
Immunity: Sick																	
Weakness: Shock																	
Combat	5	Willpower	3														
Hearts	3	Magic	2														
Athletics	3	Arcana	3														
Civilization	5	Perception	4														
Fortitude	3	Influence	3														
Intimidate	5	Discipline	3														
Mechanics	4	Perform	5														
Smithing	0	Enchanting	0														
Accuracy	5	Stamina	4														
Nature	2	Agility	5														
Command	2	Insight	5														
Guile	6	Cooking	0														
Drops: Weapons (when available)																	
2x Pappetto Wood (Rank 2 Wood)																	

POLS VOICE

From a distance, a Pols Voice looks vaguely like an adorable bunny rabbit, lost in a dank dungeon. Upon closer inspection, you'll find that it's clamped onto your head with the sharp teeth that ring its underside.

Pols Voice			
Rank 3 Natural Warrior			
HP: 32		MP: 0	SP: 32
Defense: 13 (Heavy)		Concentration: 15	
Initiative: +3		Evasion: 9	
Size: Medium		Vitality: 16	
Movement: 5 (Walking), 3 (Gliding)			
Sweep		Damage: 21	
To-Hit Check: +9		Range: Sweep 2	
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction. This does not consume your Movement.			
Mipha's Vault		Damage: 26	
12 Stamina		Range: Jump 4	
Before performing the attack, you jump on top of your target, using your horizontal jump, even if you have already reached your maximum Movement for the turn. Roll To-Hit target's Vitality; on success, target is Knocked Prone. You then land on a square of your choice adjacent to your target. This attack cannot be performed if you are Halted or Slowed.			
Default Weapon: Pols Voice's Bite			
(Rank 3 Natural Greatsword, Talking Animal style)			
Accuracy: 1		Attack: 15	Durability: -
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Sensitive to Sound (Weak Point)			
This creature is sensitive to music and loud noises. A loud noise can be made as a Standard Action Combat Maneuver (Burst 2 or Melee, Perform and Fortitude, plus Instrument, v. Concentration; if done as a Melee-range Maneuver, then 2 to the Trait Check). On success, the next attack against this creature counts as striking a Weak Point, and it is Slowed and set Off-Balance until the end of its next turn.			
Weak Stomach (Weak Point)			
Attacks that originate from inside this creature (such as by a Grappled foe) ignore half of its Defense.			
Limited Intelligence, Undead			
Weakness: Piercing			
Combat	6	Willpower	2
Hearts	8	Magic	0
Athletics	5	Arcana	2
Civilization	2	Perception	4
Fortitude	6	Influence	2
Intimidate	8	Discipline	5
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy	5	Stamina	8
Nature	4	Agility	3
Command	2	Insight	4
Guile	4	Cooking	0
Drops: 3x Pols Whisker (Rank 3 Monster Parts)			

Pols Voice like to leap into combat, literally, and try to either Grapple someone in their hidden mouths, or land on them with Mipha's Vault.



POLS VOICE LORE

Journeyman (DC 10): These strange rabbit-like blobs are famously sensitive to loud noises. Heroes delving dungeons sometimes carry a whistle with them, so they can easily stun these perfidious puffballs.

Adept (DC 13): Despite their physical form, there is scholarly contention around whether Pols Voice are the ghosts of unloved pet rabbits, or of unknown musicians.

Expert (DC 16): Some Yiga clans are known to keep Pols Voices in cages near their entrance, relying on their impossibly sensitive hearing to detect incoming intruders.



REVENANTS

Revenants are undead humanoids, with some measure of flesh still on their bones. They rise from their resting places when interlopers intrude upon them, or when called upon by evil magic to serve as an army for some necromantic conqueror.

ZOMBIE

Zombies serve as the lowest form of revenant undead. Though one Zombie is quite weak, they often come as a huge wave, crashing down upon foes and burying them in sheer numbers. If a foe wades into their horde, they will attempt to Grapple and put the Big Squeeze on them.

Zombie			
Rank 0 Arcane Warrior Swarm			
HP: -		MP: 0	SP: 8
Defense: 0 (Unarmored)		Concentration: 12	
Initiative: +1		Evasion: 11	
Size: Medium		Vitality: 13	
Movement: 4 (Walking)			
Sweep		Damage: 9	
To-Hit Check: +9		Range: Melee	
Call Zombies		Damage: -	
8 Stamina		Range: Self	
Use Requirement: You are in a graveyard, Mire, or on other evil or unholy ground			
Add 4 HP to this Swarm, growing it one Size Category.			
Default Weapon: Zombie Claw			
(Rank 1 Natural Fist)			
Accuracy: 5		Attack: 5	Durability: -
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple.			
Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Instinctive Intelligence			
Weakness: Light, Fire			
Combat	4	Willpower	0
Hearts	-	Magic	0
Athletics	4	Arcana	0
Civilization	0	Perception	3
Fortitude	3	Influence	0
Intimidate	5	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	2
		Nature	0
		Agility	1
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: (Hearts) Zombie Flesh (Rank 1 Monster Part)			

ReDead

The ReDead's bloodcurdling shriek is feared throughout Hyrule – some say it's the sound of a soul's anguish. They use their infamous scream when they see a living creature, stunning it. They shamle closer, and closer, until they get within reach. Then, they latch on, and begin gnawing the person's neck or face, their eyes implacable night.

ReDead			
Rank 2 Arcane Protector			
HP: 24		MP: 24	
Defense: 8 (Medium)		Concentration: 18	
Initiative: +2		Evasion: 10	
Size: Medium		Vitality: 15	
Movement: 4 (Walking)			
Sweep		Damage: 12	
To-Hit Check: +9		Range: Melee	
ReDead's Shriek		Damage: 12	
10 Magic		Range: Cone 2	
Roll To-Hit Target's Concentration; on success, target is Frozen.			
Default Weapon: ReDead's Grasp			
(Rank 2 Natural Fist)			
Accuracy: 5		Attack: 8	
		Durability: -	
Big Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple.			
Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.			
Oblivious (Passive)			
This creature cannot use Reactions.			
Instinctive Intelligence			
Immunity: Menace, Sick			
Weakness: Light, Fire			
Combat	4	Willpower	4
Hearts	6	Magic	6
Athletics	6	Arcana	0
Civilization	0	Perception	4
Fortitude	5	Influence	0
Intimidate	8	Discipline	8
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	6
		Nature	0
		Agility	2
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 3x ReDead Leather (Rank 2 Monster Part)			

Gibdo

Mummies made in a long-forgotten age, Gibdo roam the haunted halls of crypts and graveyards. Their embalming preserves not only their great strength, but also a measure of their intelligence, making them more agile and dangerous than other Revenants.

Gibdo			
Rank 3 Arcane Warrior			
HP: 24		MP: 20	
Defense: 13 (Heavy)		Concentration: 18	
Initiative: +6		Evasion: 12	
Size: Medium		Vitality: 18	
Movement: 6 (Walking)			
Sweep		Damage: 17	
To-Hit Check: +9		Range: Melee	
Bandage Binding		Damage: 17	
4 Stamina		Range: Projectile 4	
Roll To-Hit Target's Vitality; on success, target is Cursed.			
Reapling's Sweep		Damage: 19	
10 Magic		Range: Sweep 3	
Default Weapon: Gibdo's Grasp			
(Rank 3 Natural Fist)			
Accuracy: 5		Attack: 11	
		Durability: -	
Burnable Bandages (Passive)			
If this creature is On Fire from the end of one of its turn to the beginning of the next, it transforms into a ReDead and its fire is extinguished. All other damage and status effects remain.			
Limited Intelligence			
Immunity: Menace, Push, Sick			
Weakness: Light, Fire			
Combat	6	Willpower	4
Hearts	6	Magic	5
Athletics	8	Arcana	0
Civilization	0	Perception	4
Fortitude	8	Influence	0
Intimidate	8	Discipline	8
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	6
		Stamina	6
		Nature	0
		Agility	6
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 1x Gibdo Bandage (Rank 3 Cloth)			
2x Gibdo Guts (Rank 3 Monster Parts)			



SHADOWS

Shadows are ghostly foes, barely-there baddies built of blackest night. Often able to melt into shadows and sneak past defenses, they share a vulnerability to bright light.

Shadow enemies are often found in dungeons and caverns that utilize light as a puzzle mechanic. They might also appear during eclipses, on particularly dark and stormy nights, or serving a greater foe under the cover of magically-summoned darkness.

SCAEFOS

Scaefos are humanoid figures, comprised almost entirely of darkness. Although they share the silhouette of people, they are incapable of making their own decisions.

Wisps of shadow flow off a Scaefos' body like fog on a murky night. They use their magic to disable foes, and can slip into an ally's shadow to be carried to more advantageous positions.

Scaefos

Rank 1 Arcane Rallier

HP: 12	MP: 16	SP: 4
Defense: 6 (Medium)	Concentration: 12	
Initiative: +3	Evasion: 11	
Size: Medium	Vitality: 14	
Movement: 4 (Walking)		

Use Rod	Damage: 8, Dark
To-Hit Check: +7	Range: Projectile 4

Scaefos' Curse	Damage: 10
5 Magic	Range: Projectile 8
Roll To-Hit Target's Concentration; on success, target is Cursed until the end of their next turn.	

Stalrobe's Veil	Damage: 10, Dark
8 Magic	Range: 1 sq. within 8
Roll To-Hit Target's Concentration; on success, target is Blinded until the end of their next turn.	

Twili Transit	Damage: -
4 Magic	Range: Self
You merge with the shadow, becoming Invisible and intangible. You cannot be harmed by physical attacks, though magical attacks will harm you and cause you to be revealed, ending the spell. You cannot move, but if your shadow's source moves, you are carried along with it. If your shadowy spot is exposed to light or otherwise ceases to be, you are immediately revealed and the spell ends.	

Default Weapon: Scaefos' Tendril (Rank 1 Natural Rod)

Accuracy: 4	Attack: 5	Durability: -
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Denizen of Shadows (Passive)

While in dim light, this creature is Hard to Hit.
While in total darkness, this creature is Very Hard to Hit.
While in bright direct light or sunlight, this creature is Blinded.

Limited Intelligence, Undead, Darkvision

Weakness: Light

Combat	3	Willpower	3	Accuracy	3
Hearts	3	Magic	4	Stamina	1
Athletics	3	Arcana	3	Nature	3
Civilization	2	Perception	4	Agility	3
Fortitude	4	Influence	1	Command	1
Intimidate	4	Discipline	2	Insight	1
Mechanics	0	Perform	1	Guile	3
Smithing	0	Enchanting	1	Cooking	0

Drops: 3x Scaefos Mote (Rank 1 Monster Parts)

BABUSU

Babusu are small, tadpole-looking creatures of concentrated shadow. They scurry quickly from one dark crevice to another, raking their claws across whoever they find. Sometimes, they leave a trail of sticky shadows behind.

Babusu			
Rank 2 Arcane Blaster			
HP: 16		MP: 12	
Defense: 6 (Light)		Concentration: 14	
Initiative: +6		Evasion: 16	
Size: Small		Vitality: 14	
Movement: 8 (Walking, Swimming)			
Strike		Damage: 14, Dark	
To-Hit Check: +8		Range: Melee	
Dash Attack		Damage: 14	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Trail of Shadows		Damage: -	
6 Magic (Bind)		Range: Special	
The spaces you move over for the remainder of this round become a pool of thick, sticky shadow. The area becomes Difficult Terrain, and all non-magical light in the area is extinguished. Any creature starting their turn in, or entering, a square of shadow takes 3 damage. Shadow can be removed by striking it with any Light damage, or by shining a bright light on it (such as a Lantern, Torch, or Sol's Gleam).			
Twili Transit		Damage: -	
4 Magic		Range: Self	
You merge with the shadow, becoming Invisible and intangible. You cannot be harmed by physical attacks, though magical attacks will harm you and cause you to be revealed, ending the spell. You cannot move, but if your shadow's source moves, you are carried along with it. If your shadowy spot is exposed to light or otherwise ceases to be, you are immediately revealed and the spell ends.			
Default Weapon: Babusu's Claw			
(Rank 2 Natural Dagger)			
Accuracy: 4		Attack: 8	
		Durability: -	
Denizen of Shadows (Passive)			
While in dim light, this creature is Hard to Hit.			
While in total darkness, this creature is Very Hard to Hit.			
While in bright direct light or sunlight, this creature is Blinded.			
Limited Intelligence, Undead, Darkvision			
Weakness: Light			
Combat	6	Willpower	3
Hearts	4	Magic	2
Athletics	4	Arcana	2
Civilization	3	Perception	5
Fortitude	4	Influence	2
Intimidate	4	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Guile	4
		Cooking	0
Stamina			
Drops: 3x Babusu Mote (Rank 2 Monster Parts)			

PHANTOM KNIGHT

Phantom Knights are heavily armored spirits, with faint blue etching on their arms and armor. It is said that these knights are merely echoes of some long-forgotten warrior-king.

Phantom Knight			
Rank 3 Arcane Protector			
HP: 28		MP: 32	
Defense: 20 (Extreme)		Concentration: 15	
Initiative: +5		Evasion: 11	
Size: Large		Vitality: 18	
Movement: 6 (Walking), 3 (Flying)			
Sweep		Damage: 19, Dark	
To-Hit Check: +7		Range: Sweep 2	
Dead Man's Volley		Damage: 28, Light	
10 Magic		Range: Projectile 8	
When you make this attack, you and your target each select two Traits from (Accuracy, Agility, Arcana, Athletics, Combat, or Willpower). You and your target both roll 2d6, plus your two chosen Traits. Whoever loses this roll suffers the damage from this attack (which may be reduced by Reactions). The defender may choose to become Distracted by the attacker, Off-Balance, and/or Knocked Prone, for a +2 to their roll, per condition, after they've rolled.			
Rebonak's Retort		Damage: -	
3 Stamina (Reaction)		Range: Special	
Use Requirement: An ally you can see is struck by a foe you can see.			
You may move half your Movement towards the foe. Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.			
Twili Transit		Damage: -	
4 Magic		Range: Self	
You merge with the shadow, becoming Invisible and intangible. You cannot be harmed by physical attacks, though magical attacks will harm you and cause you to be revealed, ending the spell. You cannot move, but if your shadow's source moves, you are carried along with it. If your shadowy spot is exposed to light or otherwise ceases to be, you are immediately revealed and the spell ends.			
Windup Strike		Damage: 19, Dark	
6 Stamina		Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 25 damage.			
Default Weapon: Phantom's Greatsword			
(Rank 3 Metal Greatsword)			
Accuracy: 2		Attack: 13	
		Durability: 12	
Denizen of Shadows (Passive)			
While in dim light, this creature is Hard to Hit.			
While in total darkness, this creature is Very Hard to Hit.			
While in bright direct light or sunlight, this creature is Blinded.			
Rational Intelligence, Undead, Darkvision			
Weakness: Light			
Combat	6	Willpower	5
Hearts	7	Magic	8
Athletics	7	Arcana	6
Civilization	6	Perception	5
Fortitude	8	Influence	4
Intimidate	7	Discipline	5
Mechanics	2	Perform	2
Smithing	5	Enchanting	5
Accuracy	5	Stamina	6
Nature	3	Agility	5
Command	5	Insight	4
Guile	3	Cooking	1
Drops: Weapon (when available)			
2x Phantom Mote (Rank 3 Monster Parts)			

SNAP DRAGON

Created by a mad alchemist's plant experiments, Snap Dragons now roam grasslands and desolate wastes. They hop about on their humanoid legs, seeking prey to chomp on with their massive jaws.



Snap Dragon

Rank 2 Natural Warrior

HP: 20 **MP:** 0 **SP:** 24
 Defense: 6 (Light) Concentration: 10
 Initiative: +3 Evasion: 12
 Size: Medium Vitality: 13
 Movement: 4 (Walking), 2 (Swimming)

Sweep Damage: 15
 To-Hit Check: +6 Range: Sweep 2

Crack Armor Damage: 15
 6 Stamina Range: Melee

Use Requirement: You have a foe grappled.
 Roll To-Hit target's Vitality; on success, the target's Defense is reduced by 4 until the end of the encounter. (If using the "Everything Breaks" Master Mode rule, select a piece of the foe's armor at random, and cause 1 Durability damage to it.)

Jump Attack Damage: 19
 6 Stamina Range: Jump 3
 You jump towards your target in a straight line, landing next to them, even if you have already reached your maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.

Default Weapon: Snap Dragon Jaw
 (Rank 2 Natural Greatsword)

Accuracy: 2 Attack: 10 Durability: -

Big Squeeze (Passive)

You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.

Instinctive Intelligence

Weakness: Fire

Resistance: Earth (Rank 5)

Combat	5	Willpower	2	Accuracy	4
Hearts	5	Magic	0	Stamina	5
Athletics	4	Arcana	0	Nature	2
Civilization	0	Perception	3	Agility	2
Fortitude	3	Influence	0	Command	0
Intimidate	3	Discipline	0	Insight	0
Mechanics	0	Perform	0	Guile	0
Smithing	0	Enchanting	0	Cooking	0

Drops: 3x Snap Dragon Petal (Rank 2 Monster Part)

SNURGLE



Snurgles are large elephant-like creatures, who use their massive ears to fly. They've been known to attack caravans and try to steal their cargo, but they're sensitive to loud noises.

Snurgle

Rank 3 Natural Warrior Heavy

HP: 48 **MP:** 12 **SP:** 36
 Defense: 10 (Medium) Concentration: 15
 Initiative: +4 Evasion: 12
 Size: Large Vitality: 16
 Movement: 6 (Flying), 3 (Walking, Swimming)

Stab Damage: 18
 To-Hit Check: +9 Range: Line 2

Dash Attack Damage: 18
 8 Stamina Range: See Effect

During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.

Hard Crash Damage: 18
 10 Stamina Range: Melee

Roll To-Hit target's Vitality; on success, the target is knocked Prone and Disarmed of one item of your choice.

Ordon Rush Damage: 13
 8 Stamina Range: Melee

Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this movement.

Default Weapon: Snurgle Snout
 (Rank 3 Natural Spear)

Accuracy: 4 Attack: 11 Durability: 13

Sensitive to Sound (Weak Point)

This creature is sensitive to music and loud noises. A loud noise can be made as a Standard Action Combat Maneuver (Burst 2, Perform and Fortitude, plus Instrument, v. Concentration; if done as a Melee, then 2 to the Trait Check). On success, the next attack against this creature counts as striking a Weak Point, and it is Slowed and set Off-Balance until the end of its next turn.

Limited Intelligence, Mount

Combat	7	Willpower	2	Accuracy	5
Hearts	6	Magic	2	Stamina	6
Athletics	6	Arcana	2	Nature	3
Civilization	4	Perception	5	Agility	4
Fortitude	6	Influence	2	Command	2
Intimidate	5	Discipline	5	Insight	4
Mechanics	2	Perform	2	Guile	2
Smithing	0	Enchanting	0	Cooking	0

Drops: 4x Snurgle Flaps (Rank 3 Monster Part)

STALFOS

Stalfos are skeletal foes, found all over Hyrule. They commonly pop up from their graves during the night, and can prove difficult to put down.

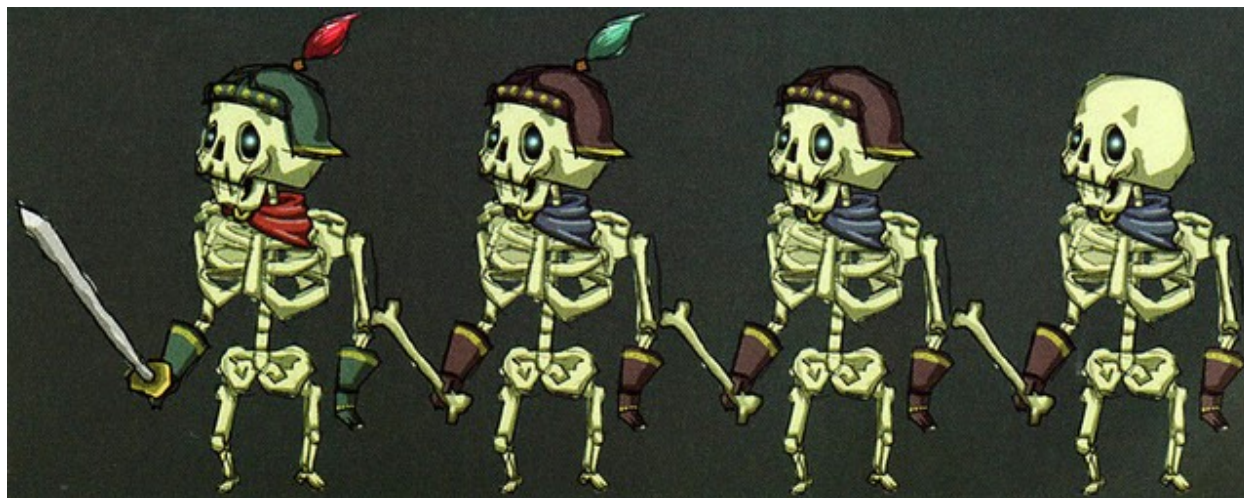
STAL

Stal			
Rank 0 Arcane Protector Swarm			
HP: -		MP: 0	SP: 12
Defense: 0 (Unarmored)		Concentration: 11	
Initiative: +2		Evasion: 12	
Size: Medium (+Swarm)		Vitality: 12	
Movement: 4 (Walking), 2 (Swimming)			
Strike		Damage: 5	
To-Hit Check: +6		Range: Melee	
Hamstring		Damage: 5	
6 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, the target is Slowed and Distracted by you until the end of their next turn.			
Default Weapon: Boney Bite			
(Rank 0 Natural Club)			
Accuracy: 4		Attack: 3	Durability: -
Distracting Threat (Passive)			
If you hit a foe with a Basic Attack, and they do not use a Reaction against the attack, then they are Distracted by you until the end of their next turn.			
Silent Stone (Passive)			
+5 to Agility for the purposes of Stealth checks while not moving.			
Limited Intelligence, Darkvision, Undead			
Weakness: Light			
Combat	2	Willpower	0
Hearts	-	Magic	0
Athletics	2	Arcana	0
Civilization	0	Perception	2
Fortitude	2	Influence	0
Intimidate	1	Discipline	1
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	2
		Stamina	3
		Nature	0
		Agility	2
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: (Hearts) Stal Stub (Rank 0 Monster Part)			

Stal are simply a swirl of animate skulls and a few miscellaneous bones, no longer joined into individual bodies. When awoken, they bounce after foes, nipping at their heels.

STALFOS

Stalfos			
Rank 1 Arcane Hunter			
HP: 16		MP: 0	
Defense: 2 (Civilian)		Concentration: 12	
Initiative: +3		Evasion: 13	
Size: Medium		Vitality: 12	
Movement: 4 (Walking)			
Throw 1H Weapon		Damage: 9	
To-Hit Check: +8		Range: Projectile 6	
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction. This does not consume your Movement.			
Default Weapon: Bonemrang			
(Rank 1 Natural Boomerang)			
Accuracy: 4		Attack: 5	
		Durability: -	
Undying (Passive)			
When this creature is brought to 0 Hit Points, they become Helpless instead of dying. At the end of its next turn, this creature begins to rumble. At the end of the turn after that, it revives, stands up, and restores 25% of its Hit Points. This creature can be slain if directly attacked while Helpless.			
Limited Intelligence, Darkvision, Undead			
Resistance: Sharp damage (Rank 5)			
Weakness: Light			
Combat	4	Willpower	1
Hearts	4	Magic	0
Athletics	4	Arcana	1
Civilization	0	Perception	2
Fortitude	2	Influence	0
Intimidate	2	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	6
		Nature	0
		Agility	3
		Command	0
		Insight	0
		Guile	1
		Cooking	0
Drops: 3x Simple Stalbone (Rank 1 Monster Part)			



Stalfos have limited options, as they have none of the equipment they had in life. They're good at playing keep-away, jumping away from any Heroes who would attempt to engage them in melee, and striking with their boomerang bones from afar.

STALROBE

Stalrobe			
Rank 1 Arcane Rallier			
HP: 16		MP: 16	
Defense: 4 (Light)		Concentration: 13	
Initiative: +3		Evasion: 13	
Size: Medium		Vitality: 11	
Movement: 4 (Walking)			
Use Staff		Damage: 10	
To-Hit Check: +6		Range: Projectile 8	
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction. This does not consume your Movement.			
Rauru's Shield		Damage: -	
Up to 4 Magic (Bind)		Range: 1 Target within 8	
Grant the target a Spell Bonus of Defense equal to (the Magic you spent on this spell / 2).			
Stalrobe's Veil		Damage: 12, Dark	
8 Magic		Range: 1 sq. within 8	
Roll To-Hit Target's Concentration; on success, target is Blinded until the end of their next turn.			
Default Weapon: Bone Staff			
(Rank 1 Wooden Staff)			
Accuracy: 2		Attack: 6	
		Durability: 7	
Undying (Passive)			
When this creature is brought to 0 Hit Points, they become Helpless instead of dying. At the end of its next turn, this creature begins to rumble. At the end of the turn after that, it revives, stands up, and restores 25% of its Hit Points. This creature can be slain if directly attacked while Helpless.			
Limited Intelligence, Darkvision, Undead			
Resistance: Sharp damage (Rank 5)			
Weakness: Light			
Combat	2	Willpower	4
Hearts	4	Magic	4
Athletics	3	Arcana	3
Civilization	0	Perception	3
Fortitude	1	Influence	0
Intimidate	2	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	2
		Accuracy	4
		Stamina	2
		Nature	0
		Agility	3
		Command	0
		Insight	0
		Guile	2
		Cooking	0
Drops: Weapon (when available)			
2x Simple Stalbone (Rank 1 Monster Part)			

Stalrobes are skeletal mages, dressed in ragged robes, brought forth to aid armies of Stalfos. They use Rauru's Shield to bolster an ally, and then blind foes with Stalrobe's Veil. If disarmed of their staff, they may revert to using their own bones as a weapon, just as Stalfos do, making their Veil less painful (dealing 8 damage instead of 12).

STALHOUND

Stalhound			
Rank 1 Arcane Warrior			
HP: 16		MP: 0	
Defense: 6 (Medium)		Concentration: 13	
Initiative: +4		Evasion: 12	
Size: Medium		Vitality: 14	
Movement: 4 (Walking)			
Strike		Damage: 10	
To-Hit Check: +8		Range: Melee	
Dash Attack		Damage: -	
8 Stamina		Range: See Effect	
During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.			
Lizalfos Leap		Damage: -	
8 Stamina		Range: -	
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in any direction. This does not consume your Movement.			
Skirmish Strike		Damage: 10	
4 Stamina		Range: Melee	
Following the attack, you may move 1 square in any direction your movement capabilities allow. You may then push the target 1 square in a direction of your choice.			
Default Weapon: Tearing Teeth			
(Rank 1 Natural Dagger)			
Accuracy: 4		Attack: 5	
		Durability: -	
Undying (Passive)			
When this creature is brought to 0 Hit Points, they become Helpless instead of dying. At the end of its next turn, this creature begins to rumble. At the end of the turn after that, it revives, stands up, and restores 25% of its Hit Points. This creature can be slain if directly attacked while Helpless.			
Limited Intelligence, Darkvision, Scent Sense, Undead			
Resistance: Sharp damage (Rank 5)			
Weakness: Light			
Mount			
Combat	5	Willpower	0
Hearts	4	Magic	0
Athletics	5	Arcana	0
Civilization	0	Perception	4
Fortitude	4	Influence	0
Intimidate	3	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	4
		Nature	0
		Agility	4
		Command	0
		Insight	1
		Guile	0
		Cooking	0
Drops: 3x Simple Stalbone (Rank 1 Monster Part)			

Stalhounds are the skeletons of war-dogs of yore, still clad in shreds of their ancient hide. They charge into battle recklessly, ripping past foes with incredible speed. Organized evil forces will sometimes use Stalhounds as mounts, riding into battle atop the bare husks of these hulking hounds.

PARUTAMU

Parutamu					
Rank 2 Arcane Protector Heavy					
HP: 40		MP: 0	SP: 36		
Defense: 8 (Medium)		Concentration: 15			
Initiative: +4		Evasion: 11			
Size: Medium		Vitality: 15			
Movement: 4 (Walking)					
Strike		Damage: 15			
To-Hit Check: +8		Range: Melee			
Lizalfos Leap		Damage: -			
8 Stamina		Range: -			
Use Requirement: A foe moves into a square adjacent to you					
You immediately move 3 squares away from them, in any direction.					
This does not consume your Movement.					
Mipha's Vault		Damage: 20			
12 Stamina		Range: Horiz. Jump 4			
Before performing the attack, you jump on top of your target, using your horizontal jump, even if you have already reached you maximum Movement for the turn. Roll To-Hit target's Concentration; on success, target is Knocked Prone. You then land on a square of your choice adjacent to your target. This attack cannot be performed if you are Halted or Slowed.					
Shield Clash		Damage: -			
2, 4, or 10 Stamina		Range: Melee, Burst 1, or Burst 2			
Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.					
Default Weapon: Soldier's Rusted Sword					
(Rank 2 Metal Weapon, Neglected style)					
Accuracy: 3		Attack: 9	Durability: 3		
Soldier's Rusted Shield					
(Rank 2 Metal Weapon, Neglected Style)					
Accuracy: 4		Attack: 7	Durability: 2		
Undying (Passive)					
When this creature is brought to 0 Hit Points, they become Helpless instead of dying. At the end of its next turn, this creature begins to rumble. At the end of the turn after that, it revives, stands up, and restores 25% of its Hit Points. This creature can be slain if directly attacked while Helpless.					
Limited Intelligence, Darkvision, Undead					
Resistance: Sharp damage (Rank 5)					
Weakness: Light					
Combat	6	Willpower	3	Accuracy	5
Hearts	5	Magic	0	Stamina	6
Athletics	5	Arcana	2	Nature	0
Civilization	3	Perception	4	Agility	3
Fortitude	5	Influence	1	Command	2
Intimidate	4	Discipline	5	Insight	1
Mechanics	0	Perform	0	Guile	2
Smithing	0	Enchanting	0	Cooking	0
Drops: Weapons (when available)					
3x Sturdy Stalbone (Rank 2 Monster Part)					

Parutamu are big, hulking Stalfos who wear ancient metal armor to protect themselves. They think little of their own safety, and use Mipha's Vault to launch into the fray. They then defend their allies to the undeath.



STALFOS LORE

Novice (DC 7): Stalfos' bones come from fallen travelers. The stronger the deceased, the stronger the resultant Stalfos.

Journeyman (DC 10): Stalfos prefer dark and shaded places, or to come out at night. While sunlight does not harm them, they still cower at the sight of it.

Adept (DC 13): Stalfos aren't always active. Sometimes, they go dormant, resting as a conspicuous pile of bones, or burying their bodies in the dirt so that only their head remains visible.

Expert (DC 16): Travelers tell rumors of the Kingdom of Ikana, a once-great country, now populated entirely by Stalfos and other undead. Some say they fought a war so heinous, and so full of hatred, that the dead continue to fight it still.

STATUES

Statues have long been common traps in Zelda games. They watch from the quiet, dark corners of the room, and shoot magical attacks at whatever offends them.

One Statue may not look like another; their appearance often varies, based on the motif of the dungeon or cavern they're in.

FACE LAMP

Face Lamp			
Rank 0 Mechanical Trap			
HP: 20		MP: 16	
Defense: 10 (Impervious)		Concentration: 15	
Initiative: +0		Evasion: 0	
Size: Medium		Vitality: 15	
Movement: None			
Use Staff		Damage: 6, Fire	
To-Hit Check: +5		Range: Projectile 8	
Roll To-Hit Target's Concentration; on success, target is Blinded until the end of their next turn.			
Default Weapon: Magic Ember			
(Rank 0 Natural Staff)			
Accuracy: 2		Attack: 3	
		Durability: -	
Deftly Deflectable (Passive)			
If a creature uses the Deflect Reaction against this trap's attack, or if they are using the Defend action while equipped with a shield, then this trap's attacks deal no damage nor ill effects to them.			
Flame-Fueled (Passive)			
This trap contain a flame that uses no fuel, but can be extinguished. If that flame is put out (such as if you are struck with Water damage or smothered), this trap goes inert until the flame is lit again.			
Timid Trap (Passive)			
This trap only attacks while there are allied creatures present, or while specifically kept active by a mechanism in the vicinity. If those conditions are not met, this trap goes inert and ceases attacking.			
Instinctive Intelligence			
Immunity: Flirt			
Combat	0	Willpower	3
Hearts	5	Magic	0
Athletics	0	Arcana	0
Civilization	0	Perception	3
Fortitude	5	Influence	0
Intimidate	0	Discipline	5
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	0
		Nature	0
		Agility	0
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 3x Gravel, Slag Scraps, or Ruby, Rank 0			

Face Lamps are common traps in the many temples, dungeons, and caves of Hyrule and beyond. Their ever-burning embers fling small balls of flame at intruders. However, they are actually rather timid – if all the monsters in the room are defeated, Face Lamps will typically stop attacking and act as simple braziers.

STONE STATUE

Stone Statue			
Rank 1 Mechanical Trap			
HP: 20		MP: 0	
Defense: 18 (Impervious)		Concentration: 15	
Initiative: +0		Evasion: 0	
Size: Medium		Vitality: 15	
Movement: None			
Use Rod		Damage: 10, Fire	
To-Hit Check: +6		Range: Projectile 4	
Default Weapon: Magic Eye			
(Rank 1 Metal Rod)			
Accuracy: 4		Attack: 5	
		Durability: -	
Deftly Deflectable (Passive)			
If a creature uses the Deflect Reaction against this trap's attack, or if they are using the Defend action while equipped with a shield, then this trap's attacks deal no damage nor ill effects to them.			
Timid Trap (Passive)			
This trap only attacks while there are allied creatures present, or while specifically kept active by a mechanism in the vicinity. If those conditions are not met, this trap goes inert and ceases attacking.			
Vision Dependent (Passive)			
This creature depends on its vision utterly. If Blinded or otherwise unable to see any foes, it immediately goes inert.			
Instinctive Intelligence			
Immunity: Flirt			
Combat	0	Willpower	5
Hearts	5	Magic	0
Athletics	0	Arcana	0
Civilization	0	Perception	5
Fortitude	5	Influence	0
Intimidate	0	Discipline	5
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	5
		Stamina	0
		Nature	0
		Agility	0
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 3x Clay, Tykogi Iron, or Ruby, Rank 1			

Stone Statues feature at least one large eye, which turns to watch interlopers. When they get too close, they unleash a small, short-range fireball. However, if they can't see any enemies, then they shut down and cease attacking.

BEAMOS

Beamos			
Rank 2 Mechanical Trap			
HP: 28		MP: 0	SP: 0
Defense: 26 (Impervious)		Concentration: 17	
Initiative: +0		Evasion: 0	
Size: Medium		Vitality: 17	
Movement: None			
Use Rod		Damage: 15, Light	
To-Hit Check: +11		Range: Projectile 4	
Default Weapon: Beamos' Eye			
(Rank 2 Metal Rod)			
Accuracy: 4		Attack: 8	Durability: -
Bullseye (Weak Point)			
This creature's eye is its Weak Point, and is Hard to Hit. Once struck, this creature is Blinded, and its Weak Point cannot be struck, until the end of its next turn.			
Deftly Deflectable (Passive)			
If a creature uses the Deflect Reaction against this trap's attack, or if they are using the Defend action while equipped with a shield, then this trap's attacks deal no damage nor ill effects to them.			
Explosive End (Passive)			
When this creature dies, it explodes. It immediately makes an attack: Burst 1, +11 To-Hit; on hit, deal 15 damage and push the foe out of the blast radius.			
Vision Dependent (Passive)			
This creature depends on its vision utterly. If Blinded or otherwise unable to see any foes, it immediately goes inert.			
Instinctive Intelligence			
Immunity: Flirt			
Combat	0	Willpower	7
Hearts	7	Magic	0
Athletics	0	Arcana	0
Civilization	0	Perception	7
Fortitude	7	Influence	0
Intimidate	0	Discipline	7
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	7
		Stamina	0
		Nature	0
		Agility	0
		Command	0
		Insight	0
		Guile	0
		Cooking	0
Drops: 3x Gear (Ancient Material)			
or Diamond, Rank 2			

Beamos are a fearsome trap, their eye-laser punishing any dungeon-delver who steps within their small domain. If the room's layout allows it, they can be run past very quickly. Unique to the Beamos, their eye is a Weak Point, the potent Light magic inside rendering it potentially unstable. If a Hero decides to destroy a Beamos, watch out for its explosive death throes!

MEDUSA

Medusa			
Rank 2 Mechanical Trap			
HP: 20		MP: 0	
Defense: 26 (Impervious)		Concentration: 17	
Initiative: +0		Evasion: 0	
Size: Medium		Vitality: 17	
Movement: None			
Use Staff		Damage: 16, Fire	
To-Hit Check: +9		Range: Projectile 8	
Default Weapon: Medusa Tongue (Rank 2 Metal Staff)			
Accuracy: 2		Attack: 9	
		Durability: -	
Deftly Deflectable (Passive)			
If a creature uses the Deflect Reaction against this trap's attack, or if they are using the Defend action while equipped with a shield, then this trap's attacks deal no damage nor ill effects to them.			
Easy Freezy (Passive)			
If this creature is struck with Ice damage, it is automatically and immediately Frozen.			
Instinctive Intelligence			
Immunity: Flirt			
Combat	0	Willpower	7
Hearts	5	Magic	0
Athletics	0	Arcana	0
Civilization	0	Perception	7
Fortitude	7	Influence	0
Intimidate	0	Discipline	7
Mechanics	0	Perform	0
Smithing	0	Enchanting	0

Medusa are small stone squares, comprising of a large open mouth and tongue. They fling fireballs at any foes within range, even when all other monsters are defeated. However, they can easily be Frozen with any Ice attack.

YOMO MEDUSA

Yomo Medusa			
Rank 3 Mechanical Trap			
HP: 20		MP: 12	SP: 0
Defense: 34 (Impervious)		Concentration: 17	
Initiative: 0		Evasion: 10	
Size: Medium		Vitality: 17	
Movement: None			
Sweep		Damage: 15	
To-Hit Check: +6		Range: Sweep 2	
Yomo Fire		Damage: 20, Fire	
10 Magic		Range: Projectile 8 x4	
Make a Basic Attack in each of the four cardinal directions.			
Default Weapon: Yomo Medusa Tongue			
(Rank 2 Metal Staff)			
Accuracy: 2		Attack: 12	Durability: -
Deftly Deflectable (Passive)			
If a creature uses the Deflect Reaction against this trap's attack, or if they are using the Defend action while equipped with a shield, then this trap's attacks deal no damage nor ill effects to them.			
Easy Freezy (Passive)			
If this creature is struck with Ice damage, it is automatically and immediately Frozen.			
Instinctive Intelligence			
Immunity: Flirt			
Combat	0	Willpower	8
Hearts	5	Magic	3
Athletics	0	Arcana	0
Civilization	0	Perception	7
Fortitude	7	Influence	0
Intimidate	0	Discipline	7
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
			Accuracy 7
			Stamina 0
			Nature 0
			Agility 0
			Command 0
			Insight 0
			Guile 0
			Cooking 0
Drops: 3x Limestone, Knuckle Alloy, or Ruby, Rank 3			

The Yomo Medusa is a curious stone statue, designed to fling fireballs in four directions. When it detects a foe using an attack directly in line with one of those holes, it uses Yomo Fire to fire all four directions at once. If Heroes are careful not to attack while in line with it, then it will never actually cause them any harm.



TALUS

Talus are huge stone behemoths, without face or mind of any kind. They sleep away the ages, looking like a boulder or hill – until someone rouses them. Then, they rise up, and proceed to smash anything nearby, before settling down for a decades' nap.

Pebblits, the young form of a Talus, can be found in those same environs. Wherever you see more than a few Pebblit, be wary – you might already be standing on a Talus.

TALUS, PEBBLIT, AND ELEMENTS

Talus and Pebblits' weaknesses and abilities depend on the element they've taken on. Use this table to determine what effects a Talus or Pebblit of a given element might have.

Element	Gemstone	Status	Weakness	Terrain
Darkness	Onyx	Blinded	Light	Mire
Earth	Emerald	Sand-Covered	Ice	Sand, Deep
Fire	Ruby	On Fire	Water	Brushfire
Ice	Sapphire	Slowed	Fire	Ice, Dry
Light	Diamond	Cursed	Darkness	Tall Grass
Shock	Topaz	Off-Balance	Earth	Electrified
Water	Opal	Soaked	Shock	Water, Fresh

PEBBLIT

Pebblit			
Rank 1 Natural Warrior			
HP: 8	MP: 0	SP: 24	
Defense: 12 (Extreme)	Concentration: 11		
Initiative: +1	Evasion: 5		
Size: Small	Vitality: 15		
Movement: 3 (Walking)			
Strike	Damage: 4, (Element)		
To-Hit Check: +8	Range: Melee		
Default Weapon: Pebblit Punch			
(Rank 0 Natural Fist, (Element) damage)			
Accuracy: 5	Attack: 2	Durability: -	
Elemental Aura (Passive)			
If grappled, touched, or attacked with a bare hand, the attacking creature is inflicted with (Element's Status). If struck with (Weakness Element) damage, the creature's elemental aura disappears until the end of its next turn, and it may be safely touched.			
Fragile (Passive)			
If thrown, pushed into a solid object, or if it suffers falling damage, this creature shatters upon impact, instantly killing it. Dying in this way this reduces this amount of Dropped Materials by one.			
Silent Stone (Passive)			
+5 to Agility for the purposes of Stealth checks while not moving.			
Throwable (Passive)			
Once Grappled, this creature can be thrown as a two-handed weapon with an Attack of 2 and an Accuracy of 3.			
Instinctive Intelligence			
Weakness: Blunt weapons, (Weakness Element)			
Immunity: (Element's status), Blinded, Sick			
Combat 2	Willpower 0	Accuracy 3	
Hearts 2	Magic 0	Stamina 2	
Athletics 3	Arcana 0	Nature 0	
Civilization 0	Perception 2	Agility 1	
Fortitude 5	Influence 0	Command 0	
Intimidate 0	Discipline 1	Insight 0	
Mechanics 0	Perform 0	Guile 0	
Smithing 2	Enchanting 0	Cooking 1	
Drops: 1x Rank 1 Elemental Gem			
1x Rank 1 Metal			
1x Rank 1 Stone (if using Stone; else, Metal)			

Pebblits are weak, unable to cause the massive pain that a fully-grown Talus can. They're very durable, unless struck with one of their many weaknesses: a blunt weapon will destroy them utterly, but so will being thrown, pushed off a cliff, or being smashed into a hard surface. They can even be chucked much like any normal rock, making them useful impromptu weapons for the empty-handed Hero.

Pebblits are mindless, more forces of nature than animals – they rush towards whatever creature has irked them, and try to bump them into submission.

Pebblits take on aspects of their environs, absorbing ambient elemental energies. This makes them a great way to find Gems, but also means that one horde of Pebblits may act a little differently than another. See the table below to see how Pebblits of a given element differ.

PEBBLIT LORE

Effortless (DC 4): Pebblits look just like a normal rock, right up until they begin to move. Though relatively harmless, they can still be a nuisance.

Novice (DC 7): Pebblits aren't always a sign that there's a Talus (though a wise adventurer should assume such, until proven otherwise). An easy way to find out is simply to destroy a Pebblit – if a nearby hill rises up and wants to smash you, you'll know that there's a Talus nearby.

Journeyman (DC 10): You may have heard tavern-tales of a mountain village where people toss Pebblits down the slopes, aiming to see whose poor rock creature gets the furthest, bounces the highest, or strikes the most other Pebblits as they slowly clamber up the mountain. It sounds like quite the sport, a bit like bowling or bocci – except the ball and pins feebly try to fight back.

TALUS

Talus		
Rank 2 Natural Warrior Miniboss		
HP: 80	MP: 0	SP: 40
Defense: 16 (Extreme)	Concentration: 12	
Initiative: +2	Evasion: 6	
Size: Huge	Vitality: 20	
Movement: 3 (Walking)		
Sweep	Damage: 14, (Element)	
To-Hit Check: +6	Range: Sweep 2	
Boulder Bombard	Damage: 14, (Element)	
4 Stamina	Range: Blast 2 within 8	
Use Requirement: At least one fist remaining.		
The affected area is now (Element's Terrain).		
The Talus loses one of its Fists.		
Windup Strike	Damage: 14, (Element)	
6 Stamina	Range: Melee	
Roll To-Hit target's Concentration; on success, this attack instead does 20 damage.		
Default Weapon: Talus' Boulders		
(Rank 2 Natural Fist, (Element) damage)		
Accuracy: 5	Attack: 8	Durability: -
Elemental Aura (Passive)		
If grappled, touched, or attacked with a bare hand, the attacking creature is inflicted with (Element's Status). If struck with (Weakness Element) damage, the creature's elemental aura disappears until the end of its next turn, and it may be safely touched.		
Fists of Clay (Weak Point)		
Each of a Talus' Fists can be targeted by attacks, separate from its main body, and are Hard to Hit. If struck with any Critical Hit or Blunt attack, the fist will disintegrate – this causes the Talus no damage, but reduces its Accuracy by 1 and Slows it. If both fists are destroyed, the Talus is Halted and can only use its Strike Basic Attack. The Talus may spend a turn regenerating its Fists, ending these conditions.		
Orebrain (Weak Point)		
The Talus has a large ore node atop it. If fired upon from a distance, the ore node is Hard to Hit. The ore node can be struck in melee if the attacker first climbs on top of the Stone Talus (a DC 13 Athletics check, DC 10 if the Talus is Slowed, DC 7 if Halted). This ore node is its weak point. If its ore node is struck in melee, the Talus will spend its next turn shuddering, throwing the attacker off its back in a random direction (and potentially causing fall damage; the Talus is 3 squares tall).		
Silent Stone (Passive)		
+5 to Agility for the purposes of Stealth checks while not moving.		
Instinctive Intelligence		
Weakness: Blunt weapons, (Weakness Element)		
Immunity: (Element's status), Blinded, Sick		
Combat 6	Willpower 0	Accuracy 2
Hearts 5	Magic 0	Stamina 5
Athletics 8	Arcana 0	Nature 0
Civilization 0	Perception 2	Agility 2
Fortitude 10	Influence 0	Command 0
Intimidate 4	Discipline 2	Insight 0
Mechanics 0	Perform 0	Guile 0
Smithing 0	Enchanting 0	Cooking 0
Drops: 6 materials, equally split between:		
• Rank 2 Elemental Gem		
• Rank 2 Metal		
• Rank 2 Stone (if using Stone)		

Once a Stone Talus is awoken, it begins rampaging, attempting to kill whatever woke it. It will only stop when the offending creature flees for its life. Thankfully, Talus are easily outpaced.

While fighting, the Stone Talus will attempt to close to melee and smash its foe with its stony fists. If no foe is within its movement range to smash in melee, it will stay still, and Bombard a foe with a Boulder.

TALUS LORE

Novice (DC 7): It's impossible to tell a Talus from a large boulder, until you get too close. If you feel the earth move under your feet, run – it may be that you've awakened a Stone Talus!

Journeyman (DC 10): If you see a ripe, jutting vein of sparkling ore in the middle of nowhere, beware – it is likely a resting Talus. Many fools have let their greed be the end of them in this way.

Adept (DC 13): Goron miners share a tale of a headstrong delver who tunneled deep into an uninhabited mountain, only to discover it was a giant Talus. However, there are different versions of the story – some where the Talus rends a rift in the earth, some where the delver defeats the Talus and scatters riches throughout the world, and some where he digs within the massive Talus, and takes control of the unthinking beast...

Expert (DC 16): Subrosians may have dealt with Talus in the distant past, as well – the stories are unclear. This has lead some scholars to believe that they originate from beneath the crust of the earth.

TEKTITES

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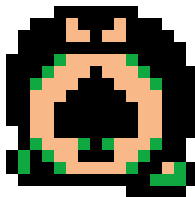
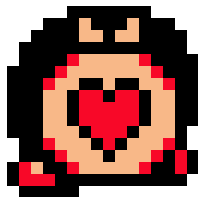
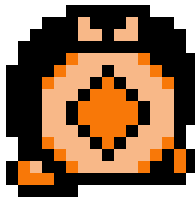
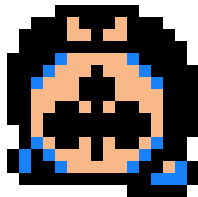
Tektite			
Rank 1 Natural Warrior			
HP: 12		MP: 0	SP: 20
Defense: 4 (Light)		Concentration: 12	
Initiative: +5		Evasion: 15	
Size: Medium		Vitality: 13	
Movement: 8 (Walking)			
Strike		Damage: 7	
To-Hit Check: +7		Range: Melee	
Jump Attack		Damage: 12	
6 Stamina		Range: Jump 4, Melee	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Lizalfos Leap		Damage: -	
(Reaction)		Range: Self	
8 Stamina			
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in a non-vertical direction of your choice. This does not consume your Movement.			
Default Weapon: Tektite Leg			
(Rank 1 Natural Hammer)			
Accuracy: 3		Attack: 4	Durability: -
High-Tension Tendons (Passive)			
This creature is not Slowed by Difficult Terrain. It can skirt on the surface of still water, though it is Slowed while doing so.			
Instinctive Intelligence			
Weakness: Piercing damage			
Combat	3	Willpower	0
Hearts	3	Magic	0
Athletics	5	Arcana	0
Civilization	0	Perception	4
Fortitude	3	Influence	1
Intimidate	3	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	4
		Stamina	5
		Nature	3
		Agility	5
		Command	0
		Insight	1
		Guile	0
		Cooking	0
Drops: 3x Tektite Carapace (Rank 1 Monster Part)			



Tektites behave simply: they leap to and fro, seemingly at random, before using a Jump Attack against their prey. Often found in mountainous regions, Tektites are known to be a leading cause of 'death from above' – second, perhaps, only to falling boulders.

THREE-OF-A-KIND

Three-of-a-Kind are strange things, like something out of a fever dream. They are walking cards, as big as a person, with rounded edges and malevolent eyes. Their suits change with every passing second. Unable to be slain by normal damage, they can only be defeated by making all of their suits match.



Three-of-a-Kind are both annoying, and rewarding. They shuffle towards any nearby foes and bop them with their Blackjack. Their Distracting nature may necessitate striking one simply to stop the incessant annoyance. However, Three-of-a-Kind are well worth dealing with, as they can provide a variety of treasure once defeated.

Three-of-a-Kind

Rank 2 Arcane Protector

HP: 12 **MP:** 12 **SP:** 12
 Defense: 33 (Impervious) Concentration: 13
 Initiative: +3 Evasion: 13
 Size: Medium Vitality: 13
 Movement: 8 (Walking)

Strike Damage: 12
 To-Hit Check: +7 Range: Melee

Jump Attack Damage: 12
 6 Stamina Range: Jump 3, Melee

You jump towards your target in a straight line, landing next to them, even if you have already reached your maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.

Lizalfos Leap Damage: -
 (Reaction) Range: Self
 8 Stamina

Use Requirement: A foe moves into a square adjacent to you

You immediately move 3 squares away from them, in a non-vertical direction of your choice. This does not consume your Movement.

Magic Shuffle Damage: -
 12 Magic Range: Burst 3

For each target in range (including the user), move the target (2d6 - 7) squares up, and (2d6 - 7) squares left, on the map. (If the position is inherently unsafe, such as a bottomless pit or inside a wall, instead place them on the nearest safe space.)

Default Weapon: Blackjack
 (Rank 2 Natural Club)

Accuracy: 4 Attack: 9 Durability: -

Distracting Deck (Passive)

While active, this creature is Distracting to all foes within Burst 3 who can see the Three-of-a-Kind.

Shuffling Suit (Passive)

This creature changes between card suits with every initiative tick.

Initiative Modulo 4	Suit
3	Clubs
2	Diamonds
1	Hearts
0	Spades

When it takes damage, this creature's suit freezes, and it loses its turn until all other Three-of-a-Kind in the area are also struck, freezing their suits. If all Three-of-a-Kind in an area land on the same suit, then all Three-of-a-Kind are immediately defeated; otherwise, all Three-of-a-Kind regain their turns, unharmed.

Instinctive Intelligence

Combat	3	Willpower	3	Accuracy	3
Hearts	3	Magic	3	Stamina	3
Athletics	3	Arcana	3	Nature	3
Civilization	3	Perception	3	Agility	3
Fortitude	3	Influence	3	Command	3
Intimidate	3	Discipline	3	Insight	3
Mechanics	3	Perform	3	Guile	3
Smithing	3	Enchanting	3	Cooking	3

Drops:

If destroyed on Clubs:
 • 15x Tippen Trefoil
 (Rank 2 Food Ingredient, Subtle)

If destroyed on Diamonds:
 • 120 Rupees

If destroyed on Hearts:
 • 1x "Heart of the Cards" Potion
 (Elixir: Restores 4 Health)

If destroyed on Spades:
 • Random Rank 2 Tool or Weapon



WALLMASTER

Wallmasters are giant, disembodied hands, lurking in dungeons and the dark, forgotten places of the world. They like to drop on top of foes, grab them, and drag them into the walls (hence their name). In a pinch, they can take more direct measures, too.

When a Wallmaster grabs a foe, they will attempt to drag them into the nearest wall or ceiling, squeezing them all the while. Once the Wallmaster has dragged a Hero into the dungeon's stonework, it stops squeezing – because the Hero is unable to escape its grasp without being stuck in the stone forever. The Wallmaster then moves to the dungeon's entrance, or some other pre-determined location, and deposits the Hero unceremoniously.

Wallmaster

Rank 3 Arcane Hunter

HP: 20	MP: 0	SP: 20
Defense: 10 (Medium)	Concentration: 15	
Initiative: +6	Evasion: 15	
Size: Medium	Vitality: 15	
Movement: 6 (Flying)		

Strike Damage: 16

To-Hit Check: +10 Range: Melee

Fastball Special Damage: 5
6 Stamina Range: Projectile 8

Damage from this attack ignores Defense. Deal equal damage to the thrown creature, also ignoring Defense. The thrown creature lands adjacent to the target.

Slap Down Damage: 16
4 Stamina Range: Melee

Roll To-Hit target's Vitality; on success, the target is Knocked Prone.

Default Weapon: Wallmaster Hand
(Rank 2 Natural Fist)

Accuracy: 5 Attack: 11 Durability: -

Big Squeeze (Passive)

You gain a +2 on Athletics rolls to begin or maintain a Grapple. Whenever you successfully roll to maintain (but not begin) a Grapple, you deal 2 damage to your Grappled foe, ignoring Defense.

Phasing (Passive)

This creature can pass through solid objects, walls, and floors, as if they were Difficult Terrain.

Limited Intelligence, Magic Sense, Omnidirectional, Undead

Immune: Blindness

Combat	5	Willpower	0	Accuracy	5
Hearts	5	Magic	0	Stamina	5
Athletics	7	Arcana	6	Nature	2
Civilization	3	Perception	4	Agility	7
Fortitude	5	Influence	2	Command	3
Intimidate	4	Discipline	5	Insight	2
Mechanics	4	Perform	0	Guile	3
Smithing	4	Enchanting	4	Cooking	4

Drops: 3x Wallmaster Fingernail (Rank 3 Monster Part)

WIZZROBE



Wizzrobe are among the most cunning and magically-capable of evil creatures. With faces permanently shrouded in darkness, they disappear and reappear at a whim, casting dangerous magic as easily as Heroes cast aspersions on their annoying tactics.

WIZZROBE LORE

Journeyman (DC 10): Wizzrobes are skilled wizards, known for their most annoying trick: when they focus, they can slightly phase out of existence, becoming hard to track or hit. Wait for the Wizzrobe to manifest itself fully, then unleash a mighty blow while you can.

Adept (DC 13): No one has ever seen a Wizzrobe's face, only their glowing eyes. Some people think they may not have a face at all, being instead an embodiment of magic, or the spirit of some long-lost wizard who delved too deep into arcane mysteries.

Expert (DC 16): Some clans of Wizzrobes wear colorful, ornate headgear, resembling a tropical bird's beak. This may be a way for them to convey personality, making up for their lack of a corporeal face – or perhaps the masks convey some mystical power.

WIZZROBE AND ELEMENTS

Wizzrobes' weaknesses and abilities depend on the element they've taken on. Use this table to determine what effects a Wizzrobe of a given element might have.

Element	Status	Weakness	Weather
(None)	Prone	(None)	Clear
Darkness	Blinded	Light	Coldsnap
Earth	Sand-Covered	Ice	Sandstorm
Fire	On Fire	Water	Heatwave
Ice	Slowed	Fire	Coldsnap
Light	Cursed	Darkness	Heatwave
Shock	Off-Balance	Earth	Rain
Water	Soaked	Shock	Rain

WIZZROBE WAND-DUELIST

Wand-Duelist Wizzrobes are dangerous, yet honorable, foes. They move in close to a prospective target, and attempt to initiate a Duel Circle with (ideally, just one) foe. If they succeed, they then begin blasting away at the foe with their Elemental Touch spell.

Wizzrobe Wand-Duelist			
Rank 3 Arcane Protector			
HP: 24		MP: 32	
Defense: 13 (Heavy)		Concentration: 17	
Initiative: +6		Evasion: 12	
Size: Medium		Vitality: 14	
Movement: 6 (Walking), 3 (Swimming)			
Use Rod		Damage: 19	
To-Hit Check: +9		Range: Projectile 4	
Duel Circle		Damage: -	
6 Magic (Bind)		Range: Melee	
You attempt to create a Burst 1 Duel Circle, centered on the target square. Roll To-Hit target's Concentration; if all rolls succeed (or their targets acquiesce), you successfully create a Duel Circle; otherwise, the Bound Magic is returned to you.			
Creatures inside the Duel Circle are Hard to Hit by those outside the Duel Circle, and vice-versa. Any creature moving through the edge of the Duel Circle takes 4 damage, unmitigated by Defense, and is Slowed until the end of their next turn. This Burns the Bound Magic.			
Elemental Touch		Damage: 21, (Element)	
4 Magic		Range: Melee	
Roll To-Hit Target's Concentration; on success, target is afflicted with the status associated with this creature's current Element.			
Wizzrobe's Wave		Damage: 21	
2 Magic		Range: Projectile 8	
Default Weapon: Wizzrobe's Wand			
(Rank 3 Metal Rod)			
Accuracy: 4		Attack: 11	
		Durability: 11	
Arcanum Escutcheon			
(Rank 3 Natural Shield)			
Accuracy: 4		Attack: 10	
		Durability: -	
Phasing Step (Passive)			
If you do not use your Standard Action in a given turn, you are Hard to Hit, and can pass through thin amounts of matter (such as grates or doors) until you use a Standard Action or Reaction.			
Telekinetic Talent (Passive)			
This creature may use Arcana in place of Athletics for the purposes of initiating Combat Maneuvers.			
Rational Intelligence, Magic Sense			
Weakness: (Weakness Element)			
Immunity: (Element), (Element's status),			
(Element's Weather)			
Combat	4	Willpower	8
Hearts	6	Magic	8
Athletics	3	Arcana	8
Civilization	5	Perception	4
Fortitude	4	Influence	4
Intimidate	6	Discipline	7
Mechanics	2	Perform	4
Smithing	2	Enchanting	8
		Accuracy	5
		Stamina	2
		Nature	2
		Agility	6
		Command	5
		Insight	3
		Guile	5
		Cooking	2
Drops: Weapon (when available)			
3x Wizzrobe Mote (Rank 3 Monster Part)			

WIZZROBE WARISON

Wizzrobe Warisons heal and guide their allies with magic. They work well with less magical foes, using Elemental Blessing to boost their efficacy and keep them from being hurt by other Wizzrobes' attacks.

Wizzrobe Warison			
Rank 3 Arcane Rallier			
HP: 20		MP: 32	SP: 8
Defense: 8 (Light)		Concentration: 15	
Initiative: +5		Evasion: 15	
Size: Medium		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Use Rod		Damage: 19	
To-Hit Check: +8		Range: Projectile 4	
Elemental Blessing		Damage: -	
6 Magic (Bind)		Range: 1 target in 8 sq.	
Select one:			
• Target's attacks now cause (Element) damage			
• Target has a Rank 4 Resistance to (Element)			
• Target has a Rank 4 Resistance to (Element's Weather)			
This may be applied multiple times to a target, each time selecting a different effect. If the target creature is knocked out, the Bound magic is Burned.			
Fairy's Light		Damage: -	
2 Magic (Burn)		Range: Self, or Melee	
The target regains 4 Health.			
Fairy's Rejuvenation		Damage: None	
4 Magic (Burn)		Range: 1 target in 8 sq.	
The target removes one Status Effect of their choice from themselves.			
Mage's Guidance		Damage: -	
8 Magic (Bind)		Range: 1 Target in 8 sq.	
You create a bright light underneath your target. While this light is under them, the target's Concentration is reduced by 2, and they cannot be Hard to Hit due to cover.			
Wizzrobe's Wave		Damage: 21	
2 Magic		Range: Projectile 8	
Default Weapon: Wizzrobe's Wand			
(Rank 3 Metal Rod)			
Accuracy: 4		Attack: 11	Durability: 11
Phasing Step (Passive)			
If you do not use your Standard Action in a given turn, you are Hard to Hit, and can pass through thin amounts of matter (such as grates or doors) until you use a Standard Action or Reaction.			
Telekinetic Talent (Passive)			
This creature may use Arcana in place of Athletics for the purposes of initiating Combat Maneuvers.			
Rational Intelligence, Magic Sense			
Weakness: (Weakness Element)			
Immunity: (Element), (Element's status), (Element's Weather)			
Combat	4	Willpower	8
Hearts	5	Magic	8
Athletics	3	Arcana	8
Civilization	5	Perception	5
Fortitude	5	Influence	5
Intimidate	5	Discipline	5
Mechanics	2	Perform	4
Smithing	2	Enchanting	8
Accuracy			4
Stamina			2
Nature			2
Agility			5
Command			3
Insight			5
Guile			4
Cooking			2
Drops: Weapon (when available)			
3x Wizzrobe Mote (Rank 3 Monster Part)			

WIZZROBE WAVESHAPER

Wizzrobe Waveshapers control their chosen element with aplomb, and even use it to influence the weather in their immediate vicinity. The longer a Waveshaper focuses on the weather, the more deadly it becomes.

Wizzrobe Waveshaper			
Rank 3 Arcane Blaster			
HP: 20		MP: 32	SP: 8
Defense: 8 (Light)		Concentration: 15	
Initiative: +6		Evasion: 16	
Size: Medium		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Use Staff		Damage: 20	
To-Hit Check: +8		Range: Projectile 8	
Command Weather		Damage: -	
10 Magic		Range: Battlefield	
The area's weather becomes (Element's Weather), Rank 1. If the weather is already (Element's Weather), the weather's Rank increases by 1. This weather ends at the end of the encounter.			
Elemental Wave		Damage: 22, (Element)	
6 Magic		Range: Cone 2 or Line 4	
Roll To-Hit Target's Vitality; on success, target is afflicted with the status associated with this creature's current Element.			
Wizzrobe's Wave		Damage: 22	
2 Magic		Range: Projectile 8	
Default Weapon: Wizzrobe's Staff			
(Rank 3 Wooden Staff)			
Accuracy: 2		Attack: 12	Durability: 13
Phasing Step (Passive)			
If you do not use your Standard Action in a given turn, you are Hard to Hit, and can pass through thin amounts of matter (such as grates or doors) until you use a Standard Action or Reaction.			
Telekinetic Talent (Passive)			
This creature may use Arcana in place of Athletics for the purposes of initiating Combat Maneuvers.			
Rational Intelligence, Magic Sense			
Weakness: (Weakness Element)			
Immunity: (Element), (Element's status), (Element's Weather)			
Combat	4	Willpower	8
Hearts	5	Magic	8
Athletics	3	Arcana	8
Civilization	5	Perception	4
Fortitude	5	Influence	3
Intimidate	6	Discipline	5
Mechanics	2	Perform	4
Smithing	2	Enchanting	8
Accuracy			4
Stamina			2
Nature			2
Agility			6
Command			3
Insight			2
Guile			4
Cooking			2
Drops: Weapon (when available)			
3x Wizzrobe Mote (Rank 3 Monster Part)			

WIZZROBE WILEWRIGHT

Wizzrobe Wilewrights prefer to cause chaos, rather than directly inflicting damage. They use their Elemental Trick and Mage's Manipulation spells to debilitate foes, depending on other monsters to finish them.

Wizzrobe Wilewright					
Rank 3 Arcane Hunter					
HP: 20		MP: 32	SP: 8		
Defense: 10 (Medium)		Concentration: 16			
Initiative: +8		Evasion: 16			
Size: Medium		Vitality: 14			
Movement: 6 (Walking), 3 (Swimming)					
Use Staff		Damage: 20			
To-Hit Check: +8		Range: Projectile 8			
Elemental Trick		Damage: -			
4 Magic		Range: 1 target in 8 sq.			
Roll To-Hit Target's Concentration; on success, target is afflicted with the status associated with this creature's current Element.					
Mage's Manipulation		Damage: -			
4 Magic		Range: 1 target in 8 sq.			
You may attempt a Combat Maneuver of your choice against the target, as if you were in Melee range with them.					
Vanish		Damage: None			
8 Magic		Range: Burst 1 / Blast 3			
Roll To-Hit target's Concentration; on success, target is Blinded until the end of their next turn. You may enter stealth as part of this attack; if you do, all foes caught in the burst do not see your movement for the remainder of your turn, regardless of whether or not they were Blinded (but may still perform Reactions in response to your attacks).					
Wizzrobe's Wave		Damage: 22			
2 Magic		Range: Projectile 8			
Default Weapon: Wizzrobe's Staff					
(Rank 3 Wooden Staff)					
Accuracy: 2		Attack: 12	Durability: 13		
Phasing Step (Passive)					
If you do not use your Standard Action in a given turn, you are Hard to Hit, and can pass through thin amounts of matter (such as grates or doors) until you use a Standard Action or Reaction.					
Telekinetic Talent (Passive)					
This creature may use Arcana in place of Athletics for the purposes of initiating Combat Maneuvers.					
Rational Intelligence, Magic Sense					
Weakness: (Weakness Element)					
Immunity: (Element), (Element's status), (Element's Weather)					
Combat	4	Willpower	6	Accuracy	4
Hearts	5	Magic	8	Stamina	2
Athletics	3	Arcana	8	Nature	2
Civilization	5	Perception	5	Agility	8
Fortitude	4	Influence	6	Command	3
Intimidate	6	Discipline	6	Insight	6
Mechanics	2	Perform	4	Guile	6
Smithing	2	Enchanting	8	Cooking	2
Drops: Weapon (when available)					
3x Wizzrobe Mote (Rank 3 Monster Part)					

WOLFOS

Wolfos are bipedal, anthropomorphic wolf-men, much like legendary werewolves – except that they don't turn into people when the sun comes up. They prefer to fight in small groups, surrounding and circling foes before lunging in for the kill.

WOLFOS

Wolfos			
Rank 2 Natural Warrior			
HP: 20		MP: 0	
Defense: 8 (Medium)		Concentration: 15	
Initiative: +6		Evasion: 14	
Size: Medium		Vitality: 15	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 18	
To-Hit Check: +5		Range: Melee	
Slap Down		Damage: 18	
4 Stamina		Range: Melee	
Roll To-Hit target's Vitality; on success, the target is Knocked Prone.			
Jump Attack		Damage: 23	
6 Stamina		Range: Jump 4, Melee	
You jump towards your target in a straight line, landing next to them, even if you have already reached you maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.			
Default Weapon: Wolfos Claw			
(Rank 2 Natural Handaxe, Talking Animal style)			
Accuracy: 2		Attack: 12	
Durability: -			
Light Step (Passive)			
You treat Difficult Terrain as normal terrain.			
Pack Hunter (Passive)			
You gain a +1 on all To-Hit checks against foes, per ally adjacent to that foe.			
Limited Intelligence, Darkvision, Scent Sense			
Weakness: Fire			
Combat	6	Willpower	3
Hearts	5	Magic	0
Athletics	5	Arcana	1
Civilization	2	Perception	6
Fortitude	5	Influence	2
Intimidate	4	Discipline	5
Mechanics	0	Perform	2
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	6
		Nature	5
		Agility	6
		Command	3
		Insight	3
		Guile	2
		Cooking	0
Drops: 3x White Wolfos Hide (Rank 2 Monster Part)			

Wolfos are dangerous predators, hunting in packs at night or under cover of inclement weather. Though ruthless when on the hunt, they can often be timid when caught at a disadvantage, unafraid to turn tail and flee if they think it means living another day.



WOLFOS LORE

Journeyman (DC 10): Wolfos are powerful pack predators, known to encircle their prey before destroying them with their sharp claws. If you hear howls echoing through the forest, put a wall or stout tree at your back, and prepare for a rough battle.

Adept (DC 13): A Wolfos' tail is incredibly sensitive. There are stories of a brave warrior who caught a savage Wolfos by its tail, and had total control over it – until he let go, and the Wolfos turned and ate him.

Expert (DC 16): Wolfos are wild, but that doesn't mean they can't be trained. The wily bandit Sakon once trained a Wolfos to be his loyal pet, leaving it in his hideout as a guard-dog while he went out to steal treasure.



YIGA

The Yiga are a clan of evil ninjas, often resorting to theft, deception, and cold-blooded murder. They see Calamity Ganon as the ultimate end of the battle of good versus evil, and will stop at nothing to see him restored and victorious.

Nothing, that is... except a tasty banana.

The Yiga lead a life of secrecy, and always wear a mask when with other Yiga. This way, no one knows anyone's true face – so if captured and tortured, they can't reveal anyone's true identity.

YIGA FOOTSOLDIER

Yiga Footsoldiers may be the weakest, most common soldier in the ranks of the Yiga, but they are still a deadly threat. They often pretend to be travelers in need of assistance from brave Heroes – before they shed their disguise, and strike.

Yiga Footsoldier			
Rank 3 Civilized Warrior			
HP: 24		MP: 24	
Defense: 8 (Light)		Concentration: 13	
Initiative: +7		Evasion: 17	
Size: Medium		Vitality: 14	
Movement: 6 (Walking), 3 (Swimming)			
Strike		Damage: 21	
To-Hit Check: +9		Range: Melee	
Impa's Disguise		Damage: -	
2 Magic (Bind)		Range: Self	
You alter details about your appearance as you see fit, up to and including your race, gender, and worn armor.			
Sudden Sweep		Damage: 21	
8 Stamina		Range: Sweep 3	
When you begin this attack, you may use your remaining Movement to move in a straight line through enemies, before doing the Sweep. Roll To-Hit target's Vitality; on success, target is put Off-Balance.			
Teleport Strike		Damage: 25	
12 Magic		Range: 1 + (Arcana / 2)	
Before performing the attack, you teleport above your target, even if you have already reached your maximum Movement for the turn. Roll To-Hit target's Vitality; on success, target is Knocked Prone. You then land on a square of your choice adjacent to your target. This attack cannot be performed if you are Halted or Slowed.			
Vanish		Damage: -	
8 Magic		Range: Burst 1 or Blast 3	
Roll To-Hit target's Concentration; on success, target is Blinded until the end of their next turn. You may enter stealth as part of this attack; if you do, all foes caught in the burst (Blinded or not) do not see your movement for the remainder of your turn. (They may still perform Reactions in response to your attacks).			
Default Weapon: Vicious Sickle			
(Rank 3 Metal Sword, Sheikah Style)			
Accuracy: 3		Attack: 14	
		Durability: 8	
Biased Towards Bananas (Passive)			
This creature is easily Distracted by the presence of Mighty Bananas.			
Yiga Yadome-Jutsu (Passive)			
You may Parry in response to Projectile attacks.			
Rational Intelligence			
Weakness: Based on Race (typically Light)			
Combat	7	Willpower	4
Hearts	6	Magic	6
Athletics	4	Arcana	4
Civilization	5	Perception	6
Fortitude	4	Influence	3
Intimidate	5	Discipline	3
Mechanics	3	Perform	2
Smithing	5	Enchanting	4
		Accuracy	6
		Stamina	6
		Nature	5
		Agility	7
		Command	2
		Insight	4
		Guile	8
		Cooking	5
Drops: Weapon (when available)			
2x Mighty Banana (R3 Mighty Food Ingredient)			
128 Rupees			

YIGA EARTHWEAVER

Yiga Earthweavers use the very earth itself to set traps, harass their foes, steal their weapons, and protect their allies in a battle.

Yiga Earthweaver			
Rank 3 Civilized Protector			
HP: 20		MP: 28	
SP: 16			
Defense: 8 (Light)		Concentration: 16	
Initiative: +5		Evasion: 15	
Size: Medium		Vitality: 14	
Movement: 6 (Walking), 3 (Swimming)			
Use Staff		Damage: 22	
To-Hit Check: +6		Range: Projectile 8	
Earthen Shield		Damage: -	
8 Magic (Bind)		Range: 1 Target in 8 sq.	
The target is surrounded by a swarm of pebbles. As a Reaction, when the target of this spell is struck by any damaging attack, you may consume this effect (Spending the Magic) to reduce that damage by 50%, after applying Defense. If the attacker who triggered this effect is within Melee range of the Spell's original target, that attacker is now Sand-Covered.			
Magnesis		Damage: -	
4 Magic		Range: 1 obj. in 8 sq.	
You may move a single metallic object in any direction or maneuver you like: up, down, side to side, towards or away from you. The object must stay within the range of the spell, or it immediately falls to the ground. The object can only move up to 6 squares in one casting (one round).			
Terrakinesis		Damage: -	
1 Magic per sq. (Bind)		Range: 4 sq. w/in 8 sq.	
The earth solidifies into a 2-square tall, 1-square wide block of solid earth. Anything in the square is raised up on top of the block. This block can be climbed and stood on. Wherever it was formed, the block will stay put, and cannot be moved. During their turn as a Free Action, the caster may dismiss the block(s), returning the bound Magic. A block is destroyed by any attack that damages it, Spending the Magic. You may have up to 10 total Magic Bound in this spell.			
Yarna's Vortex		Damage: -	
8 Magic (Bind)		Range: Close Blast 3	
The affected area becomes Quicksand.			
Zaganaga's Torrent		Damage: 24, Earth	
6 Magic		Range: Projectile 4	
The target is pushed away from you in a straight line, until there are 4 squares between you and them. Roll To-Hit target's Vitality; on success, target is Sand-Covered.			
Default Weapon: Gravehewer			
(Rank 3 Metal Staff, Sheikah Style)			
Accuracy: 2		Attack: 14	
Durability: 9			
Biased Towards Bananas (Passive)			
This creature is easily Distracted by the presence of Mighty Bananas.			
Monastic Training (Passive)			
You may now use Rods and Staves as Melee Weapons. You may use either Combat or Willpower to determine the damage of Strike and Sweep Basic Attacks made with Rods and Staves.			
Yiga Yadome-Jutsu (Passive)			
You may Parry in response to Projectile attacks.			
Rational Intelligence			
Weakness: Based on Race (typically Light)			
Combat	4	Willpower	8
Hearts	5	Magic	7
Athletics	4	Arcana	7
Civilization	6	Perception	5
Fortitude	4	Influence	4
Intimidate	5	Discipline	6
Mechanics	3	Perform	0
Smithing	5	Enchanting	0
Accuracy		Nature	4
		Stamina	4
		Agility	5
		Command	2
		Insight	4
		Guile	6
		Cooking	0
Drops: Weapon (when available)			
2x Mighty Banana (R3 Mighty Food Ingredient)			
128 Rupees			

YIGA BLADEMASTER

Yiga Blademasters, true to their name, are highly skilled with their person-sized katanas. These larger-than-life swordsmen can split the earth asunder, cleave the wind in twain, or end a wounded foe in a single strike.

Yiga Blademaster

Rank 3 Civilized Heavy Blaster

HP: 48 **MP:** 24 **SP:** 36

Defense: 10 (Medium) Concentration: 13

Initiative: +5 Evasion: 14

Size: Medium Vitality: 18

Movement: 6 (Walking), 3 (Swimming)

Sweep Damage: 23

To-Hit Check: +6 Range: Sweep 2

Earthfist Strike Damage: See Below

10 Magic Range: A 2x2 in 8 sq.

You place an Updraft (4) on the chosen squares. At the start of your next turn, the Updraft erupts into a sharp, rocky spire, dealing 27, Earth damage to anyone in that space, pushing them out of it, and turning that space into Difficult Terrain.

Fatal Blow Damage: 39

10 Stamina Range: Melee

Use Requirement: Target is in Peril

Vacuum Slice Damage: 23

6 Stamina Range: Projectile 4

Roll To-Hit target's Vitality; on success, target is put Off-Balance.

Vanish Damage: -

8 Magic Range: Burst 1 or Blast 3
Roll To-Hit target's Concentration; on success, target is Blinded until the end of their next turn. You may enter stealth as part of this attack; if you do, all foes caught in the burst (Blinded or not) do not see your movement for the remainder of your turn. (They may still perform Reactions in response to your attacks).

Windup Strike Damage: 23

6 Stamina Range: Sweep 2

Roll To-Hit target's Concentration; on success, this attack instead does 31 damage.

Default Weapon: Windcleaver

(Rank 3 Metal Greatsword, Sheikah Style)

Accuracy: 2 Attack: 15 Durability: 8

Biased Towards Bananas (Passive)

This creature is easily Distracted by the presence of Mighty Bananas.

Yiga Yadome-Jutsu (Passive)

You may Parry in response to Projectile attacks.

Rational Intelligence

Weakness: Based on Race (typically Light)

Combat	8	Willpower	6	Accuracy	4
Hearts	6	Magic	4	Stamina	6
Athletics	6	Arcana	4	Nature	5
Civilization	5	Perception	5	Agility	6
Fortitude	8	Influence	2	Command	2
Intimidate	5	Discipline	3	Insight	2
Mechanics	3	Perform	0	Guile	5
Smithing	5	Enchanting	0	Cooking	0

Drops: Weapon (when available)

2x Mighty Banana (R3 Mighty Food Ingredient)

208 Rupees



REGARDING WINDCLEAVERS

Windcleavers are known to *Breath of the Wild* fans, for allowing Link to slice foes from afar with a Vacuum Slice. You may allow Windcleaver swords to do the same here, though they do not do this by default!

If you wish to do this, we suggest it count as a unique Enchantment upon the blade – preventing Heroes from placing another Enchantment to further boost its utility.

Of course, Heroes could attempt to learn the technique themselves. In this case, it would have a cost of 6 Tokens, and might be available only at the GM's say-so – likely, as a reward for dealing with some Yiga threat.

ZIRRO

Zirro are mushrooms with wings and stubby little feet. When angered, they dart to and fro over the heads of their foes, dropping lit Bombs beneath them – and giddily darting just out of reach of any Hero who would try to engage them in melee combat.

ZIRRO

The typical Zirro are most commonly found in desolate outdoor areas, such as ravaged fields, streams, and rocky hills.

Zirro			
Rank 2 Natural Hunter			
HP: 20		MP: 8	
Defense: 6 (Light)		Concentration: 14	
Initiative: +4		Evasion: 14	
Size: Medium		Vitality: 14	
Movement: 4 (Flying)			
Shoot		Damage: 12	
To-Hit Check: +7		Range: Projectile 8	
Lizalfos Leap		Damage: -	
(Reaction)		Range: Self	
8 Stamina			
Use Requirement: A foe moves into a square adjacent to you			
You immediately move 3 squares away from them, in a non-vertical direction of your choice. This does not consume your Movement.			
Zirro's Bombardment		Damage: -	
1 Magic		Range: Self	
Drop a lit Bomb directly below you. (If you are in midair, the Bomb lands safely on the ground beneath you.) This Bomb explodes at the end of the user's next turn. (Bombs explode in a Burst 1, and deal 8 damage.)			
Default Weapon: Zirro's Bullets			
(Rank 2 Natural Rod)			
Accuracy: 2		Attack: 8	
		Durability: -	
Artful Dodger (Passive)			
If this creature has no status ailments and hasn't used a Reaction since its previous turn, it is Hard to Hit by all Melee attacks.			
Instinctive Intelligence			
Weakness: Fire			
Combat	3	Willpower	4
Hearts	5	Magic	2
Athletics	3	Arcana	2
Civilization	0	Perception	2
Fortitude	4	Influence	2
Intimidate	2	Discipline	4
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
Accuracy		Stamina	
Nature		Agility	
Command		Insight	
Guile		Cooking	
Drops: 2x Bombs			
2x Zirro Wing (Rank 2 Monster Part)			

ZOL & GEL

Zols are blobs of green go, seeking the detritus of dungeons. Wherever they go, they leave a clean floor behind.

ZOL

Zol			
Rank 1 Natural Protector			
HP: 16		MP: 12	
Defense: 6 (Medium)		Concentration: 13	
Initiative: +2		Evasion: 12	
Size: Small		Vitality: 12	
Movement: 4 (Walking)			
Strike		Damage: 6, Water	
To-Hit Check: +7		Range: Melee	
Body Check		Damage: 4	
(Reaction)		Range: Special	
4 Stamina			
Use Requirement: A foe leaves a square you are adjacent to, and you are not Halted.			
You enter the square the foe left. Roll To-Hit target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone, and you may choose to enter the square they previously occupied.			
Kyameron's Splash		Damage: 6, Water	
6 Magic		Range: Projectile 8	
The Projectile from this Spell may bounce off of a single wall, solid object, or other creature, but may only move 8 squares in total. (If it bounces off of a creature, that creature is also considered a target of this spell.) Roll To-Hit target's Vitality; on success, the target is Soaked.			
Default Weapon: Spongy Bulb			
(Rank 1 Natural Fist, Water damage)			
Accuracy: 5		Attack: 4	
Durability: -			
Gel Split (Passive)			
When struck with an attack, if that attack does not bring the Zol down to 0 HP, then this creature splits into two separate swarms of Gels, each Medium sized with 8 HP. Roll Initiative for the Gels, and treat them as brand-new combatants.			
Instinctive Intelligence			
Resistance: Blunt damage (Rank 5)			
Combat	2	Willpower	2
Hearts	4	Magic	3
Athletics	2	Arcana	2
Civilization	0	Perception	2
Fortitude	2	Influence	0
Intimidate	2	Discipline	3
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	3
		Stamina	3
		Nature	2
		Agility	2
		Command	0
		Insight	0
		Guile	1
		Cooking	0
Drops: 3x Zol Glob (Rank 1 Monster Part)			

Zol aren't known for their heavy damage output, but they *are* known for getting in the way quite effectively. They use their Body Check Technique to bounce foes around. Beware their Kyameron's Splash spell if you're also fighting electric foes!

When struck, a single Zol will split into two Gels. The only way to prevent this is to kill the Zol in a single decisive blow.

GEL

Gel			
Rank 0 Natural Protector Swarm			
HP: -		MP: 0	
SP: 0			
Defense: 0 (Unarmored)		Concentration: 12	
Initiative: +5		Evasion: 15	
Size: Tiny		Vitality: 11	
Movement: 6 (Walking)			
Strike		Damage: 1, Water	
To-Hit Check: +6		Range: Melee	
Giant-Grappler (Passive)			
This creature can attempt to Grapple foes of any size.			
Sticky Squeeze (Passive)			
You gain a +2 on Athletics rolls to begin or maintain a Grapple.			
Creatures Grappled by you are merely Slowed, instead of Halted.			
Instinctive Intelligence			
Resistance: Blunt damage (Rank 5)			
Combat	1	Willpower	1
Hearts	-	Magic	0
Athletics	2	Arcana	1
Civilization	0	Perception	2
Fortitude	1	Influence	0
Intimidate	1	Discipline	2
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	2
		Stamina	0
		Nature	1
		Agility	5
		Command	0
		Insight	0
		Guile	1
		Cooking	0
Drops: (Hearts) Gel Glob (Rank 0 Monster Part)			

Gels don't usually attempt to harm foes. Instead, they prefer to Grapple foes to slow them down, and hope that other monsters will finish off their prey.

ZOL & GEL LORE

Effortless (DC 4): Zol & Gel make their homes in caves, dungeons, and other underground spaces with lots of detritus to eat. If you find yourself in a dungeon and the floors are clean, be on the lookout for Zol!

Novice (DC 7): While Gel are most often seen by cutting a Zol in two, clever dungeon-designers will sometimes use them on their lonesome. With their ability to slow Heroes down, Gel can be deadly when working in concert with other traps.

Journeyman (DC 10): Adventurous homemakers have tried to domesticate Zol for ages, with no success. The little slime-bags have a habit of 'cleaning' anything that they find - whether asked to or not.

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