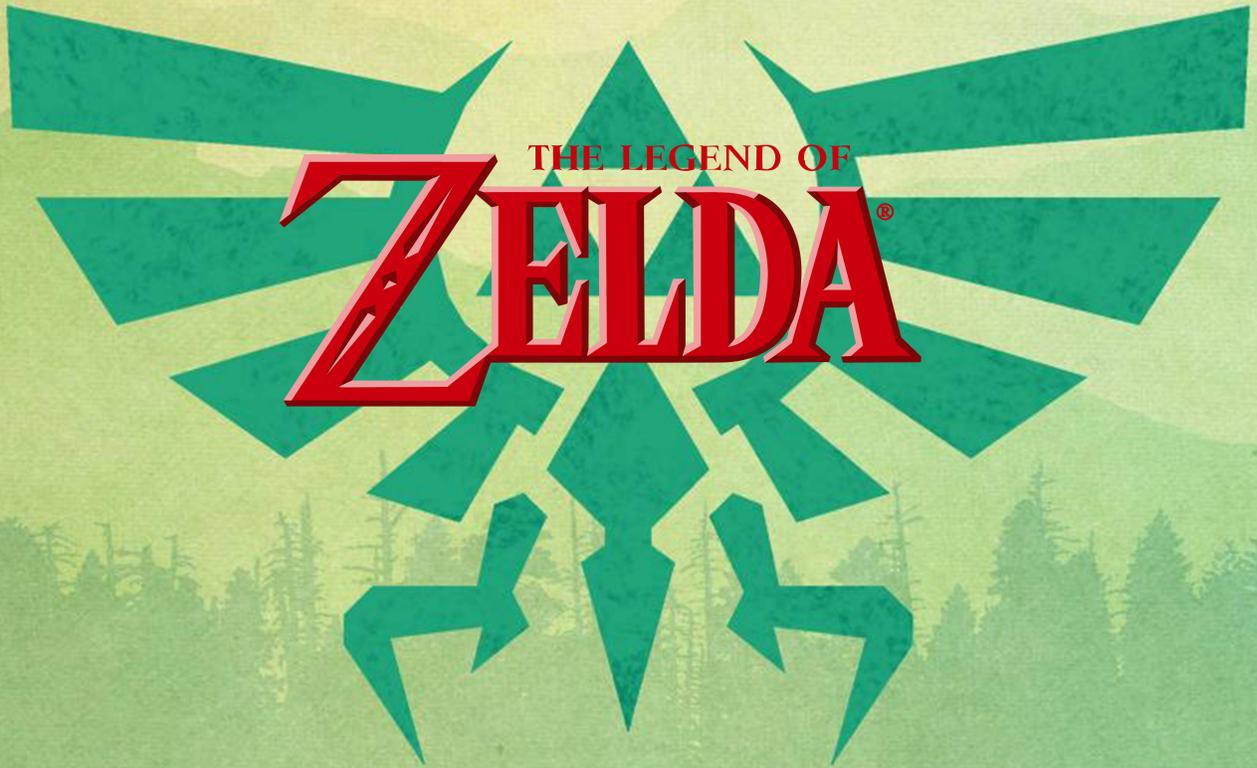


By /u/GOWRONATEMYBABY7 ON REDDIT



Monster Manual

“Legends” Supplement

For

DUNGEONS & DRAGONS®

5th Edition

ACKNOWLEDGEMENTS

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

[HTTP://ZELDAWIKI.ORG/MAIN_PAGE](http://zeldawiki.org/Main_Page)

AND

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

MUCH OF THE ARTWORK AND LORE CAME FROM THOSE SOURCES, THOUGH A LOT OF IT (PROBABLY ABOUT 85%), I WROTE MYSELF. ANY IMAGES I DIDN'T FIND FROM THOSE WIKIS CAME FROM GOOGLE IMAGE SEARCHES, THOUGH SOME OF THEM I EDITED A BIT IN PHOTOSHOP. AS SUCH, I CAN'T REALLY ATTRIBUTE EACH ONE TO THEIR ORIGINAL ARTIST, BUT IF THERE'S SOME ART THAT YOU REALLY LIKE, I ENCOURAGE YOU TO REVERSE IMAGE SEARCH IT AND PAY THE ORIGINAL ARTIST SOME RESPECT!

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

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



AGAHNIM

Throughout the ages, the Dark Lord Ganon, and his various reincarnations, have made many attempts to conquer or destroy the land of Hyrule. These have varied from full frontal assaults to more insidious usurpations of Hyrule's peaceful order. One such attempt involved the exposure of the Hylian countryside to a gradual onslaught of monsters and demons. The King of Hyrule sought the aid from anyone who could help put an end to this clandestine invasion.

Eventually, a wizard by the name of Agahnim came forward to fulfill the king's charge, using previously unknown magic. He was declared a hero and given the prestigious positions of chief advisor to the King, priest, and heir to the Seven Sages. Agahnim used his position and his mysterious magic to brainwash all of Hyrule's Soldiers, depose the King of Hyrule, and make six of the Maidens, descendants of the Seven Sages, disappear to the Dark World.

Servant of the Dark Lord. Many believe that Agahnim may himself be a manifestation or alter ego of Ganon. It is much more likely however that Agahnim is a distinct entity, a magical Hylian that was either corrupted by Ganon or simply became a pawn through which the Dark Lord's will might be wrought. Whether or not Agahnim was predisposed towards cruelty and evil is unknown. It is possible that Agahnim may have in fact been an agent of good, even when he answered the King's call for help, but his actions thereafter (whether due to his own ill intentions or Ganon's machinations) proved devastating to Hyrule.

Manipulative Magic. Agahnim is an accomplished sorcerer in the schools of evocation, abjuration, and enchantment. He has the ability to harness his magical abilities to summon devastating attacks, create illusory images, and bend the minds of others to his will.

AGAHNIM

Medium Hylian, lawful evil

Armor Class 17

Hit Points 97 (15d10 + 15)

Speed 30ft, fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Cha +6

Skills Deception +6, Perception +5

Senses passive Perception 15

Languages Common, Abyssal

Challenge 7 (2,900 XP)

Electrical Shield. When hit with a melee attack, Agahnim's electrical shield deals 10 (3d6) lightning damage to the attacking creature.

Actions

Illusory Foes. As a full round action, Agahnim may create 2d6 illusory copies of himself. These illusions last for 1d8 rounds or until hit by any attack. If Agahnim makes an attack, a creature may make a DC 18 Wisdom saving throw to determine which foe is the real Agahnim.

Orb of Force. *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* 26 (6d6 + 5) force damage and the target may make a DC 14 Dexterity saving throw if armed with a melee weapon. On a successful save, the target takes no damage, and the orb is reflected back at Agahnim who then may make a DC 16 Dexterity saving throw to reflect the orb back towards the target. This continues, adding 2 to the saving throw DC on each success, until either Agahnim or the target fails the saving throw. On a failed save, either Agahnim or the target takes the damage.

Orb of Flame (Recharge 5-6). *Ranged Spell Attack:* +7 to hit, range 100ft., one target. *Hit:* 26 (6d6 + 5) force damage plus 14 (3d8) fire damage and the target may make a DC 18 Dexterity saving throw if armed with a melee weapon. On a successful save, the target takes no damage, and the orb splits into several smaller orbs that fly outward from the target. All creatures within a 50 ft sphere from the target must make a DC 16 dexterity saving throw. On a failed save, the target takes 14 (3d8) fire damage, or half as much damage on a successful save.

Lightning Strike (Recharge 6). *Ranged Spell Attack:* +5 to hit, range 20 ft. sphere, all targets in range. *Hit:* 42 (6d12 + 3) lightning damage and the targets must make a DC 18 Dexterity saving throw. The targets take no damage on a successful save.



BARINADE

Barinade is a parasitic lifeform that grew inside of the Zora deity Lord Jabu-Jabu. Jabu-Jabu is a gargantuan fish-like entity that the Zora's worship as the embodied spirit of the seas. In his plot to obtain the Triforce, the Dark Lord Ganondorf attempted to capture the Zora's spiritual stone, the Zora's Sapphire. He was refused by King Zora XVI and in an act of vengeance placed a curse on Jabu-Jabu. Barinade grew inside the fish-god, infesting his insides and causing him great pain.

Barinade resembles a large jellyfish-like creature, that is anchored to the inside of Jabu-Jabu. It is connected by a series of tentacles that worked their way deep into Jabu-Jabu's body. Although it appears to be an individual organism, it is in fact a colonial lifeform, with many smaller Bari jellyfish comprising a large portion of its main body. When the Hero of Time (aided by King Zora's daughter, the Princess Ruto) destroyed Barinade, Jabu-Jabu was calmed and the Zora people awarded the hero with the spiritual stone.

COLONIAL LIFEFORM

"Many parasitic jellyfish swarm around this monster. Aim for its body, protected by the jellyfish!"

- Navi



BARINADE

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d12 + 36)
Speed fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages -
Challenge 4 (1,500 XP)

Amphibious. Barinade can breathe air and water.

Bari Body. The Barinade's main body is made up of five Bari.

While the Bari are alive, Barinade has advantage on saving throws, takes half damage from all attacks, and can may only use its *Bari whirlwind* action. Whenever Barinade takes 10 or more damage in a single turn, one of the Bari dies.

If all of the Bari die, Barinade takes damage as normal. Additionally, Barinade cannot move, its electric shield deactivates, and now may only use its *lightning blast* action.

At the end of its turn, Barinade grows back all five Bari and regains 25 hit points.

Electric Shield. When hit with a melee attack, Barinade's electrical shield deals 7 (2d6) lightning damage to the attacking creature.

Actions

Bari Whirlwind. *Melee Weapon Attack:* +4 to hit, reach 10 ft., all targets in range. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 4 (1d6) lightning damage.

Lightning Blast. *Ranged Spell Attack:* +4 to hit, range 80 ft., one target. *Hit:* 21 (6d6) lightning damage and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1d4 rounds. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on a success.

BELLUM

Bellum is a demigod-like entity. His true nature is unknown, and the entity's sentience is questionable. He appears in the physical world as a massive squidlike monstrosity, resplendent with large eyes at the end of flowing tentacles. Bellum's body resembles the head of an octorok, but in the shape of a large bell. He has a gaping toothed mouth at the top of his head, beneath which is a single terrifying eye.

Ambiguous Origins. Bellum is a sinister and malevolent creature with a voracious appetite for the fundamental life force of all living beings. Bellum's true origins and age are unknown, but Sheikah sages hypothesize that he is as old as the world itself. These mystics believe that when the goddess Farore created the life in Hyrule, Bellum also came into existence, as a counterbalance to what would have been the unchecked expansion of her creations.

As the eons dragged on, Bellum's hunger only grew. No longer content to simply wrest the life out of ordinary organisms, Bellum attempted to pursue Oshus, the Ocean King. He succeeded in capturing the whale-god and imprisoned him in the bottom of his own temple. Bellum kept him there for years, gradually and carefully sating his hunger by consuming Oshus' life force a little at a time.

Ghostly Harbinger. Though Oshus provided Bellum with nearly unlimited sustenance, he was unable to leave the temple for extended periods of time, lest his magical binding over Oshus weaken. As such, Bellum created a fabled "Ghost Ship" to scour the seas of the world in search of further souls for him to consume. Sailors have reported seeing the Ghost Ship and being nearly overcome with the urge to follow it, sometimes even hearing whispers on the ocean wind, promising them great treasure.

Life Force Channeling. Though Bellum derives sustenance from the life force he consumes, he can also channel and manipulate this energy to produce powerful phantoms that do his bidding. These phantoms are dangerous foes in their own right, often taking the form of armor-clad knights. These entities appear to be autonomous, but are in fact controlled entirely by Bellum and serve as his foot soldiers in the corporeal world, as Bellum often remains hidden.

Possession. In addition to Bellum's ability to consume a being's life force, he also has the power to dominate other creatures and bend them to his sinister ends. These creatures may be able to resist Bellum's possession if they are particularly strong-willed, but the average being will remain under Bellum's control unless severely wounded or freed by magical means.



BELLUM

Large aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 345 (30d12 + 150)
Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	17 (+3)	4 (-3)

Damage Immunities necrotic
Damage Vulnerabilities radiant
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages understands all languages but cannot speak
Challenge 18 (20,000 XP)

Tentacular Attacks. When one of Bellum's tentacles is being used to restrain a creature, it cannot be used to make a paddle attack. Bellum can choose to release a creature from restraint on his or another creature's turn at any time as a free action.

Actions

Multiattack. Bellum makes four paddle or grab attacks.

Paddle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (3d12 + 4) bludgeoning damage and the target must make a DC 16 Strength check. On a failed save, the target is pushed back 10 ft.

Grab. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Target must make a DC 20 Dexterity saving throw and is restrained (escape DC 16) on a failed save.

Legendary Actions

Bellum can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bellum regains spent legendary actions at the start of his turn.

Grab. Bellum uses Grab.

Summon Phantom (Costs 2 Actions). Bellum summons a single Darknut (Heavy) (*Legend of Zelda Monster Manual* p. 12) or two Phantom Riders (*Legend of Zelda Monster Manual* p. 45).

Possession (Costs 3 Actions). Bellum casts the spell "Dominate Person" as an 8th-level spell. A creature must make a DC 17 Wisdom saving throw to resist the spell's effect.

BLIND

Blind is a sinister denizen of the Dark World and leader of that realm's guild of thieves. Despite his name, Blind is not actually sightless. He does have an aversion to bright light, however he shares this trait with many other Dark World inhabitants. Rather, it would seem that his name was given to him due to the shrouded nature of his attacks. His opponents are said to effectively be blind when fighting him, as his propensity for stealth is unmatched among his compatriots. Though he appears humanoid and supposedly was once a Hylian himself, Blind's time in the Dark World has mutated his body into an nondescript and monstrous form.

A Dangerous Organization. Blind is the leader of a guild of thieves who reside in the Dark World. This guild has taken up residence beneath a large gargoyle statue in the Dark World's Village of Outcasts. This is a fitting location for Blind's base of operations, as it was said that he was originally a resident of Kakariko Village in the Light World, which rests on the same land in this parallel realm.

This guild operates much in the same manner as a similar organization that Blind founded during his time in the Light World. He and his henchmen rarely operate as assassins, but rather serve as thieves for either their own interests, or those of a wealthy patron. Blind was contracted by the wizard Agahnim to kidnap one of Hyrule's seven Maidens.

A Thief's Deception. In addition to being a master of the arts of stealth, Blind is also a master of disguise. He has the ability to alter his appearance in order to impersonate other humanoid creatures. He achieves this illusory transformation via magical means. His prowess in the schools of illusion and evocation are also readily apparent in his combat style. Though he will typically prefer to remain in the shadows and attack unsuspecting victims, or to lure them in close under the guise of a friend, when confronted, Blind will employ magical trickery and attacks in order to defeat his foes.

BLIND

Medium humanoid, lawful evil

Armor Class 16 (leather armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	17 (+3)	9 (-1)	8 (-1)

Skills Acrobatics +6, Deception +1, Perception +1, Sleight of Hand +6, Stealth +6
Senses darkvision 50 ft., passive Perception 9
Languages Common
Challenge 3 (700 XP)

Nimble Escape. Blind can take the Disengage or Hide action as a bonus action on each of his turns.

Actions

Multiattack. Blind makes three dagger attacks.

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

Blind Ray (Recharge 5-6). *Ranged Spell Attack:* +3 to hit, reach 20 ft., one target. *Hit:* 16 (3d8 + 3) lightning damage.

Heads of Blind. As a full round action, Blind can produce three hovering Blind Heads. These Heads remain until they are killed, or Blind dismisses them. Blind cannot perform any actions other than movement while the Blind Heads exist.

BLIND (HEAD)

Small abberation, chaotic evil

Armor Class 13
Hit Points 15 (7d4 - 2)
Speed fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	7 (-2)	17 (+3)	2 (-4)	4 (-3)

Senses passive Perception 6
Languages None
Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 2 (1d4 + 0) piercing damage

Fire Bolt. *Ranged Spell Attack:* +3 to hit, reach 120 ft., one target. *Hit:* 14 (2d10 + 3) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.





BONGO BONGO

Bongo Bongo is a twisted, deformed, and malicious spirit. Its true origins are unknown, but scholars theorize that its creation was in some way related to the ancient Sheikah splinter group that betrayed their oath to the Hylian royal family. This lost tribe of Sheikah committed such high treason that they were banished by both the Hylian royals and the other Sheikah following a bloody war. The fate of this lost tribe of Sheikah oath-breakers is unknown, though they may have found refuge in the Twilight Realm after their exile from Hyrule. There, the ages and magical energy of the Twilight Realm may have twisted them into the Twili race.

Though Hylian historians debate the ultimate fate of the Sheikah betrayers, there are myriad clear connections between Bongo Bongo and the Sheikah tribe that lend credence to this theory of association. The phantom's large central eye is reminiscent of the Sheikah's emblem, a stylized

spyglass with a single eye at its center. Additionally, Bongo Bongo is referred to in ancient texts as the "Phantom Shadow Beast". In ancient Hylian glyphic script the symbol for "Shadow" is often also used to refer to the Sheikah, which is the origin of their colloquial moniker of "Shadow Folk". Finally, though various sinister happenings throughout Hyrule are often attributed to Bongo Bongo's presence by Hylian mystics, the entity's true residence appears to be the Sheikah's Shadow Temple beneath Kakariko Village. The Village itself is purported to be the birthplace of the Sheikah tribe.

One legend of Hyrule is that Bongo Bongo was once the leader of the Sheikah traitors, and while his people were simply exiled following the ensuing conflict, their leader was instead mutilated and buried beneath the well in Kakariko village. Bongo Bongo's appearance, with its disembodied hands and bloodied neck, as though it suffered various brutal punishments, would appear to support this myth.

If indeed Bongo Bongo was once the leader of the treasonous Sheikah, this could also offer an alternative origin to the various torture chambers at the bottom of the Kakariko well. Though superstitions about the Sheikah claim that they once served as the Hylian royal family's enforcers, making use of these devices, it is instead possible that they were used in the torture and execution of Bongo Bongo when it was still a living being.

Bongo Bongo also has the ability to morph into shadows, a fabled skill of the ancient Sheikah people. If this theory is to be believed, then Bongo Bongo may be a manifestation of the Sheikah leader's evil intentions, twisted and mutated by the magical ramifications of breaking the tribe's sacred oath.

One other possible origin of Bongo Bongo may be that it is in fact a member of the Interlopers, an ancient race of magic users who attempted to invade the Sacred Realm and steal the Triforce. These Interlopers are also rumored to have been the ancestors of the Twili. The Twili Shadow Beasts also bear some resemblance to Bongo Bongo, in addition to being similarly named. Additionally, the Mirror of Twilight is known to have been used to bind certain interlopers to specific locations throughout Hyrule in a manner similar to Bongo Bongo's apparent incarceration in the Shadow Temple.

Two Hands, One Eye. Bongo Bongo's appearance is that of a twisted central body with a bloody neck and large central eye that takes up nearly all of the creature's "head". It also has two large disembodied hands (complete with bloodied wrist stumps) which float near the body. These hands can act independently of one another, or coordinate their attacks. The body of Bongo Bongo has the ability to become invisible at will, and will often do so, however if the hands are incapacitated, the body will become visible again. Other than this defensive mechanism, the body itself has few abilities, other than casting spells, and can only move short distances at a time. Bongo Bongo's spells can affect its hands, though these are treated as separate creatures. Bongo Bongo's hands, though dangerous, appear to be extremely susceptible to pain, and will become inert and incapacitated for short periods of time after taking damage.

BONGO BONGO

Huge monstrosity, chaotic evil

Armor Class 10 (natural armor)

Hit Points 152 (16d12 + 48)

Speed fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	17 (+3)	20 (+5)	20 (+5)	4 (-3)

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

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 6 (2,500 XP)

Invisibility. Bongo Bongo's body is invisible and will remain so at will as long as its hands are not incapacitated. While the magic making Bongo Bongo invisible can be dispelled, it can cast the spell at will.

Connection to Hands. If Bongo Bongo is killed, its hands are also immediately killed.

BONGO BONGO (HANDS)

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 92 (15d10 + 10)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	12 (+1)	2 (-4)	4 (-3)	3 (-4)

Senses passive Perception 7

Languages -

Challenge 6 (2,300 XP)

Incapacitated by Pain. Bongo Bongo's hands are incapable of functioning effectively after taking damage. Whenever they are made to lose hit points, the hands will retreat and will not attack on the next turn.

Actions

Sweep. *Melee Weapon Attack:* +9 to hit, range 20 ft., all targets in range. *Hit:* 10 (1d10 + 4) bludgeoning damage. If the targets are creatures, they must succeed on a DC 13 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 4) bludgeoning damage

Clap. *Melee Weapon Attack:* +8 to hit, reach 20 ft., all targets in range. *Hit:* 35 (5d10 + 8) bludgeoning damage **This uses the attack of both Bongo Bongo Hands**

Grab. *Melee Weapon Attack:* +3 to hit, reach 20 ft., one target. Target must make a DC 20 Strength check and is restrained on a failed save.

Innate Spellcasting. Bongo Bongo's innate spellcasting ability is Intelligence (Spell save DC 17). It can cast the following spells, requiring no components:

At-will: Invisibility

3/day: Hex, True Strike

1/day: Dominate Monster

Actions

Slam. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 13 (2d12 + 1) bludgeoning damage + 17 (3d10) necrotic damage.

Phantom Drumming. Bongo Bongo's hands strike the ground and create a wave of force (30 ft. radius from each hand). Each creature within this radius must succeed on a Constitution saving throw or take 5d6 force damage, be frightened, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't frightened or knocked prone. If Bongo Bongo takes this action, then its hands cannot take any action other than movement on their next turn.



BYRNE

Byrne is a servant of Chancellor Cole, a Hylian official who attempted to usurp Princess Zelda's rule of Hyrule. When he was younger, Byrne was an apprentice of Anjean, the guardian of the Tower of the Spirits. Although he was originally an agent of good, his lust for power (coupled with his feelings of abandonment by the good spirits he was pledged to protect) lead him down a dark path. Spurned by these spirits, he left the tower and began working with Chancellor Cole to resurrect the ancient demon Malladus, whom he believed would reward him with the power he sought.

A Talented Warrior. Byrne sought domination of others above all else. As he lacked any claim to such authority, he instead chose to focus on mastery of martial arts. He combines a nimble fighting style with the use of his signature claw weapon. This can be used as a sort of grappling hook device, as well as a dangerous damage-dealing weapon.

Offensive Magic. In addition to his martial skills, Byrne is also an accomplished sorcerer. He can use a variety of offensive magical techniques including energy based attacks. He uses this magic to both damage and incapacitate his enemies.

BYRNE

Medium humanoid, neutral evil

Armor Class 15 (leather armor)

Hit Points 104 (16d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+1)	12 (+1)	9 (-1)	13 (+1)

Skills Acrobatics +7, Arana + 4, Stealth +7

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Claw Shot Travel. As a full round action, Byrne can fire his clawshot 60 ft into any square to which he has a clear line of sight. He can then move into that square.

Grappler. Byrne has advantage on attack rolls against a creature he is grappling. He can use his action to try to pin a creature grappled by him. To do so, he makes another grapple check. If he succeeds, he and the target are both restrained until the grapple ends. Creatures that are one size larger than Byrne don't automatically succeed on checks to escape his grapple.

Mage Slayer. When a creature within 5 feet of Byrne casts a spell, he can use his reaction to make a melee weapon attack against that creature. When Byrne damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration. Byrne has advantage on saving throws against spells cast by creatures within 5 feet of him.

Actions

Slash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 23 (3d12 + 4) slashing damage.

Claw Shot. *Ranged Weapon Attack:* +6 to hit, reach 60 ft., one target. *Hit:* 12 (1d12 + 4) piercing damage. On a hit, the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled into an adjacent square to Byrne. If failed by more than 5, the target is thrown into any square within 20 feet of Byrne and takes an additional 10 (3d6) bludgeoning damage and is knocked prone. If Byrne misses, he can choose to move into an unoccupied space adjacent to the target.

Wave of Force. *Ranged Spell Attack:* +1 to hit, reach 30 ft., one target. *Hit:* 19 (4d8 + 1) lightning damage. On a hit, the target must make a DC 12 Constitution saving throw. On a failed save, the target is paralyzed for one round.

Cragma

Cragma

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 299 (24d12 + 144)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Saving Throws Con +10

Damage Vulnerabilities cold

Senses passive Perception 15

Languages -

Challenge 10 (5,900 XP)

Immutable Form. Cragma is immune to any spell or effect that would alter its form.

Actions

Multiattack. Cragma makes two smashing attacks.

Smash. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 28 (6d6 + 7) bludgeoning damage.

Flaming Boulder. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 13 (3d8) fire damage.

Cragma, also known as the Lava Lord, is the guardian of one of Hyrule's many fire temples. It is obviously an artificial construct of some sort, with a body made entirely out of rocks and magma. Its origins however are unknown. Nevertheless, the magic that created it is clearly powerful and long-lasting.

Despite its roughly humanoid upper body, Cragma cannot leave the pool of lava in which it resides. It does not appear to have legs, but it clearly has the ability to maneuver in lava like a normal creature swimming in water.

Magma Mobility. Cragma also appears to have some form of free will and takes the initiative to move from chamber to chamber throughout Hyrule's many volcanoes via subterranean lava flow tubes. Travelers in Hyrule's extensive cave systems must be weary of straying too close to any active lava flows, as Cragma has been rumored to appear without warning and attack without mercy.

Lethal Lava. In addition to the deadly torrential waves of lava for which Cragma is often the herald, it has several dangerous means of dispatching its enemies. Cragma will strike at any creature within range of its massive flailing arms. This is often any creature in combat with the monstrosity, as it mainly appears in confined spaces, and creates a large pool of lava when it appears, severely limiting stable footing for its opponents. For any creature that Cragma wishes to destroy that is beyond its reach, it has a seemingly inexhaustible supply of flaming meteoric rocks to throw.



DARK LINK

The origins of the realm of Hyrule are shrouded in mystery and legend. The many planes that have been discovered have established a vast multiverse filled with magical races, gods, and undying spirits. The forces of good and evil have manifested in various forms throughout the ages, locking the realm in a constant struggle. One such clash between order and chaos which is spoken of, albeit cryptically, in Hylian legend is that of the war between the goddesses that created the world, and a race of beings known as the Interlopers. Little is known about this race of sinister beings, and their influence on the world has clearly waned in modern times. Nevertheless, the ancient texts speak of a great leader who was a pure inversion of the reincarnation of Hyrule's Legendary Hero. This leader of the interlopers is therefore known as Dark Link.

Some believe that the Interlopers and the Sheikah tribe that betrayed the Royal family may be one and the same. Accordingly, both are often attributed as being the ancestors of the Twili. Regardless of their ultimate fate, their leader remains as a malicious spirit, and blight on Hyrule, to this day.

THE INTERLOPERS

"Among those living in the light, interlopers who excelled at magic appeared. Wielding powerful sorcery, they tried to establish dominion over the Sacred Realm. It was then that the goddesses ordered us three light spirits to intervene. We sealed away the great magic those individuals had mastered."

- Lanayru, Light Spirit



DARK LINK

Medium fiend, chaotic evil

Armor Class 17 (chain mail, shield)

Hit Points 181 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +11, Wis +8, Cha +7

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Damage Vulnerabilities radiant

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common

Challenge 10 (7,000 XP)

Evasive Footwork. When he moves, Dark Link can add 3 to his AC until he stops moving.

Lunging Attack. When he makes a melee weapon attack on his turn, Dark Link can attempt a DC 18 Dexterity check to increase his reach on that attack by 5 feet.

Magic Resistance. Dark Link has advantage on saving throws against spells and other magical effects.

Reactive. Dark Link can take two reactions in a single round.

Shadow Step. Dark Link has the ability to step from one shadow to another. When he is in dim light or darkness, as a bonus action, he can teleport up to 60 feet to an unoccupied space he can see that is also in dim light or darkness. He then has advantage on the first melee attack he makes before the end of the turn.

Spellcasting. Dark Link is a 17th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following spells prepared:

1st level (4 slots): *command*, *compelled duel*, *true strike*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

Actions

Multiattack. Dark Link makes three longsword attacks.

Shadow Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 18 (4d8) necrotic damage.

Reactions

Parry. Dark Link adds 6 to his AC against one melee attack that would hit him. To do so, Dark Link must see the attacker and be wielding a melee weapon.

Riposte. When a creature misses Dark Link with a melee attack, he can make a melee weapon attack against that creature.





DEMISE

Demise is the physical manifestation of evil. Like Bellum, he has existed since the creation of the universe. Demise seeks destruction of the forces of good and light, and the creation of a world of darkness. When the world was still young, Demise did battle with the goddesses for control of the triforce, the sacred realm, and Hyrule, but was defeated. He was sealed inside a corporeal form known as the Imprisoned. Demise himself was only ever resurrected once, by his living, sentient sword, Ghirahim. Hylian ancient texts claim that he was defeated by the legendary hero in a battle that also forged the Sword of Evil's Bane, also known as the Master Sword. During these events, some of Demise's evil was absorbed by the Master Sword, creating an imperfection in its design, that would inhibit its true power for generations to come.

Demise, Reincarnate. While Demise himself only reappeared once (during the time of the Goddess) his malevolence has persisted throughout the ages. After his defeat at the hands of the original legendary hero, Demise placed a curse on the world, that is responsible for the appearance of Ganon and other villains and calamities that have plagued Hyrule.

THE ORIGINS OF EVIL

"This eternal being has conquered time itself. It is the source of all monsters. According to tales passed down through generations, it appears differently in each epoch and to each person who lays eyes on it.

It is clear that Skyward Strikes cannot be called down to your sword because this place is under the magical influence of Demise. Attacks using Skyward Strike energy will not be possible here.

It is highly probable that the only weapon capable of wounding Demise is the Master Sword itself. No other weapon can affect it.

The probability that a single, standard attack of yours will injure Demise, Master, is exactly 0%."

- Fi

The First Battle. When the Golden Goddesses departed from the world, they entrusted their ultimate power, the Triforce, in the hands of Hylia to protect it. However, Demise, wanting to make the world his own, gathered an army of monsters and together launched an attack against the people of the surface, murdering them and causing misfortunes all just to get their hands on the power guarded by Hylia.

The Seal. To prevent the great power from falling into the hands of Demise, Hylia and the five tribes who lived on the surface joined forces and sealed away Demise, restoring peace to the land. Due to the seal placed upon him, he assumed the monstrous form of The Imprisoned, and remained sealed beneath a massive stone at the center of the world that would later become the realm of Hyrule.

Resurrection. Ghirahim, who was actually Demise's sword, pursued princess Zelda to steal her soul and thus resurrect his Master. Meanwhile, Demise attempted to break free of his seal by his own means, but was consistently repelled and re-sealed beneath the Sealed Grounds through the efforts of the first Legendary Hero and his compatriots.

Final Defeat. Through Ghirahim's machinations, Demise was resurrected. As a thanks for his service, Demise annihilated Ghirahim and transformed him once again into his blade. He then engaged in direct combat with The Legendary Hero. Only after fusing the Sword of the Goddess with powerful enchantments provided by the three Golden Goddesses was the hero able to create the Master Sword. He used this sword to defeat Demise once and for all.

The Beginning of the Cyle. After Demise's defeat, he used his dying moments to pour a piece of his soul into the Master Sword, thus binding it to the coporeal realm. This created the unending cycle of good and evil battling one another through eternity. Demise cursed the world, promising that an incarnation of his hatred would always be reborn as a being to ursue domination of the world. In response, the goddess Hylia blessed the blood of the Hero, allowing all of his descendents to be imbued with his spirit so that they might fight always combat the evil.

DEMISE

Large celestial, chaotic evil

Armor Class 19 (stoneskin)
Hit Points 473 (35d12 + 245)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed

Damage Vulnerabilities lightning, radiant

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Common, Infernal, and Primordial

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If Demise fails a saving throw, he can choose to succeed instead.

Spellcasting. Demise is a 20th-level spellcaster. His spellcasting ability is Intelligence (DC 20, +14 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *Mage Hand*, *Prestidigitation*, *Shocking Grasp*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Shield*, *Thunderwave*

2nd level (3 slots): *Detect Thoughts*, *Darkness*, *Flaming Sphere*, *Levitate*,

3rd level (3 slots): *Animate Dead*, *Counterspell*, *Dispel Magic*, *Lightning Bolt*

4th level (3 slots): *Blight*, *Dimension Door*

5th level (3 slots): *Cloudkill*, *Dominate Person*, *Telekinesis*, *Wall of Force*

6th level (1 slot): *Disintegrate*, *Globe of Invulnerability*

7th level (1 slot): *Finger of Death*, *Plane Shift*

8th level (1 slot): *Dominate Monster*, *Power Word Stun*

9th level (1 slot): *Power Word Kill*, *Meteor Storm*

Actions

Multiaattack. Demise makes three attacks with his Blade of Darkness.

Blade of Darkness. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit* 32 (4d6 + 18) slashing damage plus 27 (6d8) necrotic damage.

Enslave. Demise targets one creature he can see within 30 feet of him. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by Demise until Demise dies or until he is on a different plane of existence from the target. The charmed target is under Demise's control and can't take reactions, and Demise and the target can communicate telepathically with each other over any distance. Whenever the target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from Demise.

Lightning Storm. Demise magically creates three bolts of lightning, each of which can strike a target Demise can see within 120 feet of him. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Demise can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Demise regains spent legendary actions at the start of his turn.

Enslave. Demise uses Enslave.

Lightning Storm (Costs 2 Actions). Demise uses Lightning Storm.

Psychic Drain (Costs 2 Actions). One creature charmed by Demise takes 10 (3d6) psychic damage, and Demise regains hit points equal to the damage the creature takes.



DIABABA

Diababa is a monstrous plant creature, magically imbued a small degree of sentience. It has paired this minor agency with a far superior strength and an unrivaled and voracious hunger. As a carnivorous plant, Diababa is capable of deriving sustenance from both its deep roots and each of its several gaping, drooling maws. Although each of its mouths is capable of acting with a degree of independence, they are all clearly coordinated by the creature's largest, central head.

"THOSE THINGS LOOK LIKE IDIOTS WITH THEIR MOUTHS OPEN LIKE THAT..."

To think that there was a monster lurking deep inside the temple... These things will gobble up a little guy like you in one bite! If you don't want that to happen, you'd better keep your guard up!"

- Midna

This head is positioned on a powerful segmented neck, attached to the creature's "body", a bulbous and tuberous structure. The peripheral mouths are also attached to this structure, along with the creature's many vine-like roots.

Interloper Inception. Diababa bears a strong resemblance to the common Deku Baba. It is likely that the magic that created it did not summon it into existence from nothingness, but rather that it mutated already extant Deku Babas. At Diababa's core is a Fused Shadow, this is a powerful artifact created by the legendary Interlopers during their war with the Goddess Hylia's Light Spirits. These artifacts contain the tremendous power of the Light Spirits and allow that power to be channeled into powerful attacks, impenetrable barriers, or mystifying enchantments. The Fused Shadow at its core clearly indicates that Diababa was created by the Interlopers, however whether this was by design, or simply a coincidence of the mutating magical energy of the Fused Shadow itself acting on an ordinary Deku Baba is unknown.

Multiple Heads. The Diababa primarily bites with its large central head, and uses its two smaller heads to slam into enemies. The smaller heads however are also routinely used to consume felled prey. They are also regularly used to snare their prey and hold them in place so that the larger head might bite and poison them.

DIABABA

Huge plant, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances cold, lightning
Condition Immunities blinded, deafened, exhaustion
Damage Vulnerabilities fire
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 5 (1,800 XP)

False Appearance. While the Diababa remains motionless, it is indistinguishable from a normal plant.

Actions

Multiattack. Diababa makes a biting attack and two slam attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 2d4 poison damage on each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself as a success.

Slam. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. Diababa engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe and it must succeed on a DC 14 Constitution saving throw at the start of each of Diababa's turns or take 13 (2d8 + 4) bludgeoning damage. Diababa can have two creatures engulfed at a time, one creature with each small head, but cannot perform slam attacks with the engulfing head.

DODONGO (KING)

The King Dodongo is a massive reptilian beast. It lives in Hyrule's extensive subterranean cavern systems. Its thick hide incorporates solid rock and valuable gems and minerals, making the King Dodongo as valuable game as it is dangerous. This alpha male Dodongo is significantly larger than its smaller, common counterparts. It is selected from the general population through fierce combat, and when chosen, special chemicals are expressed throughout its body that causes it to grow extra hind legs.

Beasts, or Gods? King Dodongos are worshipped and respected by the Gorons. They are seen as almost mythical creatures. Their legendary beast is renowned for its ferocity, heartiness, and extreme ill temper. However, some Goron naturalists have theorized that the King Dodongo is less fierce predator, and more of a nurturing parent figure. In fact, it is believed by some in the Goron community that the "King" Dodongo may in fact be female, displaying similarly fierce defenses of its young to other matriarchal animals.

KING DODONGO

Large beast, unaligned

Armor Class 20 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft., 80 ft. (roll), burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Con +9

Perception +8

Damage Resistances bludgeoning, slashing, and piercing damage from nonmagical attacks

Damage Immunities fire

Senses blindsight 30 ft., darkvision 80 ft., passive Perception 18

Languages -

Challenge 10 (6,000 XP)

False Appearance. While the King Dodongo remains motionless, it is indistinguishable from a normal pile of boulders.

Burrow. The King Dodongo can burrow under ground and move through dirt as it would through air.

Roll. As a full round action, the King Dodongo makes a rolling move action in a straight line into any unoccupied space within range. Any creature in this line must make a DC 15 Dexterity saving throw, taking 20 (3d12) bludgeoning damage on a failed save or no damage on a successful one.

Actions

Multiattack. The King Dodongo makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The King Dodongo exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



DREADFUSE AND SCERVO

Remnants of the world's technologically advanced origins litter Hyrule. Decaying artifacts, pieces of rusted mechanical equipment, and Ancient buried runes and glyphs found by Hylian archeologists all indicate that a race of highly advanced creatures once roamed the land that would become Hyrule. Centuries prior to the resurrection of Demise, the ancient surface dwellers employed a race of robots to cater to their world. This time predates even Demise's original assault on the realm that prompted the Goddess Hylia to raise the Hylians into the sky to protect them. The robots, left behind with no more masters, unified the remaining races to seal Demise. Since then, they have fallen into decay, and their remains litter the Lanayru desert and the ancient Mining Facility at the desert's center.

There were several models of robot, including the LD-301 series which wore three-pronged helmets, prized by Hylian antiquity collectors. They appeared to have had independent hand units that were connected to a central core body by way of an electromagnetic field.

Though these robots have all but vanished, there are two notable exceptions. They are the robot army generals Dreadfuse and Scervo. Part of the LD-00 series of combat robots, Scervo and Dreadfuse resemble large pirate-like humanoids. Though they have mostly maintained their physical form and combat abilities, their central processing units would seem to have decayed, likely due to the incorporation of waning magical elements or even possible organic components. As such, Dreadfuse and Scervo remain active in the Lanayru Desert, continuing to fight a war that has all but been forgotten by Hyrule's modern inhabitants.



Dreadfuse

Scervo

DREADFUSE

Medium construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	8 (-1)	12 (+1)	5 (-3)

Damage Immunities lightning, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Vulnerabilities cold

Skills Acrobatics +7

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages -

Challenge 3 (700 XP)

Electrical Shield. When hit with a melee attack, Dreadfuse's electrical shield deals 7 (2d6) lightning damage to the attacking creature.

False Appearance. While Dreadfuse remains motionless, it is indistinguishable from an inanimate statue.

Sweeping Attack. When Dreadfuse hits a creature with a melee weapon attack, it can attempt to damage another creature with the same attack within 5 feet of the original target and within Dreadfuse's reach. If the original attack roll would hit the second creature, it takes damage equal to that of the original attack.

Sentinel. When Dreadfuse hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet of Dreadfuse provoke opportunity attacks even if they take the Disengage action before leaving its reach. When a creature within 5 feet of Dreadfuse makes an attack against a target other than Scervo, Scervo can use its reaction to make a melee weapon attack against the attacking creature.

Actions

Multiattack. Dreadfuse makes two hook attacks.

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

SCERVO

Medium construct, lawful evil

Armor Class 13 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	12 (+1)	8 (-1)	5 (-3)

Damage Immunities lightning, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Vulnerabilities cold

Skills Athletics +7

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 3 (700 XP)

Electrical Shield. When hit with a melee attack, Scervo's electrical shield deals 7 (2d6) lightning damage to the attacking creature.

False Appearance. While Scervo remains motionless, it is indistinguishable from an inanimate statue.

Lunging Attack. When Scervo makes a melee weapon attack on his turn he can make a DC 15 Dexterity check to increase his reach on that attack by 5 feet.

Sentinel. When Scervo hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet of Scervo provoke opportunity attacks even if they take the Disengage action before leaving its reach. When a creature within 5 feet of Scervo makes an attack against a target other than Scervo, Scervo can use its reaction to make a melee weapon attack against the attacking creature.

Backup Sword. If Scervo is disarmed during combat, he can draw a second Electric Sword and use it.

Actions

Electric Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage plus 14 (3d8) lightning damage.

Eox



The Cobble Kingdom. Though nearly all of the known world is under the dominion of the Kingdom of Hyrule (or one of its friendly neighboring civilizations) there were once many more disparate realms of humanoids that would later become the Hylians. One such ancient civilization was known as the Cobble Kingdom, which mysteriously vanished centuries ago, even before the Time of the Goddess.

Ambiguous Descendants. The Cobble people may have in fact been ancient humans, and not Hylian ancestors, as was evidenced by their advanced level of engineering skill. Myths surrounding their civilization however do also make reference to the forces of magic that were at work on their island home, perhaps implying that they were indeed ancient Hylians.

The Four Knights. The patriarch of the Kingdom, King Mutoh, anointed four mighty warriors to defend his land. These Four Knights of the Cobble Kingdom were named Brent, Bremeur, Doylan, and Max. These knights swore an oath to defend their king and their realm, that persisted even after death. They exhibited a unique ability of the Cobble people in that they were able to project their spirits into the world around them as ghosts. Even though their bodies have long since decayed, the knight's ghosts remain in Mutoh's Temple, beneath the Island of Ruins where the Cobble Kingdom once stood.

The Legendary Eox. The Eox is an ancient and wondrous construct that rests at the bottom of King Mutoh's Temple in the Cobble Kingdom. Eox is at least as old as the Cobble Kingdom itself, and its original purpose is unknown, though it was clearly created as either a powerful champion, or a vigilant defender of the inhabitants of that land. What relationship it has to the Four Knights is currently unknown, but one theory, popular among Hylian archeologists, is that the Eox itself was the reason for the downfall of the Cobble Kingdom. Some evidence suggests that the Eox was uncontrollable by King Mutoh and his engineers, and that it wrought havoc across the small island nation. The Four Knights perished in combatting the terrible golem, which would explain why their ghosts remain, haunting the Temple in which they were theoretically able to imprison the Eox.

Slow, But Deadly. It appears to be a vaguely humanoid machine, though unlike the ancient Hylian robots which were built of metal, Eox has a wooden internal framework that is protected by several layers of thick stone on the outside. This stone skin appears to be fastened to its skeletal structure by large red pitons that are also stress points of the construct's design. Though lumbering, Eox's head can rotate in a complete circle, giving it the ability to fire its large siege bolt at any target around it within range. Other than this limited ranged attack, Eox also makes proficient use of its massive limbs to stomp and pound its enemies into the ground.

Magical Origins. Though made of stone, Eox does share one quality with its ancient Hylian mechanoid counterparts. At the time of its construction, it was obviously imbued with a powerful magical life force at its core. This allows the Eox to perform limited magical attacks. Notably, when making melee attacks with its hands, it can also generate a powerful shockwave that hits all enemies near wherever it strikes the ground. This makes the Eox particularly deadly, even if it were to be fought by a large group.

Eox

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	20 (+5)	2 (-4)	7 (-2)	1 (-5)

Damage Immunities poison, psychic; piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 8

Languages -

Challenge 9 (5,500 XP)

Immutable Form. Eox is immune to any spell or effect that would alter its form.

Magic Resistance. Eox has advantage on saving throws against spells and other magical effects.

Actions

Mouth Bolt. *Ranged Weapon Attack:* 60/120 ft., one target. *Hit:* 11 (1d12 + 4) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Pound. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) bludgeoning damage plus 10 (4d4) force damage to all targets in a 20 ft sphere of the target.



FYRUS

The Fyrus is the twisted and mutated form of a powerful Goron champion. It bears a vague resemblance to an oversized Goron, except its skin appears to be cracked and super-heated, bristling with flames. The normally cheery face of the Goron that has been transformed into the Fyrus is replaced with a black void from which two glowing eyes stare piercingly at its enemy.

Magical Corruption. The first recorded occurrence of a Fyrus was when the Goron patriarch Darbus was exposed to a Fused Shadow of the Twilight realm. Upon touching the shadow, its dark power corrupted his mind, and he took on a strange, menacing, and violent new form. His aggression prompted the team of warriors he had been leading to chain him up and lock him away deep in the mines they were exploring. Though this instance saw Darbus turned into the Fyrus abomination by touching a Fused Shadow, it is believed that any Goron of sufficient strength, who comes in contact with any sufficiently evil artifact, might be able to be corrupted and turned into a Fyrus.

Breaking the Curse. If a Fyrus is relatively young, and its Goron host is powerful enough, it is possible to break the curse that created the Fyrus.

FYRUS

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 173 (15d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	9 (-1)	6 (-2)	8 (-1)

Saving Throws Dex +4, Con +10

Skills Athletics +11

Damage Immunities fire

Damage Vulnerabilities cold

Senses passive Perception 13

Languages -

Challenge 7 (3,500 XP)

Breaking the Curse. If a Fyrus begins its turn with 10 or fewer hit points the Goron host can make a DC 16 Constitution saving throw to attempt to resist the curse that traps it inside the Fyrus. Additionally, a creature can attempt to dispel the curse using the *dispel magic* spell (DC 22).

Actions

Flame Chain. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 28 (6d6 + 7) bludgeoning damage plus 14 (3d8) fire damage

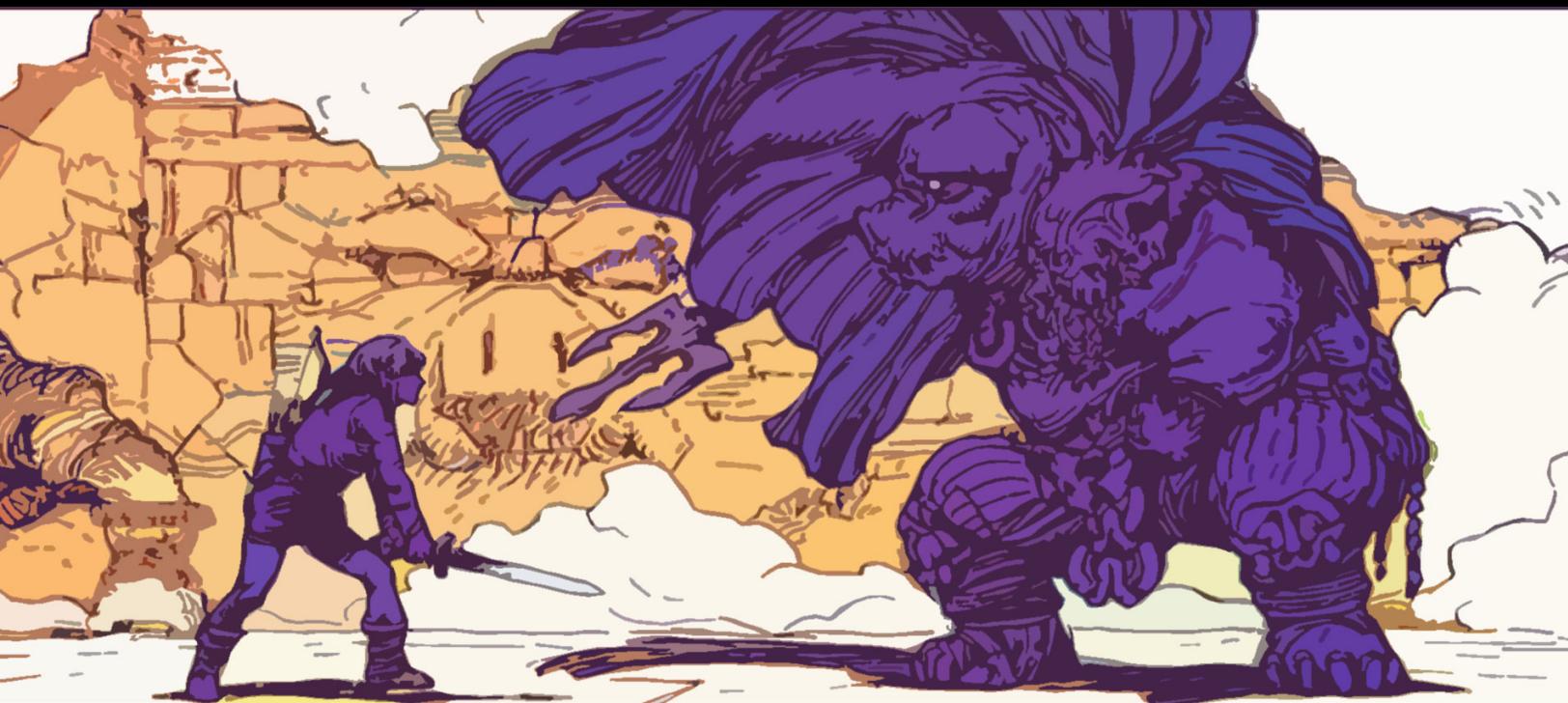
Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit* 29 (4d10 + 7) bludgeoning damage.



GANON, THE KING OF EVIL

Following the defeat of the original great evil, Demise, a curse was placed on the world. This curse began an eternal cycle of conflict between Demise's forces of evil, and the Goddesses' forces of good. Though Demise himself had been defeated, the evil that created him remained, and permeated all of time. This evil force has repeatedly generated an incarnation of Demise to wreak havoc upon the world until defeated by the living descendent of the original Legendary Hero. Though this reincarnation has taken on many forms throughout the eons, its most common is that of a being known as Ganon, also known as "The Great King of Evil", or "The Dark Lord".

Many Forms and Many Names. Ganon has taken on many forms throughout the ages. These forms range from a humanoid male, often hailing from the Gerudo tribe of the Hylian desert to a hideous and monstrous beast that shares many porcine features with Hyrule's native Blinoid species. The reincarnation of Demise sometimes seems to have the ability to transform between his two forms at will. The beast form of Ganon is an imposing figure. In addition to his increased strength while in this form, he is still capable of wielding dangerous martial weapons. The humanoid form of Ganon is often referred to as Ganondorf, Mandrag Ganon (Ganon of the Enchanted Thieves), Ganondorf Dragmire, or the King of Thieves (in honor of his Gerudo heritage). While in this form, he is able to blend in to Hylian society, despite being a rare male Gerudo. Though still capable of impressive physical feats while in his humanoid form, Ganondorf is also an accomplished sorcerer. He uses sinister and evil magic to both dominate and corrupt the innocent and good, and to attack and annihilate his enemies.



Army of Evil. Though Ganon himself is a deadly and powerful warrior, his various reincarnations often use magical means to recruit massive armies to carry out his evil plans. These typically consist of hordes of various Blinoid species including Moblins, Bulblins, and Bokoblins. Additionally, Ganon has been known to create his own armies comprised of Stalfok and various other magically constructed creatures like Darknuts and Iron Knuckles. Regardless of its origins, whether by control of native species or magical creation, Ganon's armies have repeatedly ravaged Hyrule and proven to be a consistent danger for the good Hylian people, as well as the various reincarnations of the Legendary Hero.

Evil, Reincarnate. Though Ganon himself is a reincarnation of the same natural evil that was Demise, the various incarnations themselves have been known to have been sealed away and resurrected throughout the ages. Though there have clearly been many different versions of Ganon in the centuries following the final defeat of Demise, some occurrences of this persistent spirit have been one and the same. In attempts to break the cycle of conflict, some incarnations of the Legendary Hero along with the help of their respective Hylian Princess Zelda, powerful Sages, and even the Goddesses themselves, have managed to seal Ganon away. The location of the seal has varied. Some attempts have included the Twilight Realm, and even the Sacred Realm itself. This seal has only proven to be partially effective however, and whichever incarnation of Ganon was trapped behind it has always managed to find a way of escaping, to once again threaten Hyrule, and the world. This escape is often abetted by a willing servant, just as Demise was resurrected by Ghirahim. These servants include the Twili, Zant, and the Hylian wizard Agahnim.



GANONDORF DRAGMIRE

Medium humanoid, lawful evil

Armor Class 18

Hit Points 262 (25d10 +125)

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Str +11, Dex +10, Con +11, Int +10, Wis +9, Cha +10

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Abyssal

Challenge 16 (17,000 XP)

Legendary Resistance (3/Day). If Ganondorf fails a saving throw, he can choose to succeed instead.

Spellcasting. Ganondorf is a 17th-level spellcaster. His spellcasting ability is Charisma (DC 18, +10 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *ray of sickness*, *shield*, *unseen servant*

2nd level (4 slots): *crown of madness*, *darkness*, *detect thoughts*, *levitate*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *hypnotic pattern*, *dispel magic*, *major image*, *slow*

4th level (3 slots): *arcane eye*, *banishment*, *blight*, *dimension door*

5th level (2 slot): *animate objects*, *dominate person*, *scrying*

6th level (1 slot): *arcane gate*, *disintegrate*, *mass suggestion*, *programmed illusion*

7th level (1 slot): *finger of death*, *plane shift*, *symbol*

8th level (1 slot): *dominate monster*, *power word stun*, *telepathy*

Actions

Multiattack. Ganondorf makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 5)

Orb of Force. *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* 32 (8d6 + 4) force damage and the target may make a DC 16 Dexterity saving throw if armed with a melee weapon. On a successful save, the target takes no damage, and the orb is reflected back at Ganondorf who then may make a DC 18 Dexterity saving throw to reflect the orb back towards the target. This continues, adding 2 to the saving throw DC on each success, until either Ganondorf or the target fails the saving throw. On a failed save, either Ganondorf or the target takes the damage.

Legendary Actions

Ganondorf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ganondorf regains spent legendary actions at the start of his turn.

Summon Allies. Roll 1d20 and Ganondorf summons any creature(s) from the Wizzrobe summon table (*Legend of Zelda Monster Manual p. 63*). This action cannot be used again until all creatures summoned this way have been killed.

Multi-Orb of Force. (Costs 2 Actions). Ganon casts Orb of Force on all targets within range. The saving throw to reflect the orb is a DC 20 Dexterity saving throw for each target. On a failed save, the target takes the damage, but Ganon does not have the opportunity to reflect the Orb on a successful one.

Transformation. If Ganondorf ends a turn with fewer than 15 hit points, he can transform into Ganon, King of Evil. He regains all lost hit points, legendary actions, and spell slots, and any condition effects are ended.

GANON, KING OF EVIL

Huge fiend, chaotic evil

Armor Class 18 (natural armor, dual wielder)

Hit Points 350 (28d12 + 210)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	22 (+6)	11 (+0)	16 (+3)	7 (-2)

Saving Throws Str +16, Con +13, Wis +10

Condition Immunities charmed, frightened

Damage Vulnerabilities radiant

Senses passive Perception 13

Languages understands common and abyssal but cannot speak

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If Ganondorf fails a saving throw, he can choose to succeed instead.

Spellcasting. Ganon is an 18th-level spellcaster. His spellcasting ability is Wisdom (DC 17, +10 to hit with spell attacks). He has the following spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (2 slots): *banishment*, *staggering smite*

5th level (1 slot): *destructive wave* (thunder)

Dual Wielder. Ganon wields two greatswords and can use a bonus action to make a second attack on his turn. While wielding both greatswords, Ganon gains a +1 to AC. He can draw or stow his greatswords as though they were one weapon.

Two Weapon Fighting. Ganon can add his Strength to the damage of his second attack.

Returning Trident. After Ganon makes a Great Trident attack, he can recall his Great Trident as a bonus action if the Great Trident is unrestrained and if Ganon can see it.

Actions

Multiattack. Ganon makes four greatsword attacks.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

Great Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 40/80 ft., one target. *Hit:* 12 (3d6 + 1) piercing damage.



Legendary Actions

Ganon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ganon regains spent legendary actions at the start of his turn.

Great Trident. If he is wielding the Great Trident, Ganon can make a Great Trident attack.

Summon Allies. Roll 1d20 and Ganon summons any creature(s) from the Wizzrobe summon table (*Legend of Zelda Monster Manual* p. 63). This action cannot be used again until all creatures summoned this way have been killed.

Frightening Gaze (Costs 2 Actions). Ganon fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself as a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Ganon's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of Ganon must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

GHIRAHIM

Ghirahim was the lord of the demons that were released upon the Surface during the Time of the Goddess. In a preemptive attempt to thwart the efforts of the Hero of the Sky and the lady Zelda of the Skyloft, Ghirahim sent a powerful tornado to knock the duo off of their loftwing companions. After the heroes survived this assassination attempt, Ghirahim tried to capture Zelda in order to harness her magical abilities towards the resurrection of his master, Demise. He was stopped by the Hero of the Sky, and set about plotting to further advance his sinister agenda.

Throughout his campaign, Ghirahim repeatedly summoned dangerous monsters and demons to do his bidding, including Scaldera and Koloktos. After his machinations were rebuffed time and again by the Hero and Zelda, Ghirahim was eventually successful in carrying out his plan. He revealed his true nature as the living embodiment of Demise's ancient sword and once again battling the Hero of the sky, succeeding in capturing Zelda's soul. He used the energy of her life force to finally resurrect Demise, and was rewarded for his dutiful service by being annihilated by the Evil one himself, and turned back into his original form as a weapon.



GHIRAHIM

Medium fiend, chaotic evil

Armor Class 16 (leather armor)

Hit Points 137 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	18 (+4)	14 (+2)	23 (+6)

Saving Throws Dex +10, Int +10, Cha +12

Condition Immunities charmed, frightened, paralyzed

Senses truesight 80 ft., passive Perception 12

Languages Abyssal, Celestial, Common, Infernal, and Primordial

Challenge 13 (10,000 XP)

Spellcasting. Ghirahim is a 16th-level spellcaster. His spellcasting ability is Charisma (DC 20, +14 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *blade ward, dancing lights, light, message, minor illusion, true strike, vicious mockery*

1st level (4 slots): *bane, charm person, cure wounds, disguise self, dissonant whispers, sleep*

2nd level (4 slots): *cloud of daggers, crown of madness, detect thoughts, enthrall, hold person, invisibility, magic mouth, phantasmal force, shatter, suggestion*

3rd level (3 slots): *dispel magic, fear, hypnotic pattern, speak with dead*

4th level (3 slots): *compulsion, confusion, hallucinatory terrain, locate creature*

5th level (2 slots): *dominate person, dream, hold monster, mislead, planar binding, scrying, teleportation circle*

6th level (1 slot): *mass suggestion, programmed illusion, true seeing*

7th level (1 slot): *project image, regenerate, teleport*

8th level (1 slot): *dominate monster, feebleshield, power word stun*

Alert. Ghirahim gains a +5 bonus to initiative. He can't be surprised while he is conscious. Other creatures don't gain advantage on attack rolls against him as a result of being hidden from him.

Sharpshooter. Attacking at long range doesn't impose disadvantage on his ranged weapon attack rolls. His ranged attacks ignore half cover and three-quarters cover. Before he makes an attack with his daggers, he can take a -5 penalty to the attack roll. If the attack hits, he adds +10 to the attack's damage.

Actions

Multiattack. Ghirahim makes four dagger attacks.

Demonic Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Demonic Daggers. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

GLEEOK

The Gleeok is a powerful beast found in both the seas and subterranean caverns of Hyrule. It resembles a large dragon or sea serpent possessing multiple heads. There appear to be many Gleeoks in the world, though they are extremely rare. Sailors and dungeoneers alike have reported encounters with Gleeoks but have been inconsistent on the number of heads the beast has. Though there are myths of a fabled one-headed Gleeok that stretch back eons, confirmed sightings have only reported Gleeoks with either two or three heads. Though the heads are both connected to a single body, the Gleeok can survive the destruction of any one or two heads, persisting on in battle until its final head is destroyed.

GLEEOK

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	3 (-4)	9 (-1)	5 (-3)

Saving Throws Str +11, Con +10

Damage Immunities piercing from nonmagical attacks

Condition Immunities paralyzed

Damage Vulnerabilities lightning

Senses passive Perception 9

Languages -

Challenge 11 (7,300 XP)

Amphibious. The gleeok can breathe air and water.

Siege Monster. The gleeok deals double damage to objects and structures.

Multiple Heads. The gleeok has two or three heads. While it has more than one head, the gleeok has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the gleeok takes damage equal to its hitpoints divided by the number of heads it has, one of its heads dies. If all its heads die, the gleeok dies.

Reactive Heads. For each head the gleeok has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the gleeok sleeps, at least one of its heads is awake.

Actions

Multiattack. The gleeok makes a number of biting attacks equal to the number of heads it has.

Bite. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, and the target is grappled (escape DC 16). If the target is a Large or smaller creature grappled by the gleeok, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the gleeok, and it takes 7 (2d6) acid damage at the start of each of the gleeok's turns.

If the gleeok takes 20 damage or more on a single turn from a creature inside it, the gleeok must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the gleeok. If the gleeok dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Cold Breath (Recharge 5-6). The gleeok exhales an icy blast of hail in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 56 (16d6) cold damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5-6). The gleeok exhales fire in a 20-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.





QUEEN GOHMA

Queen Gohma is a large, armored, parasitic arthropod. It has a several dangerous and varied appendages that protrude from its soft main body. It is primarily characterized by a large central eye. Though Gohma herself is a dangerous monster, she is made all the more threatening due to her ability to produce large numbers of spawns that can overwhelm even skilled warriors.

GOHMA LARVA

Small beast, unaligned

Armor Class 11
Hit Points 5 (2d4 + 0)
Speed hop 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	2 (-4)	6 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 0 (5 XP)

Leaping Movement. Moving through nonmagical difficult terrain costs the larva no extra movement. The larva has advantage on saving throws against plants that are magically created or manipulated to impede movement.

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

Actions

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (2d4 - 2) bludgeoning damage.

QUEEN GOHMA

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	7 (-2)	13 (+1)	5 (-3)

Skills Stealth +8
Senses blindsight 25 ft., darkvision 60 ft., passive Perception 11
Languages -
Challenge 6 (2,300 XP)

Reactive. Gohma can take two reactions per turn.

Spider Climb. Gohma can climb difficult surface, including upside down on ceilings, without need to make an ability check.

Web Sense. While in contact with a web, Gohma knows the exact location of any other creature in contact with the same web.

Web Walker. Gohma ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 6) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

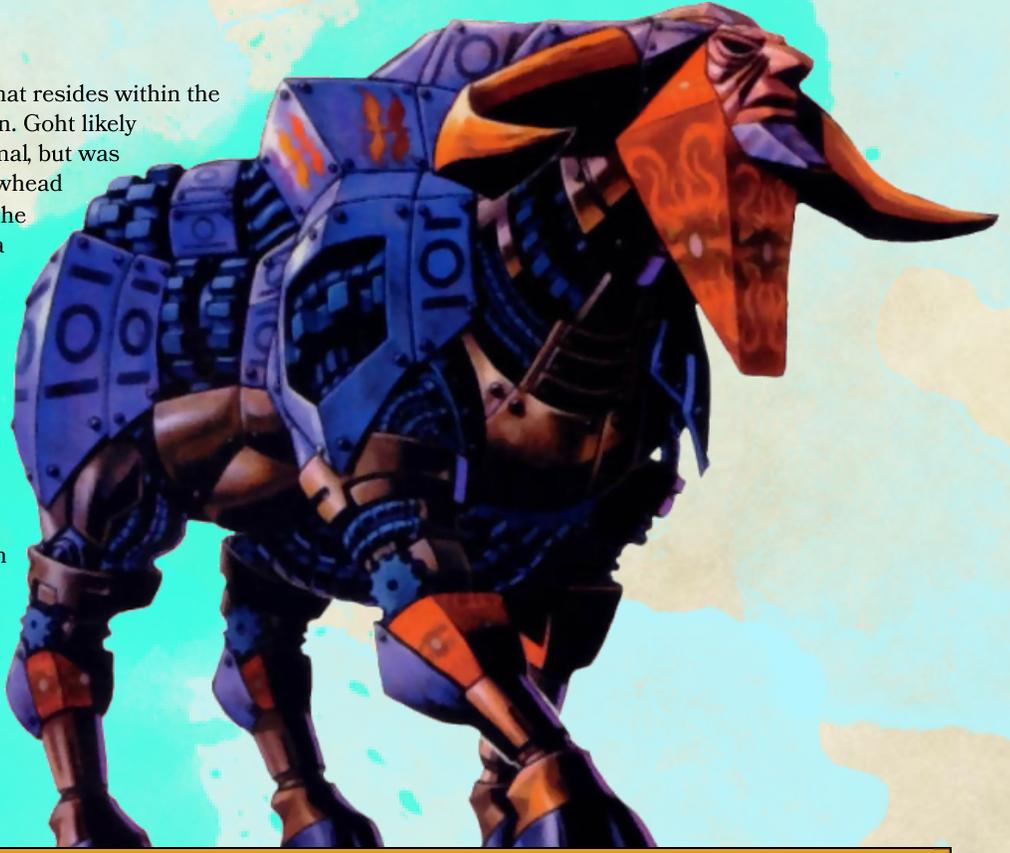
Disengage. After being hit, Gohma can take the Disengage action.

Produce Larvae. After being hit, Gohma produces 4 (2d4) larvae in any unoccupied space within 10 ft. of Gohma.

GOHT

Goht is the twisted spirit of a creature that resides within the Snowhead Temple in the Termina region. Goht likely originated as some form of common animal, but was fused with the trapped spirit of the Snowhead Giant by Skull Kid. The raging spirit of the giant mutated the benign creature into a fearsome monster that became frozen deep within the temple.

Goht remained frozen there until discovered by the Hero of Time while he explored Termina and did battle with the Skull Kid. When the Hero defeated Goht in battle, the mask that contained the spirit of the Giant was separated from the monster, and the giant was able to return to its own realm where it awaited the Oath to Order that summoned it to the aid of the people of Termina. The creature that had been corrupted by the angry spirit of the giant was annihilated and vanished following this confrontation.



GOHT

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	7 (-2)	15 (+2)	8 (-1)

Saving Throws Str + 8, Con + 9

Skills Perception +5

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Vulnerabilities fire, frost

Senses passive Perception 12

Languages -

Challenge 10 (6,500 XP)

Charger. When Goht uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he can either gain a +5 bonus to the attack's damage roll (if he chooses to make a melee attack and hit) or push the target up to 10 feet away from him (if he chooses to shove and he succeeds).

Immutable Form. Goht is immune to any spell or effect that would alter its form.

Magic Resistance. Goht has advantage on saving throws against spells and other magical effects.

Reckless. At the start of its turn, Goht can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Siege Monster. Goht deals double damage to objects and structures.

Trampling Charge. If Goht moves at least 40 feet straight toward a creature and then hits it with a hoof attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, Goht can make one gore attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 22 (3d10 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 25 (3d12 + 5) bludgeoning damage.

GORON (HERO)

The Gorons live in a hierarchical society with a noble family that rules over an entire tribe. Though there are unusual "giant" Gorons that can grow to prodigious sizes, this is not the defining criterion for determining Goron leadership. Rather, the Gorons consider their leaders to not only be capable and powerful warriors, but to also possess a purity of spirit, and focus of purpose, both of which are paired with a hereditary claim to leadership. While the Zora people are often secretive and sometimes even combative with Hylians, the Gorons have maintained a peaceful and often collaborative relationship with their neighbors. The Goron tribal leaders, are nearly always culled from the ranks of the tribal Heroes, but the title of Hero itself is not synonymous with leader. Rather, Goron Heroes are a respected caste among Goron society, often acting as generals, tribal leaders, and other positions of authority.

Darbus. Darbus was a Goron Hero who acted as chief regent over his tribe. He was the hereditary heir to Gor Coron, the tribe's previous patriarch. He exercised the will of his tribe's four elders, though often maintained a contentious relationship with them, spurred by his predilection for action over the elders' hesitance. This style of government, a ruling council who share power with a patriarchal figure is uncommon among Goron tribes, further adding to Darbus's animosity towards the elders. In addition to acting as an authority figure in tribal matters, Darbus was also tasked with the management of the tribal mining enterprise.

While leading a party of miners into the mines below his homestead, Darbus encountered a Fused Shadow, a powerful Twili artifact that transformed him into a Fyrus. Dismayed, the elders of the tribe attempted to seal the Fyrus away beneath Death Mountain. Luckily, Darbus was returned to his natural state after an encounter with the Hero of Twilight. After his rescue, Darbus continued to rule over his tribe, as well as demonstrate his mastery of Goron wrestling, a common pastime for his people.



DARBUS

Medium humanoid, chaotic good

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	9 (-1)	7 (-2)	12 (+1)

Damage Immunities fire, poison, piercing and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 120 ft., passive Perception 9

Languages common, Goron

Challenge 9 (5,400 XP)

Grapppler. Darbus has advantage on attack rolls against a creature he is grappling. He can use his action to try to pin a creature grappled by you. To do so, Darbus makes another grapple check. If he succeeds, he and the creature are both restrained until the grapple ends. Creatures that are one size larger than Darbus don't automatically succeed on checks to escape his grapple.

Brawler. Darbus is proficient with improvised weapons and unarmed strikes. When he hits a creature with an unarmed strike or an improvised weapon on his turn, he can use a bonus action to attempt to grapple the target.

Sentinel. When Darbus hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet of him provoke opportunity attacks even if they take the Disengage action before leaving his reach. When a creature within 5 feet of Darbus makes an attack against a target other than him (and that target doesn't have this feat), he can use his reaction to make a melee weapon attack against the attacking creature.

Actions

Multiattack. Darbus makes two punch attacks.

Punch. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 19 (4d6 + 5)

"BUT HE BEGAN TO RAGE THROUGH THE MINES, TRAILING RUIN BEHIND HIM...

and the eruptions grew more frequent, and more severe. We used all of our strength to seal him deep inside the mountain... It... grieved us to do this to our patriarch, but we had no other course of action."

- Gor Coron



"I LEAVE MY UNDYING FEELINGS WITH YOU..."

The deeds I accomplished while living are carved on my grave. You should read it. For the Goron Village... I have asked your assistance..."

- Darmani

Darmani the Third. Darmani was a famous Goron warrior and hero from Termina's Snowhead mountains. He was beloved by his peers and his tribe, especially the Goron Elder's Son, who called him "Darmi". Darmani died while trying to save Snowhead from a curse, and as a result of this unfulfilled quest, lingers on as a ghost, haunting the region.

Seeking to venture into the Snowhead Temple to defeat Goht, a raging spirit trapped inside the Snowhead Temple, Darmani was blown off the narrow path in the valley outside the temple. His spirit lingered restlessly throughout Snowhead and the Goron Village until a mysterious owl visited him and told him he would be helped by one who could see his ghost. This person later turned out to be the Hero of Time, who possessed the Sheikah artifact called the Lens of Truth. After meeting the Hero, Darmani's ghost accompanied him to the Goron Graveyard where his spirit was laid to rest and sealed inside a mask using the magic of the Song of Healing.

While Darmani was a capable warrior and a champion "Rolling Racer" during his life, he retained few of his corporeal skills while in his ghost form. Rather, Darmani's restless anger manifested itself in the same manner as the curse which plagued his people before his death. The haunting spirit of the fallen Hero would attack outsiders with powerful frost magic, exacerbating the already harsh and permanent winter experienced by the Snowhead mountains prior to his death.

DARMANI

Medium undead, neutral good

Armor Class 12

Hit Points 105 (10d10 + 50)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	12 (+1)	15 (+2)	14 (+2)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages common, Goron

Challenge 7 (3,500 XP)

Ethereal Sight. Darmani can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

Incorporeal Movement. Darmani can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Cone of Cold (3/Day). Each creature in a 60-foot cone from Darmani must make a DC 16 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Etherealness. Darmani enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Daruk. Hylian legends speak of a time when one of the reincarnations of Ganon besieged Hyrule in 100 years of torment after locking himself in battle with Princess Zelda inside Hyrule Castle. Prior to this timeless stalemate however, Calamity Ganon (as he was known at this time) did battle with Zelda and a band of champions drawn from the various races of Hyrule. One of these champions was the Goron Hero, Daruk.

Daruk lived in the Goron City in the Eldin Canyon region of Hyrule, where he was considered a powerful warrior among his kind due to his great offensive capabilities and skill with his weapon, the Boulder Breaker. This led him to be chosen by King Rhoam and Princess Zelda to become the Goron Champion, and pilot of the Divine Beast Vah Rudania.



According to Zelda's research notes, Daruk initially struggled to control his Divine Beast, but eventually was able to utilize it properly. Unfortunately, he was killed during the Great Calamity. His spirit was then trapped within the corrupt Divine Beast for a century until the Hylian Champion slew the demon inside the machine. Daruk, his spirit now freed, gave the Champion a spell of protection as a token of his thanks. He was succeeded by his descendent Yunobo who, though sharing in his ancestor's physical and warding abilities, was much more timid than Daruk.

Daruk was courageous of heart and extremely dedicated to defeating Calamity Ganon. Although usually calm, he would become loud and ferocious during battle. He was a good leader, and he encouraged his fellow champions to steel their resolve and take action upon seeing Ganon for the first time. His incredible martial prowess, paired with his talent for inspiration, mean that he is known as perhaps the greatest Goron general of all time.

DARUK, GORON CHAMPION

Medium humanoid, lawful good

Armor Class 18 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	23 (+6)	10 (+0)	12 (+1)	19 (+4)

Damage Immunities fire, poison, piercing and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages common, Goron

Challenge 11 (7,500 XP)

Inspiring Leader. Daruk can spend 10 minutes inspiring his companions, shoring up their resolve to fight. When he does so, he chooses up to six friendly creatures (which can include himself) within 30 feet of him who can see and hear him and who can understand him. Each creature can gain 21 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Savage Attacker. Once per turn, when Daruk rolls damage for a melee weapon attack, he can reroll the weapon's damage dice and use either total.

Actions

Boulder Breaker. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.

Champion's Actions

Daruk restores all Champion's Actions after a short rest.

Daruk's Protection (3/day). Daruk chooses one friendly creature within 30 feet of him. The creature takes no damage from attacks this turn.

Divine Beast Vah Rudania (1/day). If Divine Beast Vah Rudania is within 2 miles of Daruk, it fires a beam weapon at one creature of Daruk's choosing. The creature must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

DARUNIA

Medium humanoid, lawful good

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	14 (+2)	10 (+0)	13 (+1)

Damage Immunities fire, poison, piercing and slashing from nonmagical attacks

Condition Immunities frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages common, Goron

Challenge 10 (6,000 XP)

Alert. Darunia gains a +5 bonus to initiative. He can't be surprised while he is conscious. Other creatures don't gain advantage on attack rolls against him as a result of being hidden from him.

Charger. When Darunia uses his action to Dash, he can use a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he can either gain a +5 bonus to the attack's damage roll (if he chooses to make a melee attack and hit) or push the target up to 10 feet away from him (if he chooses to shove and he succeeds).

Great Weapon Master. On his turn, when he scores a critical hit with a melee weapon or reduce a creature to 0 hit points with one, Darunia can make one melee weapon attack as a bonus action. Before he makes a melee attack with the Megaton Hammer, he can choose to take a -5 penalty to the attack roll. If the attack hits, he adds +10 to the attack's damage.

Actions

Multiattack. Darunia makes two Megaton Hammer attacks.

Megaton Hammer. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. All creatures in a 20 foot square from the target must make succeed on a DC 16 Constitution saving throw, or take 14 (3d8) force damage and be knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Bomb Flower. *Ranged Weapon Attack:* +4 to hit, reach 40/80 ft., one target. *Hit:* 18 (4d6) fire damage. All creatures in a 10 foot square from the target must make a DC 14 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save or half as much damage on a successful one.



Darunia. Darunia was a patriarch of the Death Mountain Goron tribe. He was powerful and inspiring, but also brash and sometimes considered a bit rude by outsiders. He was somewhat more hesitant to trust outsiders during his reign, but this was consistent with a general air of isolationism between Hyrule's various races at that time. Prior to Ganondorf's takeover of Hyrule, he approached Darunia in pursuit of the Spiritual Stone of Fire, better known as the Goron's Ruby. Darunia refused to relinquish the stone to the Gerudo mystic, and instead spirited it away from its resting place in the center of the Goron City and hid it. In retribution, Ganondorf sealed the entrance to Dodongo's Cavern, a spiritual location for the Gorons, as well as their main supply of food. Ganondorf also cursed the resident Dodongos within the cavern, making them more aggressive, further cutting off the Goron's food supply.

Darunia was despondent over the plight of his people, but eventually received help from the Hero of Time. Believing that the Hero had been sent by the Royal Family of Hyrule (though this was in fact untrue) Darunia gave him the Goron's Braclet artifact to help him in his quest and lead him into the cavern. After the Hero of Time purged the caverns of Ganondorf's evil, Darunia rewarded him with the Goron's Ruby, and named him his "sworn brother", a great honor for a non-Goron.

After the disappearance of the Hero, Ganondorf conquered Hyrule with relative ease. Out of spite, Ganondorf wrought even more sinister magic on the Gorons, including reviving the ancient dragon Volvagia and threatening to feed the Goron people to the beast. Darunia traveled to the Fire Temple deep inside the Death Mountain volcano to battle the dragon with the legendary Megaton Hammer, a weapon that was wielded by "The Hero of the Gorons" to defeat Volvagia in the past. The, now matured, Hero of Time joined Darunia in this pursuit and obtained the Megaton Hammer, using it to destroy Volvagia and liberate the Gorons. Darunia was then revealed to in fact be the Sage of Fire and took his place in the Chamber of the Sages in order to prepare for the Hero of Time's eventual confrontation with Ganon.

GUARDIANS



Throughout the eons of Hylian history there have been many repetitions of the fabled cycle that began with Demise and the Hero of the Sky. In addition to this eternal battle between good and evil, Hyrule and its people have seemed to alternate between eras dominated by high magic and those of technological achievement. While many of the advancements made during these eras have been lost time, the cycle persists, and accordingly, myths and legends have passed down through the ages. During the cycle of Calamity Ganon, Shiekah craftsmen created the Divine Beasts and an army of robots known as the Guardians to battle Ganon's evil. Together, they were successful in defeating Calamity Ganon, ensuring an era of peace that was purported to have lasted 10,000 years. After this time however, Calamity Ganon returned. Using his powerful magic, he was able to reprogram the Guardians to turn against Hyrule and betray their masters. His new army ravaged the land during what was known as the Great Calamity. The Dark Lord's conquest was abated temporarily by Princess Zelda but not before all of her champions were slain in battle. Zelda locked herself in a magical stalemate with the beast, frozen in time for 100 years until the Hero of the Wild was resurrected and defeated Calamity Ganon once and for all. Nevertheless, the rogue Guardians still scour the Hylian countryside, indiscriminately killing travelers who cross their paths.

GUARDIAN

Large construct, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex +7

Skills Perception +10

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 40 ft., passive Perception 8

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

Challenge 7 (3,500 XP)

Destructible Legs. The Guardian has six legs. Whenever the Guardian takes 25 or more damage, one of its legs is destroyed and its speed is reduced by 10 feet.

When one of the Guardian's legs is destroyed, it is stunned for 1 round.

If the Guardian has no remaining legs, it cannot use grab or piercing attacks. If the Guardian has fewer than two legs, it cannot use its multiattack.

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

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

Actions

Multiattack. The Guardian makes two piercing attacks.

Pierce. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Grab. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Target must make a DC 15 Dexterity saving throw and is restrained on a failed save.

Eyebeam (Recharge 5-6). *Ranged Spell Attack:* +8 to hit, reach 120 ft., one target. *Hit:* 38 (6d12) lightning damage and the target must make a DC 18 Dexterity saving throw or be knocked prone.

HELMAROC (KING)

The King Helmaroc is a large avian creature that resides in the Forsaken Fortress of Hyrule's great sea. Though it is referred to as a king, this is likely in reference to its oversized proportions, rather than any kind of status as an actual monarch. It is morphologically similar to the kargaroc, a common Hylian winged pest, with the notable exception to this similarity being its large helmeted head. It is unknown whether the King Helmaroc is a naturally occurring mutant variety of the kargaroc or whether it was created by magical means. There is evidence to suggest the latter origin, as the King Helmaroc is a known agent of the evil Ganondorf. It was tasked by the Dark Lord to scour Hyrule in search of young girls with blond hair pointed ears, in an attempt by the King of Thieves to locate and capture a reincarnation of Princess Zelda. Though the King Helmaroc displays little intelligence, it was aware enough to carry out this mission with notable precision.



KING HELMAROC

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d12 + 32)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +6

Senses passive Perception 17

Languages understands Common but cannot speak
Challenge 7 (3,000 XP)

Carrier. The King Helmaroc can carry and transport any medium or smaller creature or object up to 250 pounds in its talons. If it does, its flying speed is reduced to 40 ft. Any creature may attempt to cause it to drop whatever it's carrying with a ranged attack within range of the Helmaroc. The King Helmaroc must succeed on a DC 15 Constitution saving throw or drop whatever it is carrying.

Dive Attack. If the King Helmaroc is flying and dives at least 30 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 7 (1d6 + 4) damage to the target.

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

Actions

Multiattack. The King Helmaroc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 14 (3d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Gust of Wind (Recharge 5-6). The King Helmaroc flaps its wings and creates a line of stornig wind 80 feet long and 20 feet wide. It lasts for up to three rounds or until the Helmaroc chooses to stop. Each creature that starts its turn in the line must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the King Helmaroc in a direction following the line. Any creature in the line must spend 2 feet of movement speed for every 1 foot it moves when moving closer to the Helmaroc. As a bonus action on each of its turns before it stops creating the gust of wind, the Helmaroc can change the direction in which the line blasts from it.

HELMASAUR (KING)

"Hemasaur" is a title given to a variety of species (also called Iron Masks, or Hiploops) found in the Hylian wilds that all share some common traits. These include a general sauropod-like appearance, and a large metallic plate that covers parts of their body ranging from just the head to nearly the entire torso. While there are many varieties of helmasaur, there is only one known King Helmasaur. Like the King Helmaroc, the King Helmasaur derives its honorific from its imposing size. The King Helmasaur is most similar in appearance to the helmasaurs found in the Dark World.

The Gemasaur. Just as there are many varieties of helmasaur, so too are there at least two known variants of the King Helmasaur. One such variant is the Gemasaur which bears a striking resemblance to the King Helmasaur, except that its body is covered in jewels. When damaged, the Gemasaur King's body shatters, releasing a torrent of crystals that are valued like Rupees. It is native to Lorule, and also does not have the ability to breathe fire like its Dark World counterpart. Additionally, while the King Helmasaur is a bulky ranged attacker, the Gemasaur is an agile physical attacker. The Gemasaur also has the ability to temporarily create magical darkness around it.

KING HELMASAUR

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, slashing, and piercing damage from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 8 (4,800 XP)

Actions

Tail. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (3d4) poison damage.

Fire Breath (Recharge 5-6). The King Helmasaur exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

GEMASAUR

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	4 (-3)	12 (+1)	8 (-1)

Damage Resistances slashing, and piercing damage from nonmagical attacks

Damage Vulnerabilities bludgeoning

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 9 (5,000 XP)

False Appearance. While the Gemasaur remains motionless, it is indistinguishable from a normal pile of gem-encrusted boulders.

Trampling Charge. If the Gemasaur moves at least 40 feet straight toward a creature and then hits it with a stomp attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, Goht can make an additional stomp attack against it as a bonus action.

Valuable Armor. Whenever the Gemasaur takes at least 15 damage, various valuable gems, totalling 18 (4d8) GP in value, break off of its body and litter the ground around it.

Actions

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Darkness (Recharge 6). Magical darkness spreads from the Gemasaur in a 100-foot-radius sphere and lasts for two rounds. The darkness spreads around corners. Nonmagical light can't illuminate it.



The Gemasaur



IGOS DU IKANA

Prior to the arrival of the humans and Hylians found in the realm of Termina, and even before the time of the Giants, a powerful empire reigned over the Ikana Canyon. This empire however perished ages ago following the Great War of Ikana. Crumbling into ruins after infiltration by Garo spies, little remains of the empire, and as such, little history remains of their war. Whatever cataclysm destroyed the Ikana empire left a powerful residual magic force that permeated the region. Thus, restless souls of fallen Garo and their masters, the animated remains stalfo-like Ikanans, and Ikana heroes such as Captain Keeta can be found still haunting the canyon.

Fragments of Ikanan lore found amongst the ruins indicate that cause of Ikana's ruin originated at the Stone Tower Temple. The temple is often spoken of as a cursed place, where "The Masked One" opened the doors to the temple, unleashing evils upon the world. The Masked One was likely the Garo Master who's soul can still be found in the temple. If the Garo Master was indeed responsible for the curse on Ikana, he would have apparently brought it down on his own people as well as their enemies.

The Ikana Royal Family. Igos du Ikana was once the proud ruler of the Ikana Empire, ruling over his kingdom from a throne in the Ancient Castle of Ikana. Igos perished in the same event that laid waste to the area, the Empire, and the Garo invaders alike. King Igos and his guards were possessed by the same curse, and left defending his throne room in the castle. Igos is defended by two guards who are also capable soldiers. These lackeys are very similar to common stalfos but have a weakness to sunlight.

Igos has two combat styles. He will attack like a normal swordsman, but has the ability to attack with a dangerous breath weapon that resembles deep purple flames. He will also periodically separate his head from his body. When separated from the head, Igos' body will continue to attack his opponents. His head can latch on to the King's enemies and drain their vitality while in combat.

Undead Nature. Igos and his lackeys do not require air, food, drink or sleep.

IGOS' LACKEY

Medium undead, chaotic neutral

Armor Class 16 (armor scraps and shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Damage Immunities poison, piercing

Condition Immunities exhaustion, frightened, poisoned

Damage Vulnerabilities radiant

Senses passive Perception 11

Languages Common, Ancient Ikanan

Challenge 4 (1,200 XP)

Regenerative Magic. Unless killed with radiant damage, Igos' lackeys will reanimate with half their maximum hit points after 2 rounds of combat if the other lackey is still alive. If the other lackey is defeated, neither lackey reanimates. If a lackey is killed with radiant damage, it will not reanimate.

Sunlight Sensitivity. While in sunlight, the Lackeys have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Actions

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





IGOS (HEAD)

Tiny undead, chaotic neutral

Armor Class 16

Hit Points 17 (2d4 + 12)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	13 (+1)	15 (+2)	12 (+1)

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 10

Languages Common Ancient Ikanan

Challenge N/A

Dive Attack. If Igos' Head dives at least 30 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 7 (2d6 + 1) damage to the target.

Removeable Head. Igos du Ikana can remove his head at will. When Igos' head is removed, it has its own hit point total. When Igos' head is reduced to zero hit points, it returns to his body automatically. If Igos' body has been killed, and his head is reduced to zero hit points, then it is also killed.

Regenerative Magic. If Igos' body is killed, his head can regenerate his body over the course of 1d4 days.

Actions

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

IGOS DU IKANA

Medium undead, chaotic neutral

Armor Class 17 (armor scraps and shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	13 (+1)	15 (+2)	16 (+3)

Damage Immunities poison, piercing

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 12

Languages Common Ancient Ikanan

Challenge 7 (2,900 XP)

Removeable Head. Igos du Ikana can remove his head at will. Igos can reunite his head with his body at will. If Igos' body has been killed, his head cannot return. When Igos' head is removed, Igos cannot perform the poison breath action.

Actions

Ikanan Sword. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Poison Breath (Recharge 5-6). Igos exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 18 (5d6) poison damage on a failed save, or half as much damage on a successful one.

IMPA

While the various cycles of good and evil have always been centered around manifestations of the Demise and his curse, and the descendents of the Hylian Royal family and the Hero of the Sky respectively, there are also many other creatures and characters which often appear in one form another in each cycle. One of the most common figures is that of Impa.

Impa is a name which has been passed down through the generations and is usually given to the matriarch of the Sheikah tribe. While the descendents of Zelda and the Hero contain their blood, and whatever manifestation of Demise wreaks havoc on the world each cycle was twisted into being due to his curse on the realm, the various Impas who have lived through the ages generally bear no direct hereditary connection to their predecessors. Rather, they are all connected by a common purpose and role near to the royal family. The Sheikah have long since been pledged in service of the Hylian Monarchy and Impa almost always embodies this duty as a leader. The various Impas have been Sheikah tribal leaders, Sages and seers, and caretaker and nursemaid to Princess Zelda.

Nevertheless, there have been some Impas who are direct descendents of previous women to hold the name. In their double role as attendant to Zelda and leader of the Sheikah Tribe, it is through them that the Legend of Zelda has survived over the ages.

The One True Sheikah. The Sheikah are a dying race among the Hylian pantheon of species. There are few remaining true Sheikah, though there are many who practice their ancient ninja arts, and still more who serve the common cause of protection of the Royal family in the Sheikah name. Though many claim to be of true Sheikah ancestry, the only confirmed Sheikah in public life is Impa. This is fitting, as the original Impa, who lived before the time of the Goddess, is said to have founded the Sheikah Tribe.

The Great Impa. Though every incarnation of Impa has been significant to their respective stories, there is one Impa of legend known as "The Great Impa". She was the guardian of Princess Zelda during the Cycle of Time. This Impa was not only the leader of the Sheikah and the personal guard to the Princess, but was also the leader of the Sheikah's Kakariko Village. She was renowned for her martial prowess, stern leadership style, and (perhaps most notably) for opening Kakariko, the place of her birth, to outsiders for the first time in the history of the village. She also gained fame across Hyrule for having originally sealed the evil spirit Bongo Bongo at the bottom of the Kakariko well. Later, the Great Impa would go on to become the Sage of Shadow and help the Hero of Time to seal away Ganon in the Sacred Realm.

"THE BOY WITH THE NOBLE ZELDA'S OCARINA..."

As I expected, you have come. I am Impa, one of the Sheikah. I am Princess Zelda's caretaker, and I am also the Sage who guards the Shadow Temple. We Sheikah have served the royalty of Hyrule from generation to generation as attendants."

- Impa the Great



IMPA

Medium humanoid, lawful neutral

Armor Class 18

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	18 (+4)	20 (+5)	15 (+2)

Saving Throws Dex + 10, Int +8, Wis +9

Skills Acrobatics +10, Perception +9, Stealth +10

Senses passive Perception 15

Languages Common, Sheikah, Old Hylian

Challenge 10 (6,200 XP)

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

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

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

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

Spellcasting. Impa is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *guidance, light, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, command, cure wounds, detect good and evil, inflict wounds*

2nd level (3 slots): *aid, augury, lesser restoration, locate object, zone of truth*

3rd level (3 slots): *beacon of hope, clairvoyance, remove curse, speak with dead*

4th level (3 slots): *banishment, death ward, divination*

5th level (2 slots): *commune, planar binding, scrying*

6th level (1 slot): *blade barrier, true seeing*

7th level (1 slot): *teleport*

Actions

Multiattack. Impa makes two melee attacks.

Naginata. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Great Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) slashing damage.



THE IMPRISONED

After his first attempt to obtain the Triforce Demise was transformed into the Imprisoned by the Goddess Hylia. She locked The Imprisoned away beneath a powerful magical barrier in an area of the surface that became known as "The Sealed Grounds". Though Demise's soul was trapped behind this barrier, his magical seeped out and gave life and purpose to his living weapon which took the name Ghirahim. Ghirahim made efforts to revive his defeated master and return him to his original form using the soul of Zelda, the Hylian reincarnation of Hylia.

Though the Hero of the Sky was repeatedly able to thwart Ghirahim's efforts to revive his master, the seal gradually weakened with each attempt and was eventually broken and Demise was resurrected, facing the Hero in combat.

The Invulnerable Imprisoned. Though The Imprisoned only bore a small fraction of Demise's true strenght, it was nearly invulnerable to all damage. It's lumbering form proved to be extremely dangerous to the Hero of the Sky and his compatriots. Had it not been for the seal that kept the beast at least partially at bay, even in this form, Demise might have been able to bring great destruction across the surface.



THE IMPRISONED

Gargantuan monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 613 (35d20 + 245)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	24 (+7)	3 (-4)	10 (+0)	6 (-2)

Damage Immunities cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Damage Vulnerabilities radiant

Senses blindsight, 120 ft., passive Perception 10

Languages -

Challenge 16 (17,000 XP)

Goddess Seal. If the Imprisoned takes 200 or more damage, it will be banished in 1d6 turns. It cannot break free from its seal again for 31 (3d20) days. When it breaks free again, The Imprisoned has restored hit points equal to 10 times the number of days it was trapped behind the seal. It cannot exceed its maximum hit points via this method.

Destructible Toes. If the Imprisoned takes 90 or more damage, its toes are destroyed. It is knocked prone and can no longer use its slam attack.

Legendary Resistance (3/Day). If The Imprisoned fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time The Imprisoned is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, The Imprisoned is unaffected. On a 6, The Imprisoned is unaffected, and the effect is reflected back at the caster as though it originated from The Imprisoned, turning the caster into the target.

Siege Monster. The Imprisoned deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 +7) piercing damage. If the target is a creature, it is grappled (Escape DC 18). Until this grapple ends, the target is restrained and The Imprisoned can't bite another target.

Frightful Presence. Each creature of The Imprisoned's choice within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if The Imprisoned is within line of sight, ending the effect on itself or a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to The Imprisoned's Frightful Presence for the next 24 hours.

Slam. A wave of thunderous force sweeps out from The Imprisoned. Each creature in a 30-foot cube originating from The Imprisoned must make a DC 20 Constitution saving throw. On a failed save, a creature takes 22 (5d8) force damage and is pushed 10 feet away from The Imprisoned. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the Imprisoned. The slam emits a thunderous boom audible out to 300 feet.

KOHGA

Kohga is the founder of the Yiga Clan, a group of Sheikah rebels devoted to Calamity Ganon. Though the Yiga are not the same splinter group as the legendary Sheikah oathbreakers. While the oathbreakers raised a makeshift army and stood in rebellion of the throne, the Yiga are more of a ragtag band of gangsters who proliferated through Hyrule during the hundred years between the fall of the Hero of the Wild and his resurrection. During this time, many Hylians, in perceived abandonment by their royal family and institutions, turned to fanaticism. They sought solace and comfort in the cultlike order of the Yiga.

A Firey Ninja. Despite the seemingly earnest and dutiful actions of the Yiga clan's footsoldiers, Kohga is informal, boisterous, and quick to lose his temper. He is very confident in his physical abilities, describing himself as "strong" and "burly". He seems to be a charismatic leader, as members of his clan will attempt to avenge him after any defeat. Though he is a master of the esoteric arts of ninjutsu, Kohga himself is actually quite lazy and slothful as he spends most of his time napping and loafing about, leaving hunting of Ganon's enemies to his loyal subordinates. This diminishes the potential threat he and the Yiga Clan could pose were he a more active leader. He routinely fails to take full advantage of having a dedicated and capable army at his disposal to eliminate the Yiga Clan's enemies.

Magical Attacks. Though Kohga may have once been an imposing physical opponent, he prefers to use magical abilities in combat. These include teleportation, levitation, the creation of magical wards, and the conjuration of large boulders that he hurls at his opponents.

"I NEED TO BUST OUT MY SERIOUS MOVES..."

A secret technique taught by my father's mother's father! It will... destroy you!"

- Master Kohga

YIGA MASTER KOHGA

Medium humanoid, chaotic evil

Armor Class 14 (leather armor)

Hit Points 104 (16d8 + 32)

Speed 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	17 (+3)	17 (+3)	19 (+4)

Senses passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Reactive. Kohga can take two reactions in a single round.

Actions

Boulder. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 17 (2d10 + 3) bludgeoning damage.

Double Boulder. *Ranged Weapon Attack:* +2 to hit, range 30 ft., two targets. *Hit:* 8 (1d10 + 3) bludgeoning damage to each target.

Heavy Boulder. *Ranged Weapon Attack:* +2 to hit, range 60 ft., all targets in a straight line. *Hit:* 8 (1d10 + 3) bludgeoning damage and each target must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Reactions

Teleport. Kohga can teleport up to 30 ft into any unoccupied space he can see.

Damage Ward. Kohga creates a ward around him that lasts 1d4 turns. While this ward is raised, Kohga has immunity to bludgeoning, piercing, and slashing damage dealt by weapon attacks. Kohga can take no other actions while the ward is raised other than to teleport. If Kohga teleports while the ward is raised, it vanishes and the damage warding effect ends.

KOLOKTOS

Though Hyrule's recorded history dates back eons to the time of the goddess, there was an indeterminate amount of time that passed between the creation of the world by the Goddesses and the events of the resurrection and defeat of Demise. Very little is known about this time, and even less is known to be true. However, evidence of ancient civilizations that predate that of the Hylians can be found throughout Hyrule. One such dilapidated structure is the Ancient Cistern in the Lanayru desert. The age of the cistern is unknown but it likely dates back eons to when Lanayru was a lush and fertile land. Some of the waters which used to flood the area can still be found, stagnant and feculent, in the Cistern's lower levels.

Similarly, the builders of the cistern have since been lost to time, but evidence of their advanced technological abilities and magical powers can be found throughout the structure. The architecture of the building itself bears some resemblance to the Spirit Temple in the Gerudo desert, perhaps suggesting that its origins are connected. Additionally, the cistern is the resting place of Farore's Flame, a powerful magical artifact imbued with energy from the Golden Goddess herself. While not in the Shadow Temple itself, Nayru's Love, another artifact tied to the Goddesses can be found nearby, further associating the two areas.

The Guardian Koloktos. Deep in the cistern's lower levels, rests Koloktos. Koloktos is a large and ancient automaton with a glowing red energy core in its chest. In addition to its beautiful golden body and strikingly crafted features, its resplendent form is most notably characterized by its six massive arms. Every two of its arms are paired, and seem to serve a specific function, though they are also versatile and can be used in multiple ways. The uppermost set of arms carry large circular double blades that Koloktos throws at its enemies, magically returning the blades to its hands, even if knocked out of the air. The middle two arms are generally used for making slamming attacks, pummeling enemies into the ground. The lower set of arms is generally kept wrapped around Koloktos' chest, protecting its core. If the middle set of arms becomes damaged however, Koloktos will use its lower arms to attack its enemies instead, leaving its core unprotected.

Though Koloktos' metal body gives it resistance to most forms of damage, when it does this, it becomes extremely vulnerable.

Regenerative Arms. Koloktos' arms are magically adhered to its body, and taking damage will result in a loss of energy, thereby deactivating the arms. After a short time though, Koloktos can regenerate the magical forces that bind it together. Though typically stationary, Koloktos does in fact have a set of legs that it can use to move around. When it takes enough damage, Koloktos will spring out of the ground onto its spindly legs and change its attack patterns dramatically. Rather than using its fists to slam opponents, it becomes more reckless and will no longer protect its core. However, all six arms will now wield heavy, magically generated scimitars.

Dark Energy. Koloktos' original purpose is unknown, but it appears to have been constructed to protect Farore's Flame. Nevertheless, time rendered it inert until it was resurrected by Ghirahim to fight the Hero of the Sky. This same dark energy gives Koloktos the ability to summon cursed Bokoblins into combat, making it a troublesome and dangerous opponent for even the most skilled of warriors. Even after such a long time however, the magical energy that originally created the construct lingers in its dungeon. Sparked back into potency by Ghirahim's infusion of energy, that magic now perpetually reanimates Koloktos after defeat, making it a persistent and deadly foe for all future travelers who might enter the cistern.



KOLOKTOS (STATIONARY)

Huge construct, unaligned

Armor Class 16 (natural armor, +2 for each middle arm covering its chest)
Hit Points 163 (18d10 + 64)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Damage Resistances cold, fire, lightning
Senses passive Perception 10
Languages -
Challenge 11 (8,000 XP)

Armed Defense. If Koloktos' middle pair of arms are removed from its chest, either by being destroyed or by having been removed by Koloktos, its armor class decreases by 2 for each arm no longer being used to cover its chest.

Destructible Arms. If Koloktos takes 15 or more damage in a single turn, roll 1d6. On a 1-2 it loses one of its lower pair of arms, on a 3-4 it loses one of its middle pair of arms, and on a 5-6 it loses one of its top pair of arms. If one of its paired arms are lost, Koloktos cannot perform a multiattack with that pair of arms. If it loses all of its arms, it regenerates all of its arms at the start of its next turn.

Dropped Defenses. If both of Koloktos' lower arms are lost, it will stop guarding its core with its middle pair of arms. It can now make slam attacks and multiattacks (assuming both middle arms are intact) with its middle arms as normal. When the middle pair of arms is no longer being used to protect its core, Koloktos loses all damage immunities except for poison and psychic damage.

Mobile Transformation. When Koloktos begins its turn with half its hit point total or less, it will transform into its mobile form. It regenerates all six of its arms. Its hitpoints remain unchanged.

Actions

Multiattack. Koloktos makes two returning double blade attacks or two slamming attacks.

Returning Double Blade. *Ranged Weapon Attack:* +4 to hit, range 45/90 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (1d12 + 7) bludgeoning damage.

Summon Cursed Bokoblins (Recharge 6). Summons 1d4 Cursed Bokoblins into any unoccupied spaces within 80 feet of Koloktos that it can see.

KOLOKTOS (MOBILE)

Huge construct, unaligned

Armor Class 15
Hit Points Remaining hit points after transformation.
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Damage Resistances cold, fire, lightning
Senses passive Perception 10
Languages -
Challenge N/A

Destructible Arms. If Koloktos takes 15 or more damage in a single turn, it loses one of its arms. It may then make one fewer scimitar attack each turn. If it loses all of its arms, it regenerates all of its arms at the start of its next turn.

Actions

Multiattack. Koloktos makes six scimitar attacks to two targets (three to each target).

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 9 (1d10 + 3) slashing damage.

CURSED BOKOBLIN

Small undead, neutral evil

Armor Class 12 (armor scraps)
Hit Points 5 (2d6 - 2)
Speed 30 ft.

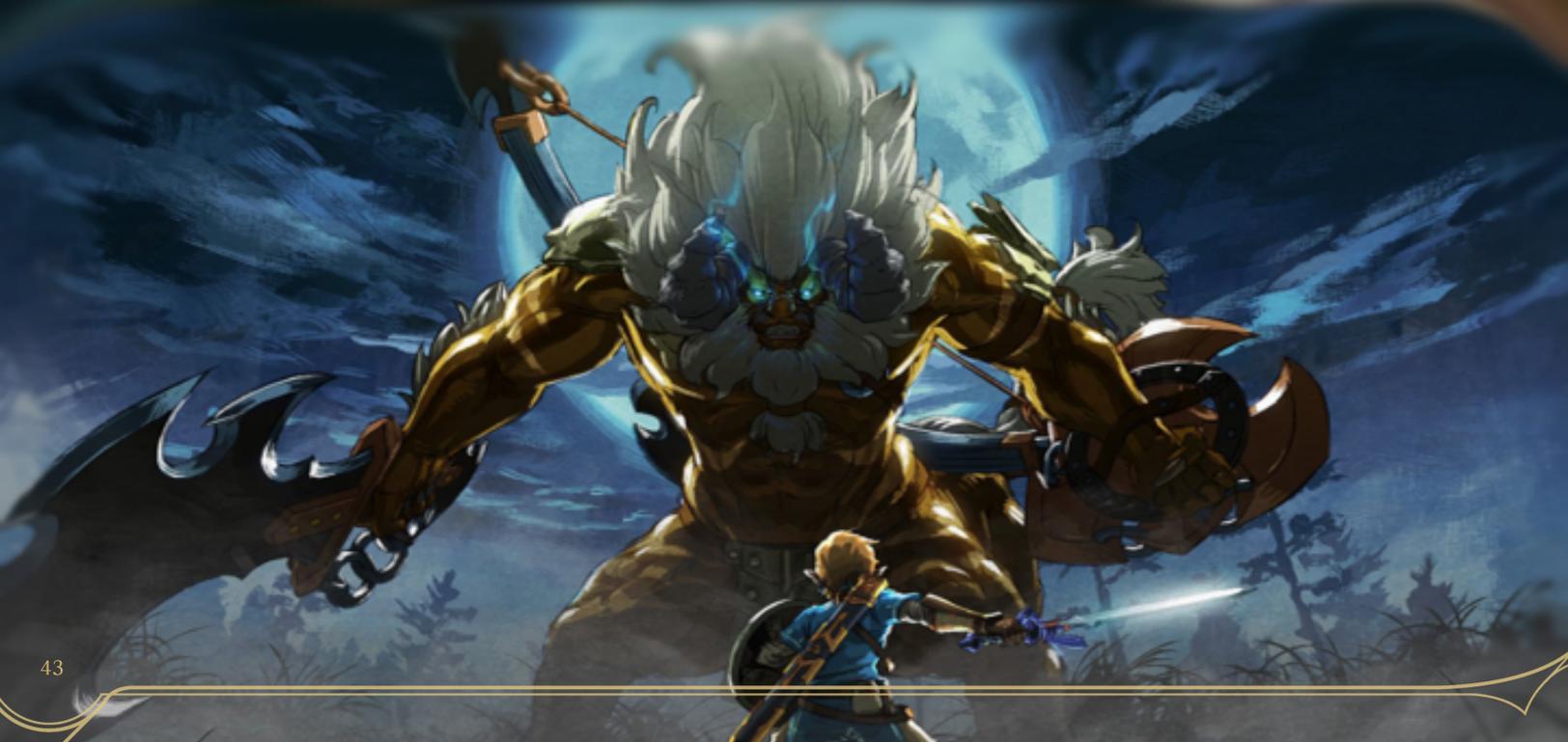
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	8 (-2)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 8
Languages -
Challenge 1/8 (25 XP)

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) slashing damage plus 2 poison damage and the target must make a DC 13 Constitution saving throw or be poisoned for 1 minute.





LINK, THE LEGENDARY HERO

When the Golden Goddesses, Din, Farore, and Nayru created the world and the people who would inhabit it, they also created the concepts of Good and Evil. But these were not simply ideas, but rather enduring forces that balanced their creation. Life and death, good and evil, gain and loss are all representations of this dichotomy, engendered in the world along everything else, material and otherwise. Throughout the ages, before recorded history began, these primal forces grew and received manifested, physical embodiments that affected the Goddesses' creation. Though death eventually took the form of Bellum, evil coalesced into the form of the villain Demise.

Evil incarnate, Demise rose to power and sought to obtain the Triforce, a powerful artifact created by the Goddesses as their living embodiment in the world. His campaign to obtain the Triforce was thwarted by Hylia, a goddess created by the Golden Goddesses in order to protect the Triforce. Before defeating Demise however, Hylia gathered the inhabitants of The Surface onto a small piece of land, entrusted them with curation of the Triforce, and lifted them into the sky

above a barrier of clouds.

The Birth of the Legendary Hero. Hylia called the other beings on The Surface including a race of robots, the Gorons, the Kikwis, the Mogmas, and the Parella, to confront Demise and his army of demons. Mortally wounded in their final battle, Hylia was only able to seal Demise away, rather than defeat him outright. Subsequently, Hylia abandoned her divine powers and the memories of her life as the Goddess to be reborn among the residents of Skyloft.

She also created the Goddess Sword, and stored it within the statue of her likeness in Skyloft, where it could one day be claimed and turned into what would become the legendary Master Sword. As a final act of insurance that Demise would one day be defeated for good, Hylia also created a chosen hero who would take up her quest to defeat him. This was the first Link.

The Hero of the Sky. The very first legendary hero, Link, was a member of the Hylian race living in the Skyloft created by Hylia. Only 17 years old, Link was a member of the Knight Academy, a training school for those who would become the Knights of Skyloft. He owned a rare crimson Loftwing, and was good friends with the daughter of the Academy's headmaster, a girl named Zelda. After an attack on the pair by Ghirahim, the animated sword of Demise, the two friends Zelda and Link (along with others from the Skyloft) lead a campaign to defeat the malevolent demon. During this struggle, it was revealed that Zelda was in fact the reincarnation of Hylia in corporeal form. Additionally, Link was able to create the Master Sword, also called the Sword of Evil's Bane, by dousing the Goddess Sword in the sacred flames of each of the Golden Goddesses. Though they were repeatedly able to thwart Ghirahim's machinations, the animate weapon eventually succeeded in resurrecting his master, and Demise was released from his seal in the Imprisoned.

The Beginning of the Eternal Cycle.

Vowing to never let the forces of good and light to ever be fully extinguished from the world, Hylia also blessed Link and Zelda with powerful magic that sealed their heirs into this eternal struggle.

Henceforth, those who carried the blood of the hero would be chosen to fight against Demise's reincarnated evil, and the descendants of Zelda would take on a role as the Hylian monarchy and as heralds of peace and supporters of the chosen Hero in his struggle. Each of the three members of this legendary triumvirate would also possess a piece of the Triforce, with Ganon possessing the Triforce of Power, Zelda the Triforce of Wisdom, and Link the Triforce of Courage.

"BUT THEN, WHEN ALL HOPE HAD DIED, AND THE HOUR OF DOOM SEEMED AT HAND..."

A young boy clothed in green appeared as if from nowhere. Wielding the blade of evil's bane, he sealed the dark one away and gave the land light."

THE HERO OF THE SKY

Medium humanoid, lawful good

Armor Class 16 (chainmail and shield)

Hit Points 171 (18d10 + 72)

Speed 30 ft. fly 50 ft. (glide)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +11, Con +9

Senses passive Perception 10

Languages Common

Challenge 12 (8,500 XP)

Fatal Blow. When making sword attacks against prone opponents, Link has advantage and those attacks are considered critical hits.

Jump Attack. When he makes a melee weapon attack on his turn, Link can attempt to make a DC 16 Dexterity check to increase his reach on that attack by 5 feet.

Magic Weapon. Link's attacks with the Master Sword are magical.

Precision Strikes. Link has advantage on attacks against targets wearing heavy armor or wielding a shield. His weapon attacks score critical hits on rolls of 18-20.

Sailcloth. If Link is falling his rate of descent slows to 30 feet per round. He takes no falling damage and can land on his feet.

Actions

Multiattack. Link makes three Mastersword attacks or two Skyward Strikes.

Master Sword. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 6) slashing damage, plus 16 (4d8) radiant damage against evil creatures.

Spin Attack. *Melee Weapon Attack:* +8 to hit, reach 5ft., all targets in range. *Hit:* 7 (1d8 + 3) slashing damage.

Skyward Strike. Link creates a bolt of lightning which can strike a target Link can see within 120 feet of him. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. A target takes twice as much damage if it is raining.



The Hyrulean Civil War. It is unknown how many iterations of the cycle occurred between the original chosen Hero and the Link who became known as the Hero of Time. Though the Hylian monarchy was established shortly after the Time of the Goddess, it did not form a unified ruling power until some time later. This followed a violent event known as the Hyrulean Civil War. All of the tribes of Hylians and Humans alike who descended from the residents of the Skyloft participated in this war. Though the monarchy led one side of the conflict, the issue of who would rule over the realm was not the central tension thereof. Rather, the myths and legends of the Triforce and the Sacred Realm spurred efforts to claim the holy artifact. When knowledge of the Triforce spread, the people of Hyrule fought to gain control of it and the Sacred Realm itself. One such group became known as the Interlopers and may have been a schism of the Sheikah tribe that was banished to the Twilight Realm, possibly evolving into the Twili. The monarchy took up the mantle of the Golden Goddesses to defend the Triforce.

Ultimately, the war was ended due to two major events. First, the Goddesses intervened and sent the Light Spirits to defeat the Fused Shadows used by the Interlopers and banish both. Second, the King of Hyrule was successful in rallying the support of the other races of Hyrule to help defend the Triforce. The combined power of this coalition was able to emerge victorious, but the bloody war was not without casualties. A Hylian mother fled the violence into the Kokiri Forest with her baby boy. The mother was gravely injured, and her only choice was to entrust her child to the Great Deku Tree, the guardian spirit of the forest. The Great Deku Tree could sense that this was a child of destiny, whose fate would affect the entire world, so he decided to take him in. After the mother passed away, the child was raised as a Kokiri, completely unaware of his true Hylian heritage until the Deku Tree Sprout divulged the true story to him years later when he grows up to become the Hero of Time.

The Hero of Time. Raised as a Kokiri, the iteration of the Legendary Hero that would become the Hero of Time grew up with no knowledge of the outside world. The Prince of Thieves, Ganondorf cursed the Deku Tree in retaliation for the guardian's refusal to hand over the Spiritual Stone of the Forest. The demi-god then tasked the fairy Navi to task the boy with the quest that would make him a legend. With Navi's guidance, the child tried to save the life of the Great Deku Tree, but was ultimately unsuccessful. Bestowed with the Spiritual Stone of the Forest, Link set out to bring word of Ganondorf's treachery to the Royal Family. At the castle, he met the child Princess Zelda and the two forged a pact to gather the rest of the spiritual stones in order to claim the Triforce before Ganondorf.

After going through two additional trials for the Gorons and the Zora, Link was able to retrieve the Spiritual Stones of Fire and Water respectively. The children were victorious in their quest, but it was revealed in fact that it had all been part of a plot by Ganondorf to use the children to open the door to the Temple of Time using the stones. Ganondorf had assaulted and captured Hyrule Castle, causing Zelda to flee. In desperation, Link used the stones to break the seal in the Temple in an attempt to claim the Master Sword. Upon doing so however, he also allowed Ganondorf to touch the Triforce and Link was sealed away inside the Sacred Realm for seven years. Rauru, the Sage of Light deemed the child Link incapable of defeating Ganondorf until he had matured.

The Battle to Right the Future. Link, now in possession of the Master Sword, found himself awakened in a ruined future. The people of Hyrule had suffered for seven years under the powerful oppression of the Demon King. Link set out to undo the damage wrought by Ganondorf. Rauru informed Link of the conquest of Hyrule and instructed him to awaken the other five sages in order to defeat Ganondorf and restore peace to the realm. Link traversed five temples in order to rescue the sages and awaken the power within them. These sages included Saria, a young Kokiri girl from Link's childhood and the Sage of Forest; Darunia, Link's sworn Goron blood brother and the Sage of Fire; Princess Ruto of the Zora, the Sage of Water; Impa, Zelda's nursemaid and the Sage of Shadow; and Nabooru, a Gerudo warrior and the Sage of Spirit. With these five sages awakened, Princess Zelda in disguise as Sheik revealed herself to be the seventh sage. Upon this revelation however, she was captured by Ganondorf, thrusting Link into a final clash to free her.

A Fracture in Time. Throughout his quest, Link made use of the Hylian royal artifact, the Ocarina of Time. This powerful magical tool gave the hero the ability to travel back and forth through time between the point when he originally claimed the Master Sword, and the ruined future he had woken up into. Though he was able to utilize this ability to effectively combat Ganondorf, it created a fracture in the flow of time splitting the future of Hyrule into three distinct realities. In one of these timelines, the Seven Sages came to the Hero's aid and Ganondorf was defeated. In another, the hero fell and Ganondorf continued his reign of evil. The third timeline however continued on after Link had returned to his child body in the peaceful past. Having learned of their mistakes in the future, this version of Link was able to avert he and Zelda's unintentional support of Ganondorf's plot, and had him arrested and tried for treason by the King. This younger version of Link went on to have additional adventures in the realm of Termina. From this point on, each reincarnation of Ganondorf, Zelda, and Link would occur in a distinct timeline, yet the cycle was never broken.





THE HERO OF TIME

Medium humanoid, lawful good

Armor Class 16 (shield)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	13 (+1)

Saving Throws Str +8, Wis +10

Senses passive Perception 15

Languages Common

Challenge 9 (5,500 XP)

Jump Attack. When he makes a melee weapon attack on his turn, Link can attempt to make a DC 18 Dexterity check to increase his reach on that attack by 5 feet.

Longshot Travel. As a full round action, Link can fire his longshot 60 ft into any square to which he has a clear line of sight. He can then move into that square.

Magic Weapons. Link's attacks with the Master Sword and Fairy Bow are magical.

Actions

Master Sword. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 11 (2d8 + 3) slashing damage, plus 16 (4d8) radiant damage against evil creatures.

Spin Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., all targets in range. *Hit:* 7 (1d8 + 3) slashing damage.

Fairy Bow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spin Charge. Link spends one round charging his spin attack. While charging his movement speed is reduced to 5 feet. If Link uses his Spin Attack on the next turn, it deals an additional 12 (3d8) damage.

Din's Fire (Recharge 5-6). Link emits a fiery explosion outward in a 20 ft. sphere. All creatures in range must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Farore's Wind (2/day). Link creates a green orb of light that acts as a permanent teleportation circle until Link dismisses it or casts the spell again. The next time Link casts the spell, he is immediately teleported back to the location at which he made the orb.

Nayru's Love (1/day). Link is surrounded by a shimmering blue field of light and gains immunity to all damage for 2 (1d4) rounds or until he attacks.

The Downfall Timeline and the Imprisoning War. The timeline where the Hero of Time was defeated by Ganondorf is known as the "Downfall Timeline". In this reality, Ganondorf's seven years of dominion over the realm lasted much longer. Having transformed into Ganon during his battle with the Hero, he raged across the land, delivering even more devastation than he had before. After many more years of living under his terrible yoke, the Seven Sages eventually gained enough strength to confront Ganon on their own, even without the slain Hero of Time. They did not possess the necessary power to defeat Ganon however, and instead sealed him away in the Dark World. From behind this imperfect seal, Ganon's malevolent magic was able to influence the world, albeit subtly and slowly.

Centuries later, one of his agents, the sorcerer Agahnim deceived and deposed the good King of Hyrule and used his magic to brainwash the soldiers of Hyrule into capturing the Seven Maidens. These Maidens were the descendents of the original Seven Sages, and they carried in them the power that maintained the seal on Ganon. Agahnim sent them into the Dark World to be imprisoned by his master, and in doing so, broke the seal that kept him there.

Zelda, Princess of Hyrule, was revealed to be one of these maidens and was imprisoned by Agahnim. One stormy night, the young boy Link, a descendant of the Knights of Hyrule, was telepathically contacted by Princess Zelda. Zelda begged Link to come rescue her from her captivity in the dungeons of Hyrule Castle. He did so, bringing her safely to the nearby sanctuary. He then set out on a quest to rescue to find the Master Sword and rescue the other Maidens, that he might finally complete the mission in which his forebearer had failed so many years ago. After an arduous journey that took him between the Light and Dark worlds, Link was successful and managed to defeat this incarnation of Ganon once and for all, finally ending his blight on the land. Naturally, this peace would not last forever, as the cycle would again be destined to repeat itself one day.

The Last Hero. Hyrule enjoyed some few centuries of peace following the rescue of the Maidens, but was eventually beset with strife once again after a new incarnation of Ganon arose. This version of Ganon was able to take possession of the Triforce of Power and in a desperate attempt to thwart Ganon's conquest, Zelda made the fateful decision to shatter the Triforce of Wisdom. A new chosen hero was called forth to retrieve the now scattered pieces and reassemble the Triforce before Ganon could. Burning with a sense of justice, this Link was able to gather the Triforce again and defeat the monster.

Resurrection, Averted. Although Ganon was defeated, he had amassed considerable strength and influence. His cult of followers devised a plan to resurrect the Demon King by slaying Link and spilling his blood. In order to draw Link into a dangerous quest, an unknown agent of Ganon placed a sleeping curse on Zelda. Her attendant, Impa, called upon Link once more, now to seek out the Triforce of Courage which he might use to wake the cursed princess. Link managed to defeat Ganon's minions, but was forced to face off against an animated version of his own shadow known as Dark Link in order to finally claim the Triforce. Though the battle was challenging, this Link was able to call upon the generations of experience of the Links who came before him in order to demonstrate extreme mastery of both martial combat and magic. He used these skills to dispatch the demon, and claim the Triforce of Courage, using its power to rescue Zelda.



The Hero of the Maidens.



The Last Hero.

"HIS NAME WAS LINK..."

During his travels he had come across Impa and Ganon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived."

THE LAST HERO

Medium humanoid, lawful good

Armor Class 15 (magic shield)

Hit Points 135 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Con +7, Int +9, Wis +9

Senses passive Perception 14

Languages Common

Challenge 9 (5,500 XP)

Magic Weapons. Link's weapon attacks are magical.

Spellcasting. Link is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell Save DC 17). He has a 16 magic points to spend on casting spells. He has the following special spells prepared:

Fairy Spell (5 MP): Link transforms into a Fairy for one round and can fly up to 80 ft.

Fire Spell (2 MP): Link's next attack with his sword creates a fireball that travels in a straight line away from Link, striking one target in its path. The target makes a DC 15 Dexterity saving throw, taking 14 (3d8) fire damage on a failed save or half as much damage on a successful one.

Jump Spell (1 MP): Link's jump distance is tripled for 1 minute.

Life Spell (6 MP): Link recovers 11 (2d10) hit points.

Reflect Spell (2 MP): Until his next turn, if Link is the target of a ranged attack or spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Link is unaffected. On a 6, Link is unaffected and the effect is reflected back at the caster as though it originated from Link turning the caster into the target.

Shield Spell (2 MP): Until his next turn, Link gains damage resistance to melee damage.

Spell Shield (2 MP): Until his next turn, Link gains damage resistance to magical damage.

Thunder Spell (8 MP): *Link emits a wave of thunderous force in a 15-foot cube. Each creature in range must make a Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and is pushed 10 feet away from Link. On a successful save, the creature takes half as much damage and isn't pushed.

Actions

Multiattack. Link makes two Magical Sword attacks.

Magical Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 3) slashing damage.

Magical Rod. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit* 10 (3d6) force damage.

The Child Timeline. When the Hero of Time returned to the past, he was able to avert the disasters he had previously caused along with Princess Zelda. This Link also had a subsequent adventure in the realm of Termina, where he helped to save the world from the threat of the Skull Kid who had been possessed by Majora's Mask. With these crises averted, Hyrule and the rest of the world went on in peace for generations

Eventually however, a new Gerudo prince named Ganondorf rose to power and challenged the throne for rule of Hyrule. He was defeated, tried for treason, and sentenced to death by execution at the Arbiter's Grounds. Ganondorf survived the execution however and killed one of the Sages who had passed judgement on him. The Sages then banished him to the Twilight Realm. There, Ganondorf either allied himself with or corrupted a Twili named Zant and attempted to not only conquer the Twilight Realm, but to regain his strength to once again threaten Hyrule.

The Hero of Twilight. This Link grew up as a farmer in Ordon Village in the Faron Province of Hyrule. He was tasked by Rusi, the town's only warrior and swordsmith, to deliver a special sword and shield to the Royal Family. Shortly after Link departed on his journey, he became embroiled in Zant's plan to bring Ganondorf back to power. Link was transformed into a Wolf and banished to the Twilight Realm, only escaping with the help of Midna, the Twilight Princess. Together, the two fought to collect the Fused Shadows, powerful Twili artifacts left over from before the Hyrulean Civil War. Link eventually found all of these artifacts and claimed the Master Sword. He also became a master swordsman, learning many advanced combat techniques from a helpful spirit known as the Hero's Shade which may have been the soul of the child who never truly became the Hero of Time. Using his advanced combat skills, the power of the fused shadows, his ability to transform into a wolf, and Midna's help, Link did battle with Ganondorf in his beast form, a possessed Princess Zelda, and Ganondorf in his Gerudo form. Victorious, Link restored peace to Hyrule once again and returned to his quiet life in Ordon Village.



THE HERO OF TWILIGHT

Medium humanoid, lawful good

Armor Class 17 (chainmail and shield)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Str +11, Dex +9

Senses passive Perception 10

Languages Common

Challenge 11 (8,000 XP)

Back Slice. Enemies wearing light or no armor have disadvantage on melee attacks against Link. When an enemy misses with a melee attack against Link, Link can roll behind them and perform a Master Sword attack.

Ending Blow. When making Master Sword attacks against prone opponents, Link has advantage and those attacks are considered critical hits.

Helm Splitter. When Link hits with a shield bash attack against an enemy wearing heavy armor, he can then perform a Master Sword attack.

Jump Strike. When he makes a melee weapon attack on his turn, Link can attempt to make a DC 16 Dexterity check to increase his reach on that attack by 5 feet.

Mortal Draw. If an enemy makes a surprise attack on Link when he is unarmed, he can quickly draw his Master Sword and shield and make a Master Sword attack with advantage. This attack is considered a critical hit.

Magic Weapon. Link's attacks with the Master Sword are magical.

Wolf Form. When Link is in his Wolf Form his movement speed is doubled and he gains advantage on Wisdom (Perception) checks. He cannot make Master Sword or Shield Bash attacks while in his Wolf Form.

Actions

Multiattack. Link makes two Master Sword attacks or one Shield attack and one Master Sword attack.

Master Sword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 6) slashing damage, plus 16 (4d8) radiant damage against evil creatures.

Shield Bash. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

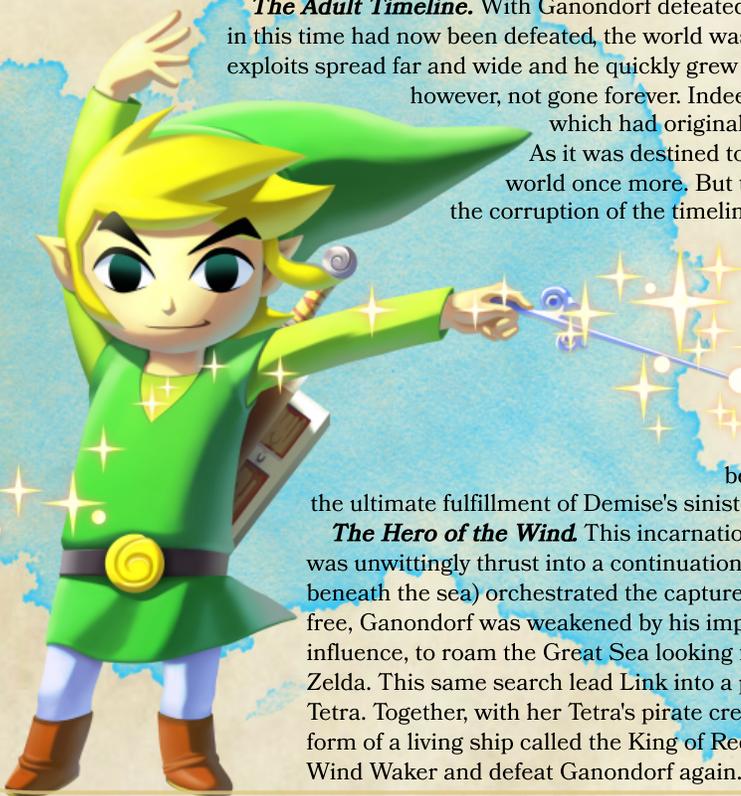
Transformation. As a full round action, Link can transform into his Wolf Form or if he is already in his Wolf Form he can transform back into his humanoid form.

Bite (Wolf Form only). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 6) piercing damage.

Whirlwind Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., all targets in range. *Hit:* 6 (1d4 + 4) piercing damage.

The Adult Timeline. With Ganondorf defeated, the Hero of Time returned to his child state. Though the evil in this time had now been defeated, the world was without a chosen hero. Nevertheless, the Hero of Time's exploits spread far and wide and he quickly grew into a legend among the people of Hyrule. Ganondorf was, however, not gone forever. Indeed, though his body languished in the Sacred Realm, the curse which had originally embued him with the power and wrath of Demise endured. As it was destined to be, some centuries later, Ganon returned and threatened the world once more. But this time, no hero rose to stop him. This was possibly due to the corruption of the timeline wrought by the use of the Ocarina of Time. Since the Hero of Time had vanished after defeating Ganondorf, the magic which had been established by Hylia had weakened, almost to the point of being lost entirely. Unopposed for the first time since the cycle had begun, Ganon easily claimed the Triforce and threatened to plunge not just Hyrule but the whole world into eternal darkness. In an act of desperation, the Goddesses used the last of their power over the world they had created to flood Hyrule, trapping it beneath a vast ocean, thereby staving off Ganon's assault and the ultimate fulfillment of Demise's sinister quest for domination over all the world.

The Hero of the Wind. This incarnation of the Hero grew up on Outset Island on the Great Sea. He was unwittingly thrust into a continuation of the Cycle when Ganondorf (having broken free of his seal beneath the sea) orchestrated the capture of Link's sister Aryll by the Helmaroc King. Though he was free, Ganondorf was weakened by his imprisonment and used Helmaroc, in light of his diminished influence, to roam the Great Sea looking for young girls who bore a resemblance to the fabled Princess Zelda. This same search led Link into a partnership with this era's reincarnation of Zelda known as Tetra. Together, with her Tetra's pirate crew and the help of a reincarnation of the King of Hyrule in the form of a living ship called the King of Red Lions, Link was able to harness the power of the fabled Wind Waker and defeat Ganondorf again.



THE HERO OF THE WIND

Small humanoid, lawful good

Armor Class 16 (shield)
Hit Points 120 (16d10 + 32)
Speed 30 ft. fly 50 ft. (glide)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +9, Cha +7
Skills Stealth +12
Senses passive Perception 11
Languages Common
Challenge 8 (4,900 XP)

Cautious Engagement. During his first turn, Link has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Link scores against a surprised creature is a critical hit.

Deku Leaf. If Link is falling his rate of descent slows to 30 feet per round. He takes no falling damage and can land on his feet.

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

Magic Weapon. Link's attacks with the Master Sword are magical.

Sneak Attack (1/turn). Link deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll.

Actions

Multiattack. Link makes two Master Sword attacks.

Master Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 9 (2d8 + 1) slashing damage plus 16 (4d8) radiant damage against evil creatures.

Spin Attack. Melee Weapon Attack: +9 to hit, reach 5 ft, all targets in range. *Hit:* 8 (1d8 + 4) slashing damage.

Boomerang (Returning). Ranged Weapon Attack: +9 to hit, range 80/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Windwaker. Link casts the *Gust of Wind* spell.

Spin Charge. Link spends one round charging his spin attack. while charging, his movement speed is reduced to 5 feet. If Link uses his Spin Attack on the next turn, it deals an additional 12 (3d8) damage. He can also move up to 25 ft while attacking, hitting all targets in range while he moves. He is stunned for one round after using a charged spin attack.



The Great Calamity. The most recent incarnation of Link is the hero who fought during the Great Calamity. A great many years after the events which lead to the fractured timeline of Hyrule, Ganon rose once more. This time, known as Calamity Ganon, his form had decayed due to the waning power of Demise's curse. Hylian historians say that this may have been nearly 10,000 years after the era of the Hero of Time. It is unknown which timeline the Great Calamity occurred in, however it has been postulated that time may have begun to heal itself after so many years, leading to a convergence of the fractured realities back into one. Regardless, the Cycle repeated itself yet again, this time bringing together warriors from all of the races of Hyrule to try to overcome Ganon. Legends say that Ganon was defeated 10,000 years ago, in part thanks to the use of powerful constructs known as Guardians that were built by the Shiekah. When Calamity Ganon reappeared, an industrious Princess Zelda took it upon herself to live up to her namesake and rally the peoples of Hyrule together to defeat the Evil One. She resurrected the Guardians, and chose a Champion from each of Hyrule's dominant races to fight along side her and defeat Calamity Ganon.

The Fall of the Hero. Though Zelda was successful in rallying an army to fight Calamity Ganon she and her champions were ultimately defeated. This included Revali of the Rito, Daruk of the Gorons, Mipha of the Zora, Urbosa of the Gerudo, and the Hylian champion, Link. Calamity Ganon used his sinister magic to corrupt the Guardians, as well as the large mechanoid constructs piloted by the champions known as the Divine Beasts. Turning their army against them, Calamity Ganon defeated the champions and all seemed lost.

The Timelocked Gambit. Grief-stricken, Zelda used her limited magical abilities to spirit away the broken body of Link and then make an attempt to contain Calamity Ganon. Link was deposited at a holy site on the Great Plateau known as the Shrine of Resurrection so that he might have a chance of healing. Zelda then thrust herself into a time-locked battle with Calamity Ganon, where she would remain, frozen in time for a century. Though Zelda sacrificed herself in this effort, Calamity Ganon was, for the time being, contained.

The Resurrection of the Hero. After 100 years, Link was resurrected on the Great Plateau and once again set out to defeat Calamity Ganon. Retaining only a partial memory of his former life, Link was initially lost after he awoke a century later. He was aided in reorienting himself by the spirit of King Rhoam Bosphoramus Hyrule, the last King of Hyrule. Link made preparations to once again raise a force that might combat Calamity Ganon once he inevitably overcame the sealing magic Zelda had placed on him. Traveling all over Hyrule, Link and his allies were able to purify the Divine Beasts and free the spirits of his fallen friends that were trapped within them. Using this power, along with the restored Master Sword which Zelda also salvaged after Link's initial defeat, Link was able to regain his memories and defeat Calamity Ganon, freeing Zelda, Hyrule, and the world from destruction.

THE HERO OF THE WILD

Medium humanoid, lawful good

Armor Class 17 (chainmail and shield)
Hit Points 162 (17d10 + 68)
Speed 30 ft., fly 50 ft. (glide)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Str +11, Dex +8, Con +9
Skills Athletics +15
Senses passive Perception 11
Languages Common
Challenge 14 (12,000 XP)

Climbing Skill. Link can climb up to his movement speed.

Magic Weapon. Link's attacks with the Master Sword and Bombs are magical.

Paraglider. If Link is falling, his rate of descent slows to 30 feet per round. He takes no falling damage and can land on his feet.

Sheikah Slate. Link's rune spells are created using his Sheikah Slate.



Champions' Boons.

Link restores all Champions' Boons after short rest.

Daruk's Protection (3/day). If Link takes damage, he can choose to reduce that damage to 0 instead.

Mipha's Grace (1/day). If Link drops to 0 hit points he restores half of his hit points.

Revali's Gale (3/day). Link can jump up to 100 feet into the air and can use his paraglider to then travel his gliding speed.

Urbosa's Fury (3/day). When Link makes a Master Sword attack, he deals 16 (3d10) lightning damage to all creatures within 25 feet of him.

Actions

Master Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 +6) slashing damage, plus 16 (4d8) radiant damage against evil creatures.

Royal Bow. *Ranged Weapon Attack:* +8 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 +3) piercing damage.

Bomb (Rune). Link throws a bomb into an unoccupied square that he can see within 40 feet of him. The bomb remains there until Link detonates it as a free action dealing 18 (4d8) fire damage to any creatures in a 10-foot sphere around the bomb.

Cryonis (Rune). Link creates a pillar of ice in the shape of a 10 foot cube. This pillar grows perpendicular to any body of water within 80 feet of him, including waterfalls or puddles. A creature cannot move through this pillar but can climb over it. Link can shatter the pillar as a free action and can only construct three pillars at a time.

Magnesis (Rune). Link levitates any metal object within 80 feet of him. As an action, he can raise the object up to 40 feet vertically or move it horizontally 40 feet. He can release the object as a free action and any creature standing below it must make a DC 16 Dexterity saving throw taking 11 (2d10) bludgeoning damage per 100 pounds the object weighs on a failed save or no damage on a successful one.

Stasis (Rune). Link magically immobilizes one creature or moving object within 80 feet of him for 2 (1d4) rounds or until Link dismisses the effect as a free action.

MAJORA

Hyrule has a large pantheon of deities including the Golden Goddesses Farore, Din, and Nayru, and the lady Hylia. Additionally, there are many gods and goddesses of primal forces like good and evil, light and darkness, and even regional entities that have dominion over the various localities found around the realm of Hyrule. The guardian deities of the Termina region took the form of four large giants that protect the four localities within Termina.

Ages ago, the giants lived in harmony among the united people of Termina, but later divided the realm into four regions in which the four races of Termina would live. Their closest compatriot, a mischievous imp named Majora considered their departure as a personal affront, and was driven to despair and later madness. He became an agent of chaos, seeking retribution for his imagined slight. The evil spirit fused itself inside a mask and lay dormant as did its former Giant friends for centuries.

The mask was imbued with the essence of Majora and his powerful chaotic magic. It was found by a mysterious ancient tribe, possibly the people of the Ikana region, and used to perform hexing rituals. Whomever it was that possessed the mask however deemed its corrupting influence to be too dangerous and cast it away where it again lay dormant for eons, until it was eventually found by a man known as the Happy Mask Salesman, a purported trader and collector of rare and powerful masks.

Encounter with the Skull Kid. The Mask Salesman took care of the mask until one day, it was stolen by the mischievous Skull Kid. Skull Kid and his friends, two sibling fairies named Tatli and Tael, thought they were playing a prank on the Mask Salesman and knocked him out. Drawn to the sinister mask, Skull Kid took it and put it on. The mask's power then took him over. His "pranks" grew more and more violent, much to the dismay and eventual horror of his fairy friends. Throughout this time, the Skull Kid began to lose his sense of identity, and his own past became intermingled with that of Majora. He began to believe that it was he who had been spurned by the Giants, and took up Majora's drive for revenge. He sought out the four giants, in their corners of Termina, and sealed their spirits inside masks that he then used to possess and mutate four unwitting creatures within the temples of each giant. This series of pranks culminated in an ambush on the Hero of Time, now traveling in the woods outside of Termina on a search for new adventures.

The Skull Kid stole Link's horse and the Ocarina of Time and when confronted by the Hero, cursed him and sealed him inside the form of a diminutive Deku scrub. He then moved to leave, taking the Ocarina with him, but accidentally sealed Tatli behind the door he had closed on Link. Presumably, Tael was distraught at the loss of his sister, but Skull Kid, becoming increasingly consumed by the rage and madness of Majora's Mask did not care. He then hatched a plan to pull off his ultimate "prank" by using the magical power of the mask to pull the moon from the sky. Little did he know however, as a result of his attack, the Skull Kid had set Link on a quest to defeat him and save both Termina and the world.

Three Days, Again and Again. Link eventually managed to find and confront the Skull Kid, using his limited powers as a Deku scrub to knock the Ocarina from his hands. He then used its power to travel back in time three days, to a time just after the Skull Kid's initial ambush. He sought the help of the Happy Mask Salesman, who broke the curse and presented Link with a mask that allowed him to transform into his Deku form whenever he wore it. Link then set forth on a journey to free the spirits of Termina's giant guardians. Link was able to free the giants, but only after having repeatedly traveled backwards in time and reliving the same three days, again and again. Using their help, he stopped the moon from falling. He then faced the Skull Kid, now completely taken over by Majora. Majora's mask abandoned its host however, and battled Link alone, taking on several increasingly dangerous forms during their fight.



"I... I SHALL CONSUME.

Consume... Consume everything..."

- Majora

Majora's Mask. The first form of the battle was simply the mask itself, but now outfitted with several large, red tentacle-like appendages dangling from it. The animated mask dove at Link, spinning violently and attempting to bludgeon him to death. Though this form of Majora's Mask is very weak, both offensively and defensively, its ability to hover makes it a dangerous and challenging opponent. It also calls the masks Skull Kid had used to seal away the Giants to help it in battle.



Majora's Incarnation. When defeated in battle, Majora's

MAJORA'S MASK

Tiny construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 77 (14d6 + 28)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	19 (+4)	8 (-1)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages understands Common and Abyssal but cannot speak

Challenge 5 (2,400 XP)

Diving Attacks. When Majora's Mask performs the Spinning Slam action, it can move up to 30 ft while attacking, making separate attack rolls against all targets in range while he moves.

Giant Masks. When Majora summons the four Giant Masks, they are treated as AC 12 creatures with 1 hit point each. They act during Majora's turn and can only fly 20 ft and shoot fireballs at Majora's opponents. When hit, each mask retreats until summoned again.

Tentacular Attacks. Majora's Mask can only restrain one creature at a time. A restrained creature takes 18 (4d8) necrotic damage at the beginning of its turn. It cannot attack while restraining a creature.

Actions

Spinning Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., all targets in range. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Grab. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Target must make a DC 17 Dexterity saving throw and is restrained (escape DC 14) on a failed save.

Death Ray. *Ranged Spell Attack:* +6 to hit, range 40 ft., one target. *Hit:* 12 (2d8 + 3) fire damage.

Summon Giant Masks (Recharge 6). Majora's Mask summons the four Giant Masks.

Fireball (Giant Masks Only). *Ranged Spell Attack:* +4 to hit, range 50 ft., one target. *Hit:* 9 (2d8) fire damage.

Majora's Incarnation. When defeated in battle, Majora's Mask mutates into a second form. This form is known as Majora's Incarnation. In this form, the mask grows arms, legs, and a small head comprised almost entirely of a single eyeball. Majora's Incarnation moves and attacks chaotically, in patterns that resemble complex dances. This form of Majora is much more dangerous and unpredictable than the previous form. When the mask mutates, it regains all hit points. All Giant Masks remain, but can no longer be summoned once defeated.



MAJORA'S INCARNATION

Medium construct, chaotic evil

Armor Class 19 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	13 (+1)	18 (+4)	15 (+2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Common and Abyssal but cannot speak

Challenge 10 (6,000 XP)

Constant Motion. While in motion, Majora's Incarnation can make its kick attack over 10 feet during its move action. Any creature in line with it must make a DC 16 Dexterity saving throw, taking 14 (2d12) bludgeoning damage on a failed save or no damage on a successful one.

Actions

Lightning Orb. *Ranged Spell Attack.* +8 to hit, range 40 ft., one target. *Hit:* 22 (4d8 + 4) lightning damage.

Kick. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 1) bludgeoning damage.



Majora's Wrath. When defeated in battle, Majora's Incarnation mutates into its third and final form. This form is known as Majora's Wrath. In this form, the mask's limbs grow much larger and more muscular. Its head also grows into a more humanoid appearance, with hollow eyes and a mouth frozen into a permanent shriek, half way between rage and horror. Additionally, two thick tentacles resembling those which surrounded Majora's mask, grow out of each hand. It uses these tentacles both to bludgeon and to grab its opponents. Behaviorally, Majora's Wrath acts in accordance with its name. Its attacks are brutal and it no longer employs the same dance-like maneuvers of its previous form, choosing to focus less on evasiveness and more on pure offense. Though it no longer has the ability to summon the Giant Masks, Majora's Wrath will create metallic spinning tops, surrounded by spikes. These tops will move about independently of Majora, but it can change their direction at will. They shatter when they hit an opponent, but if they last long enough without connecting with one of Majora's enemies, they will explode, dealing damage to all creatures in range. When the incarnation mutates, it regains all hit points. All Giant Masks remain, but can no longer be summoned once defeated.

MAJORA'S WRATH

Medium construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Common and Abyssal but cannot speak

Challenge 15 (13,500 XP)

Spinning Jump. Majora's Wrath can perform the Spinning Slam action and then leap 30 feet horizontally.

Spiked Spinners. When Majora summons Spinners, they are treated as AC 12 creatures with 1 hit point each. They act during Majora's turn and can only move 20 ft and attempt to collide with any targets. A creature targeted by the spinner must be within 20 ft of it and must make a DC 18 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save or no damage on a successful one. A spinner will shatter after it deals damage to a creature.

Tentacular Attacks. Majora's Wrath can only restrain two creatures at a time, one with each tentacle. It can release a restrained creature at any time. A restrained creature takes 18 (4d8) necrotic damage at the beginning of its turn. While restraining a creature, Majora's Wrath cannot make a tentacle attack with that tentacle. While restraining one or more creatures, Majora's Wrath cannot perform the Spinning Slam action.

Actions

Multiattack. Majora's Wrath makes two whip attacks, grab attacks, or one of each.

Whip. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 7) bludgeoning damage.

Spinning Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., all targets in range. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Grab. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Target must make a DC 18 Dexterity saving throw and is restrained (escape DC 18) on a failed save.

Summon Spinners (Recharge 5 - 6). Majora's Wrath summons 4 (2d4) Spiked Spinners into empty spaces it can see within 40 feet of it.

Explosion (Spinners Only). If a spinner does not collide with a target after 2 rounds, then at the beginning of its next round it will explode. Targets within a 20-foot sphere of the spinner must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save or half as much on a successful one.

MALLADUS

While the cycle of good and evil is obviously embodied in the forms of Link and Ganon in Hyrule, it has also taken on many different forms in the various other locations in the world. After Link and Tetra defeated Ganondorf and Bellum on the Great Sea, they set out to establish a new realm of Hyrule on land. New Hyrule was established in a land that had its own rich history. Prior to the arrival of Link, Tetra, and the Pirates, a great battle took place there. This war saw a group of deities known as the Spirits of Good battling against the forces of the Dmon King Malladus. The Spirits subdued their enemy but could not destroy him. He was instead sealed deep beneath the earth under a large structure called the Tower of Spirits. With the realm now free of both spirits and demons, the indigenous people, the Lokomos, thrived. The technologically advanced Lokomos developed the train which ran over a series of tracks made from the chains used to bind Malladus.

Chancellor Cole is a demon masquerading as a Hylian attendant to Tetra, now embracing her role as the reincarnate Princess Zelda. He hatched a scheme by which he separated Zelda's soul from her body in order to her body as a conduit through which his master, Malladus might be revived. Cole also employed Byrne as an assassin in an attempt to thwart Link's efforts to save Zelda and defeat Malladus. Eventually, Link obtained the Light Arrows and the Bow of Light and used them to drie Malladus from Zelda's body. In anger, Malladus annihilated Byrne and chose to possess Chancellor Cole instead, transforming into a giant beast. Link was eventually able to defeat the demon once and for all by destroying a crystal embedded in his forehead with the Lokomo Sword.



MALLADUS

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 262 (20d12 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str + 10, Con +11, Cha +3

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, grappled, frightened, petrified, prone, unconscious

Senses darvkision 120 ft., passive Perception 11

Languages Abyssal

Challenge 16 (16,500 XP)

Legendary Resistance (3/Day). If Malladus fails a saving throw, he can choose to succeed it instead.

Actions

Multiattack. Malladus makes three claw attacks, or one spin slash attack and one claw attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 5) slashing damage.

Spin Slash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., all targets in range. *Hit:* 18 (3d8 + 5) slashing damage.

Fireball. *Ranged Spell Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10 + 4) fire damage.

Multi-Fireball (Recharge 6). Malladus makes four Fireball attacks. Each attack can have a different target. Each target must make a DC 16 Dexterity saving throw taking 26 (4d10 +4) fire damage on failed save or half as much damage on a successful one.

Legendary Actions

Malladus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of a creature's turn. Malladus regains spent legendary actions at the start of his turn.

Fireball. Malladus uses the Fireball action.

Frightening Gaze (Costs 2 Actions). Malladus fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 16 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself as a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Malladus' gaze for the next 24 hours.

Possession (Costs 3 Actions). Malladus casts the spell "Dominate Person" as an 8th-level spell. A creature must make a DC 16 Wisdom saving throw to resist the spell's effect.



MIDNA

Midna, also known as the Twilight Princess, is the matriarch of the Twili people and a resident of the Twilight Realm. While she takes her role as a monarch seriously, she has a playful and mischievous sense of humor. Though an arguably beautiful humanoid Twili while in her native realm, she takes on the form of a small imp-like creature while in Hyrule. She can take this form at will, but chooses to remain hidden in Link's shadow most of the time.

A Battle for the Throne. Though Midna was the rightful ruler of the Twili, her authority was challenged by the usurper Zant, a servant of the royal family. Zant struck a deal with Ganondorf whom he believed to be a god, and was granted with some of his magical powers. He used this power to transform many of his own people into hideous monsters called Shadow Beasts, and then to invade the Palace of Twilight. He cursed Midna into her imp form and forced her to flee, seeking out Link's help in defeating Zant, reclaiming the throne, and rescuing her people.



Power of the Fused Shadows. Midna possesses the powerful magic of her people, but this power is supplemented by her control over the Fused Shadows. These artifacts, left by the ancestors of the Twili, allow Midna to unleash devastating magical attacks on her opponents. After Link and Midna were able to defeat both Zant and Ganondorf, she was able to freely take on her true form, while still retaining her magical abilities.

MIDNA

Medium humanoid, chaotic good

Armor Class 15

Hit Points 111 (12d8 + 48)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	19 (+4)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Str +5, Con +8, Int +8, Wis +10, Cha +9

Skills Deception +10, Intimidation +10, Perception +12, Stealth +15

Senses darkvision 120 ft., passive Perception 16

Languages Common, Old Hylian, Twili

Challenge 6 (2,400 XP)

Shadow Step. Midna has the ability to step from one shadow to another. When she is in dim light or darkness, as a bonus action, she can teleport up to 60 feet to an unoccupied space she can see that is also in dim light or darkness. she then has advantage on the first melee attack she makes before the end of the turn.

Magical Attacks. Midna's Hair attacks are magical.

Twilight Command. One humanoid that Midna can see within 30 feet of her must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Midna's spoken commands. If the target suffers any harm from Midna or another creature or receives a suicidal command from Midna, the target can repeat the saving throw, ending the effect on itself as a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Midna's Twilight Command for the next 24 hours.

Actions

Hair Fist. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target *Hit:* 12 (2d10 +1) bludgeoning damage.

Whirlwind Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., all targets in range. *Hit:* 6 (1d10 +1) bludgeoning damage.

Hair Grab. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Target must make a DC 18 Dexterity saving throw, and is restrained on a failed save.

Fused Shadow Blast (3/Day). Midna channels her Fused Shadow powers into a single blast of energy targeting one creature within 200 ft. that she can see. The target makes a DC 22 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save or half as much damage on a successful one.

MIKAU

Mikau was an unwitting hero of the Zora people in Termina. He was enlisted to recover eggs of his Zora friend and bandmate, Lulu. By trade, Mikau was the guitarist in "The Indigo-Gos" a band of Zora for which Lulu was the singer. Though brave in leaping into action to help his friend, Mikau was killed in his attempt at heroism. It is possible that Mikau was in fact the father of the eggs, and accordingly Lulu's partner. This is evidenced by her despair at his death, and her initial reluctance to inform him of the theft of her eggs. Mikau's dying body was found by the Hero of Time. He gifted his guitar to Link and with his dying breath asked that Link continue his quest and heal his dying soul. Link did so by playing the Song of Healing, sealing Mikau's soul into a mask which Link could use to transform into a Zora form, gaining many of Mikau's abilities. These include his ability to play the guitar, his swift swimming abilities, and his offensive skills. Link was able to use these abilities to progress through the Great Bay Temple and to defeat the gargantuan masked fish Gyorg, thereby freeing the third giant guardian of Termina.

"SOMEBODY... UNGHH... PLEASE...

Get me... to shore... Uuung... I am Mikau of the Zora people... guitarist in the Zora band... I think this is it for me... My final message... Will you listen to it?"

- Mikau



Link in his Zora form.



MIKAU

Medium humanoid, neutral good

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	12 (+1)	19 (+4)

Damage Immunities cold
Damage Vulnerabilities lightning
Senses passive Perception 11
Languages Common, Zora
Challenge 7 (3,100 XP)

Channel Electricity. When Mikau performs his Swim Spin action, he generates a field of electricity that hits all targets in a 20 ft sphere of Mikau, if they are also in the water. Creatures hit with the electric field must make a DC 15 Constitution saving throw, taking 18 (4d8) lightning damage and being paralyzed on a failed save, or half as much and not being paralyzed on a successful one.

Actions

Fin Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Fin Boomerang (Returning). *Ranged Weapon Attack:* +6 to hit, range 80/120 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Swim Spin (Swimming Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., all targets in range. *Hit:* 8 (1d8 + 4) slashing damage.

MIPHA



A Gentle Princess. Mipha is the princess of the Zora people, the daughter of King Dorephan, and the older sister of Prince Sidon. She possessed unique abilities to heal others, a skill not shared by others of her race. She was also a childhood friend of the Hylian knight, Link. These abilities and associations lead to her being chosen by King Rhoam and Princess Zelda to be the Zora champion in the quest to defeat Calamity Ganon. Mipha was a deeply empathic Zora and felt strongly for all of her allied champions, but she had a special affection for Link. She even went so far as to craft a suit of Zora armor for him, a traditional ritual of marriage proposal among the Zora.

The Divine Beast Vah Ruta. According to Zelda's research notes, she had the easiest time out of the four Champions wielding her Divine Beast, a fact which shocked Zelda due to Mipha's seeming fragility. Regardless of this natural control over the Divine Beast Vah Ruta, Mipha fell in battle when the Beast was corrupted by Waterblight Ganon during the Great Calamity. Mipha's spirit was trapped inside the Beast until the resurrected Link was able to slay the demon.

Mipha's Grace. Once freed from the Divine Beast, Mipha went on to help the Hero of the Wild in his quest to defeat Calamity Ganon. Her spirit granted him the ability of Mipha's grace, providing him with a limited version of the healing power she possessed in life. While Mipha had the ability to heal others, however, Link's gift from her would only restore his health were he to fall in battle. This is likely due to her secret affection for him when she was alive.

MIPHA, ZORA CHAMPION

Medium humanoid, lawful good

Armor Class 14 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	18 (+4)	22 (+6)	21 (+6)

Saving Throws Dex +6, Wis +10, Cha +10

Condition Immunities poisoned

Senses passive Perception 14

Languages Common, Zora

Challenge 6 (2,500 XP)

Disarming Attack. When Mipha hits a creature with a Trident attack and the target is wielding a weapon, that target must make a DC 17 Strength saving throw. On a failed save, it drops its weapon and the weapon lands at its feet.

Sweeping Attack. When Mipha hits a creature with a Trident attack she can make a DC 18 Dexterity check to attempt to damage another creature with the same attack within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes the same amount of damage as the first creature.

Spellcasting. Mipha is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18). She has the following spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bles*, *cure wounds*, *detect evil and good*, *healing word*, *purify food and drink*

2nd level (3 slots): *aid*, *enhance ability*, *locate object*, *prayer of healing*, *protection from poison*

3rd level (3 slots): *beacon of hope*, *clairvoyance*, *dispel magic*, *glyph of warding*, *remove curse*.

4th level (3 slots): *control water*, *divination*, *guardian of faith*

5th level (2 slots): *commune*, *legend lore*, *mass cure wounds*

Actions

Lightscale Trident. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 0) piercing damage.

Champion's Actions

Mipha restores all Champion's Actions after a short rest.

Mipha's Grace (3/day). Mipha restores up to 400 hit points, divided as she chooses, among any number of creatures she can see within range. Creatures healed by this spell are also cured of all disease and any effects making them blinded or deafened. This spell has no effect on undead or constructs.

Divine Beast Van Ruta (1/day). If Divine Beast Vah Ruta is within 2 miles of Mipha, it fires a beam weapon at one creature of Mipha's choosing. The creature must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save or half as much damage on a successful one.

MOLDARACH



The Moldarach is a fearsome beast found in sand-filled areas around Hyrule. Resembling a giant Scorpion, Hylian taxonomists believe that the Moldarach may in fact be an extremely aged Aracha, a more common but smaller scorpion-like creature. The Moldarach will defend itself with its claws, but will also use them for attack just as readily as it might strike an opponent with its deadly tail. The claws can also be used to grab its prey and attempt to crush them. Moldarach's have the ability to continue to battle even after having taken large amounts of damage, due to its segmented body. The Moldarach also attacks its prey after burrowing into the soft sand in which it makes its home. When burried in the sand, the Moldarach will extend its tail and try to pierce enemies with its stinger. Though Moldarach's have been known to have voracious appetites and an extreme drive to annihilate its prey or any threats it perceives, it is not believed that it is an agent of any malevolent force such as Ganon. Nevertheless, Moldarach's make dangerous enemies to be encountered throughout the various desert areas in and around Hyrule.

MOLDARACH

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 21)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	1 (-5)	11 (+0)	3 (-4)

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 10

Languages -

Challenge 6 (2,600 XP)

Burrowing Attacks. The Molderach can burrow underground. While it is underground, the Molderach's movement speed is increased to 40 feet and it cannot be the target of melee attacks, line spells, or spell effects that require line of sight. While burried, it can expose its tail, allowing it to make stinger attacks. While its tail is exposed, it can be the target of attacks but is granted it a +2 bonus to its AC. The Molderach cannot make claw attacks while it is burried.

Actions

Multiattack. The Molderach makes three attacks: two with its claws and one with its stinger.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). The Molderach has two claws, each of which can grapple only one target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Burrow. The Molderach can use its move action to burrow underground.

Emerge. If the Molderach is underground, it can use its move action to emerge in any unoccupied space.

MOLGERA

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages -

Challenge 14 (12,000 XP)

Tunnler. Molgera can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Molgera Spawn. When Molgera tunnels underground, it leaves behind two Molgera Spawn in the space where it entered the ground.

Actions

Multiattack. Molgera makes two biting attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 +9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by Molgera. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of Molgera, and it takes 21 (6d6) acid damage at the start of each of Molgera's turns. If Molgera takes 30 damage or more on a single turn from a creature inside it, Molgera must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If Molgera dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

MOLGERA

Molgera is a massive worm-like creature that lives deep beneath the sands of Hyrule's deserts. It is believed there to only be one Molgera that is extremely long lived, though it is said to produce smaller versions of itself through some sort of budding process. This has lead Sheikah researchers to argue that Molgera is asexual, however it would seem to consumer its own young rather than let them grow to full size and rival it for domination of Hyrule's subterranean world. One known location of the Molgera is beneath the Wind Temple. It was there that it killed a young Kokiri boy named Fado who was the Sage of the Temple and a guardian of the Master Sword. There is debate among scholars as to whether Molgera is a naturally occurring creature or a creation of Ganondorf. Hylian mysics believe that Molgera was created by Ganondorf for the express purpose of killing Fado and preventing the Master Sword from ever being returned to its full power.

MOLGERA SPAWN

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 18 (4d8 + 90)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	1 (-5)	6 (-2)	4 (-3)

Senses blindsight 30 ft., tremorsense 40 ft., passive Perception 8

Languages -

Challenge 2 (500 XP)

Tunnler. A Molgera Spawns can burrow through solid rock at half its burrow speed.

Actions

Multiattack. The Molgera Spawn makes two biting attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) piercing damage.



MORPHEEL

Morpheel is a massive eel that lives at the bottom of the bottom of the lakebed temple.

It has eight watery tentacles that extend ring the front of its body, which is comprised almost entirely of a its massive, gaping maw. Morpheel's mouth has several layers of serrated teeth all around it that it uses to tear its prey to pieces. It may have been a naturally occurring creature in the Lakebed Temple, but it is also possible that Morpheel is a twisted and mutated Hylian Loach. This theory is supported by the fact that Morpheel possesses inside it one of the Fused Shadows, an artifact of the Twili people that is imbued with dark magic.

Burrowing and Swimming. Morpheel is a fast swimming creature, but will prefer to spend most of its time burrowed underneath the soft sand at the bottom of its chamber in the depths of the temple. There, it rests with just its mouth and tentacles exposed. It waits for unsuspecting prey to wander into range of its tentacles and it will then grab them and draw them into its mouth. During battle, it will remain burrowed underground until sufficiently perturbed, at which point it will forsake its tentacle attacks and hiding position, and attempt to swim about and devour its enemies the old fashioned way. It will return to its burrowed position however, if it believes it to be advantageous or that it is safe again.



MORPHEEL

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 216 (12d20 + 90)

Speed swim 50 ft.,

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Damage Vulnerabilities lightning

Senses darkvision 120 ft., passive Perception 9

Languages -

Challenge 11 (8,000 XP)

Tentacular Attacks. When one of Morpheel's tentacles is being used to restrain a creature, it cannot be used to make a paddle attack. Morpheel can choose to release a creature from restraint on his or another creature's turn at any time as a free action. Morpheel will not use its tentacles to attack while it is swimming, only when burrowed.

Burrowed Defense. When Morpheel is burrowed into the sand, it will not move but is granted a +2 bonus to its AC. While burrowed, Morpheel can only use its biting attack on a creature that it has grabbed.

Actions

Multiattack. Morpheel makes 2 paddle or grab attacks while burrowed only.

Paddle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage.

Grab. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Target must make a DC 15 Dexterity saving throw or it is restrained (escape DC 15) on a failed save.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by Morpheel. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of Morpheel, and it takes 21 (6d6) acid damage at the start of each of Morpheel's turns. If Morpheel takes 30 damage or more on a single turn from a creature inside it, Morpheel must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If Morpheel dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

ODOLWA

Odolwa is a large humanoid creature found deep within the Woodfall Temple of the Termina region. He wears a mask which imprisoned one of the Four Giants. He attacks with a large sword but also has limited magical abilities allowing him to summon a variety of insects as well as rings of flame.



ODOLWA

Large construct, chaotic evil

Armor Class 16 (natural armor and shield)

Hit Points 130 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	14 (+2)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages Abyssal

Challenge 7 (3,100 XP)

Actions

Sword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Spin Attack. *Melee Weapon Attack:* +6 to hit, reach 10 ft., all targets in range. *Hit:* 10 (1d10 + 4) slashing damage.

Summon Scarabs. Odolwa summons 3 (1d4 + 1) scarabs into unoccupied spaces he can see within 80 feet of him.

Summon Moths (Recharge 5-6). A swarm of moths surrounds one medium or larger target Odolwa can see within 80 feet of him. These moths last 4 (1d4 + 2) rounds or until defeated as an action with a Strength saving throw (DC 12). When a creature is surrounded by moths its movement speed is halved and it takes 3 (1d6) bludgeoning damage at the start of each of its turns.

Chant. Odolwa emits a taunting chant. Each creature within 200 feet of him must make a DC 14 Wisdom saving throw or be frightened for 2 rounds. A creature that has been frightened by Odolwa's chant cannot be frightened by it again for 24 hours.

Ring of Fire (3/day). Odolwa creates a ring of fire around a creature he can see within 80 feet of him. This ring is up to 10 feet in diameter, 10 feet high and 1 foot thick, that lasts for one minute. When the ring appears, each creature within its area must make a Dexterity saving throw (DC 15). On a failed save, a creature takes 13 (3d8) fire damage, or half as much damage on a successful save. A creature takes the same damage when it enters the ring for the first time on a turn or ends its turn there.

ODOLWA SCARAB

Tiny beast, unaligned

Armor Class 12

Hit Points 5 (2d4 + 0)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	2 (-4)	6 (-2)	2 (-4)

Senses passive Perception 8

Languages -

Challenge 0 (5 XP)

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 3 (2d4 - 2) piercing damage.

PHANTOM GANON



Ganondorf boasts both deadly magical abilities and advanced martial prowess. Additionally he uses his magic to corrupt the hearts and minds of those around him, and to summon vicious monsters and demons to do his bidding. One such creature is Phantom Ganon. Phantom Ganon appears to be very similar to its creator, but its face is that of a skull with devil-like horns extended from the top of its head. It appears to have similar teleportation abilities to the Twili, perhaps suggesting that it was manifested using energy or materials from the Twilight Realm. These powers are limited however, as it would seem to be tethered to specific portals, also created by Ganondorf.

PHANTOM GANON

Medium aberration, lawful evil

Armor Class 18

Hit Points 180 (24d8 + 72)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	5 (-3)

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

Damage Immunities necrotic, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages understands all languages but cannot speak
Challenge 10 (6,200 XP)

Incorporeal Movement. Phantom Ganon can move through other creatures and objects as if they were difficult terrain.

Painted World. Phantom Ganon has the ability to meld into a painting and then emerge from another painting in the area within 150 feet of the painting he entered. Phantom Ganon can emerge from a painting, attack, and jump into another painting in one round. When he does so, he can only perform a lightning strike attack.

When emerging from the painting, a creature may make a DC 12 Wisdom (Perception) check to spot which painting Phantom Ganon is going to emerge from. This check's DC increases by 2 (max 20) for every additional painting in the area beyond 2. On a successful check, a creature may make an attack roll against Phantom Ganon if he is within range of that attack. If hit, Phantom Ganon will not enter another painting.

Phantom Ganon will no longer jump into his paintings if they have been destroyed or if he has been hit with attacks 3 times while jumping between paintings. Once Phantom Ganon is no longer able to jump between paintings, he will only perform his Orb of Force or Spear attacks.

Actions

Spear. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 17 (2d12 + 4) piercing damage.

Orb of Force. Ranged Spell Attack: +7 to hit, range 100 ft., one target. **Hit:** 26 (7d6 + 1) force damage and the target may make a DC 14 Dexterity saving throw if armed with a melee weapon. On a successful save, the target takes no damage, and the orb is reflected back at Phantom Ganon who then may make a DC 16 Dexterity saving throw to reflect the orb back towards the target. This continues, adding 2 to the saving throw DC on each success, until either Phantom Ganon or the target fails the saving throw. On a failed save, either Phantom Ganon or the target takes the damage.

Lightning Strike (Recharge 6). Spell Attack: +5 to hit, range 30 ft. sphere, all targets in range. **Hit:** 41 (6d12 + 1) lightning damage and the targets must make a DC 16 Dexterity saving throw. The targets take no damage on a successful save.

REVALI

Revali was a resident of the Rito Village in Western Hyrule during the time of the Great Calamity. Although naturally gifted at flying and using a bow, he pushed himself to great extremes to try and better himself throughout his life, often injuring himself in the process. Revali presented a confident exterior to the world, however, it was said that he kept his true emotions hidden, and was actually insecure about his abilities. When King Rhoam and Princess Zelda came searching for aid from the Rito people, Revali agreed to help and was chosen to become the Rito Champion, a protector of Hyrule and the pilot of the Divine Beast Vah Medoh. According to Zelda's Research Notes, he was able to wield his Divine Beast with relative ease. However, despite this honor, Revali was frustrated; he had wanted to be the main hero like the Hero of the Wild, not a supporting fighter. Regardless, Revali quickly became an integral part of the team of Champions. Revali was killed by Windblight Ganon during the Great Calamity. His spirit was then trapped within the corrupt Divine Beast, only being freed a century later when the Hero of the Wild slew the demon inside the machine. Revali then gave the Hero use of his ability, Revali's Gale, as thanks.

REVALI, RITO CHAMPION

Medium rito, chaotic good

Armor Class 16 (leather armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	15 (+2)	14 (+2)	17 (+3)

Senses passive Perception 12
Languages Common, Rito
Challenge 10 (5,900 XP)

Alert. Revali gains a +5 bonus to initiative and can't be surprised while conscious. Other creatures don't gain advantage on attack rolls against him as a result of being hidden.

Sharpshooter. Attacking at long range doesn't impose disadvantage on Revali. His ranged weapon attacks ignore half cover and three-quarters cover. Before he makes an attack with his Great Eagle Bow, he can choose to take a -5 penalty to the attack roll. If the attack hits, he adds +10 to the attack's damage.

Winged Movement. Revali can hover in place in the air or fly for up to two hours without needing to land. While flying, he has to use his wings, however he can also fall slowly and use his bow as he descends. If Revali is falling his rate of descent slows to 20 feet per round. He takes no falling damage and can land on his feet.

Actions

Multiattack. Revali makes three bow attacks.

Great Eagle Bow. *Ranged Weapon Attack:* +10 to hit, range 120/600 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Champion's Actions

Revali restores all Champion's Actions after a short rest.

Revali's Gale (3/day). Revali leaps up to 100 feet into the air. He can then fly up to his movement speed, or make a multiattack with his bow.

Divine Beast Vah Medoh (1/day). If Divine Beast Vah Medoh is within 2 miles of Revali, it fires a beam weapon at one creature of Revali's choosing. The creature must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save or half as much damage on a successful one.



SHEIK

After the young Hero of Time and Princess Zelda accidentally aided Ganondorf's plot to access the Sacred Realm, the King of Evil was able to touch the Triforce and gain previously unknown power. He used his newfound magical strength to conquer Hyrule and plunge it into darkness, beginning with a siege of Hyrule Castle. After slaying most of the Hylian Royal Guard, Ganondorf set his sights on the Royal family itself. He struck down the King, but was unable to eliminate the Princess. The young Zelda had been spirited away by her nursemaid and bodyguard, Impa. The two only narrowly evaded capture by the Demon King, fleeing into the night on horseback.

The Birth of Sheik. While the Hero of Time was sealed away by Rauru, the Sage of Light, Zelda set out on her own path of growth and development. In the intervening seven years between Ganondorf's conquest of Hyrule and the awakening of the Hero, Zelda trained with Impa and became a skilled warrior in the mystical arts of the Sheikah. She adopted the moniker "Sheik" both as an homage to her new culture and as means of protecting her identity, as Ganondorf never relented in his search for the Princess. When the Hero awoke, Sheik maintained her disguise but aided him in his quest to awaken the Seven Sages and to defeat Ganondorf. Shortly before their final confrontation however, Sheik revealed her true identity to the Hero and was subsequently captured by Ganondorf.



SHEIK

Armor Class 17

Hit Points 113 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	18 (+4)	20 (+5)	16 (+3)

Saving Throws Dex + 10, Int + 9, Wis + 10

Skills Acrobatics +10, Perception + 10, Stealth +12

Senses passive Perception 15

Languages Common, Sheikah

Challenge 10 (6,400 XP)

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

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

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

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

Medium humanoid, neutral good

Spellcasting. Sheik is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following spells prepared.

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp.*

1st level (4 slots): *detect magic, identify, magic missile.*

2nd level (3 slots): *detect thoughts, mirror image, misty step.*

3rd level (3 slots): *counterspell, fireball, lightning bolt.*

4th level (3 slots): *banishment, fire shield, ice storm.*

5th level (2 slots): *scrying, teleportation circle, wall of force.*

6th level (1 slot): *chain lightning, globe of invisibility.*

7th level (1 slot): *fire storm, teleport.*

Actions

Multiattack. Sheik can make three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Kunai. *Range Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 4 (1d8) poison damage and become poisoned. The creature may repeat the saving throw on each turn, taking an additional 4 (1d8) poison damage until a successful save or the creature is cured by other means.



TWINROVA

Twin Gerudo sisters Koume and Kotake were sinister sorceresses who served as Ganondorf's surrogate mothers during his childhood. They were very loyal to their "son's" cause and worked to advance his agenda throughout Hyrule. Before Ganondorf carried out his plan to invade the Sacred Realm and later Hyrule, the sisters pursued an alternate path to power for him. They researched the Spirit Temple in the Gerudo Desert in an attempt to harness the power within. A young Gerudo woman named Nabooru ran afoul of their plot while attempting to loot the Temple and they captured her. They brainwashed Nabooru and enslaved her, capturing her within the form of an Iron Knuckle. Seven years later, the Hero of Time did battle with the sisters in an attempt to awaken Nabooru as the Sage of Spirit. During this fight, the witches took on a combined form known as Twinrova and attempted to slay the Hero using their powerful elemental magic. Ultimately he was successful in defeating them, and they were banished, never to be seen again.

KOUME

Medium humanoid, chaotic evil

Armor Class 14
Hit Points 58 (9d8 + 18)
Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	22 (+6)	24 (+7)	18 (+4)

Damage Vulnerabilities cold
Damage Immunities fire
Senses passive Perception 16
Languages Common, Abyssal
Challenge 3 (750 XP)

Actions

Fire Ray. Koume fires a ray of fire in a line that is 60 feet long and 5 feet wide. Each creature in that line makes a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage and catches fire on a failed save or half as much damage on a successful one.

KOTAKE

Medium humanoid, chaotic evil

Armor Class 14
Hit Points 58 (9d8 + 18)
Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	24 (+7)	22 (+6)	18 (+4)

Damage Vulnerabilities fire
Damage Immunities cold
Senses passive Perception 16
Languages Common, Abyssal
Challenge 3 (750 XP)

Actions

Frost Ray. Koume fires a ray of frost in a line that is 60 feet long and 5 feet wide. Each creature in that line makes a DC 16 Dexterity saving throw, taking 10 (3d6) frost damage and has its movement speed halved on a failed save or half as much damage on a successful one.



When the witches Koume and Kotake are defeated, they will perform a powerful magical ritual that allows them to fuse into Twinrova. Twinrova possesses each sister's resistances to cold and fire respectively while maintaining neither of their weaknesses. The combined form of the witches has the ability to utilize both forms of offensive magic to cast powerful and dangerous spells. The sisters can only fuse into Twinrova for a limited time, as doing so drains them of their vitality, possibly causing their frail appearance, though this may simply be due to their advanced age.

TWINROVA

Large humanoid, chaotic evil

Armor Class 16

Hit Points 151 (16d12 + 48)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	24 (+7)	24 (+7)	18 (+4)

Damage Immunities cold, fire

Senses passive Perception 16

Languages Common, Abyssal

Challenge 11 (7,200 XP)

Rejuvenating Transformation. When defeated, Koume and Kotake will form into Twinrova. When Twinrova is formed by the witches, she regains all hit points. The effects of all lingering spells, poison or any other conditions on either of the sisters end. Twinrova's initiative is the same as whichever sister had the highest initiative in the preceding battle.

Actions

Hurl Flame. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 28 (8d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Until someone takes an action to douse the fire, the creature takes 5 (1d0) fire damage at the start of each of its turns. Additionally a superheated circle with a diameter of 30 feet is created, centered on the space occupied by the target. Any creature that starts their turn in this circle or attempts to move through it on their turn takes 10 (2d10) fire damage and catches on fire. This circle lasts for two rounds, or if it is replaced by a circle of cold by Twinrova.

Hurl Frost. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 17 (5d6) cold damage. On a hit, the target must make a DC 18 Constitution saving throw, taking take an additional 11 (3d6) cold damage and having their movement speed halved for 2 (1d4) rounds on a failed save. If the target fails their save by 5 or more, they are frozen solid for 5 (2d4) rounds or until someone takes an action to thaw them out. Additionally a frigid circle with a diameter of 30 feet is created, centered on the space occupied by the target. Any creature that starts their turn in this circle or attempts to move through it on their turn takes 5 (1d10) cold damage. This circle lasts for two rounds, or if it is replaced by a circle of fire by Twinrova.

Reactions

Elemental Reposte. If Twinrova is hit with an attack that has an elemental effect (acid, cold, fire, lightning, or thunder), she can respond by using either Hurl Flame or Hurl Frost.



URBOSA

Not all of the Gerudo are as evil or as treacherous as Ganondorf. To the contrary, most of the women of the Gerudo tribe are peaceful, if a bit insular and xenophobic. Over the generations, the relationship between the desert tribe and the Hylian royalty fluctuated between periods of bitter aggression, tense indifference, and close kinship. During the time of the Great Calamity, King Rhoam and Princess Zelda called upon the Gerudo to aid them in the impending battle with Calamity Ganon. The Gerudo Champion would be Lady Urbosa, chieftan of the Gerudo. She was a close friend to the Queen of Hyrule, Zelda's mother, prior to the queen's demise, and subsequently befriended the princess, taking on a motherly role for the young girl. When she agreed to become the Gerudo Champion, Urbosa was given command of the Divine Beast Vah Naboris.

According to Zelda's Research Notes, she was able to utilize the Divine Beast's power with relative ease. However, Urbosa was killed by Thunderblight Ganon during the Great Calamity. Her spirit was then trapped within the Divine Beast for the next one hundred years. It was only after Hero of the Wild slew the demon inside the machine that her spirit was freed. Urbosa was considered a powerful warrior of impeccable skill, strength, and speed while alive. She wielded the Scimitar of the Seven and the Daybreaker shield. She also had the ability to summon powerful lightning strikes that could cripple hordes of enemies, simply by snapping her fingers.

URBOSA, GERUDO CHAMPION

Medium humanoid, chaotic good

Armor Class 16 (shield)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	21 (+5)	16 (+3)	18 (+4)	17 (+3)

Damage Immunities lightning
Senses passive Perception 14
Languages Common, Gerudo
Challenge 11 (7,600 XP)

Shield Master. If she isn't incapacitated, Urbosa can add her shield's AC bonus to any Dexterity saving throw she makes against a spell or other harmful effect that targets only her. If she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she can use her reaction to take no damage if she succeeds on the saving throw, interposing her shield between herself and the source of the effect.

Actions

Multiattack. Urbosa makes three attacks: two with her scimitar and one with her shield.

Scimitar of the Seven. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Daybreaker Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Reactions

Parry. When another creature damages Urbosa with a melee attack, she can use her reaction to reduce the damage by 8 (1d10+3).

Shield Bash. When an opponent misses Urbosa with a melee attack, or after a successful Parry, she can make a Daybreaker Shield Bash attack against that creature.

Champion's Actions

Urbosa restores all Champion's Actions after a short rest.

Urbosa's Fury (3/day). Urbosa unleashes a powerful lightning strike centered on a point of her choosing within 60 feet of her. All creatures within 30 feet of that point take 19 (3d12) lightning damage.

Divine Beast Vah Naboris (1/day). If Divine Beast Vah Naboris is within 2 miles of Urbosa, it fires a beam weapon at one creature of Urbosa's choosing. The creature must succeed on a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save or half as much damage on a successful one.



"A LONG TIME AGO THERE WAS AN EVIL DRAGON NAMED VOLVAGIA LIVING IN THIS MOUNTAIN.

That dragon was very scary! He ate Gorons! Using a huge hammer, the hero of the Gorons... BOOOM! Destroyed it just like that. This is a myth from long ago, but it's true! I know, because my dad is a descendant of the hero!"

- Link of the Gorons

VOLVAGIA

Volvagia has existed since ancient times. He was known for his appetite for Gorons and he spread fear and consternation throughout the tribe. Although Volvagia consumed a good portion of the race, he was finally bested by the Hero of the Gorons who defeated him with the assistance of the legendary hammer from the Fire Temple. Although little about the hero was known (save that he was an ancestor of Darunia), his legacy, as well as Volvagia's, would continue for generations to come.

After an untold number of years, Volvagia was revived by Ganondorf. The ring of clouds surrounding Death Mountain caught fire, reflecting the impending danger which would be caused by Volvagia's resurrection. Following this sequence of events, Ganondorf's forces invaded Goron City and captured all of the Gorons except for Darunia, his son Link, and a small handful of others. The captured Gorons were imprisoned inside the Fire Temple for Volvagia to feed on. Ganondorf carried out this horrible deed to demonstrate what would happen to the other races of Hyrule, should they choose to oppose him.

Volvagia is a serpentine creature armored in red scales. He boasts two forelimbs equipped with claws and his cranium is covered, presumably, by a helmet-like exoskeleton. A fiery mane streaming from his neck is capable of inflicting injuries when he whips his head. Although Volvagia lacks wings, he is capable of flight. The dragon inhabits environments of intense heat filled with molten magma. He spends his time submerged in the magma and will occasionally emerge to assail intruders with his fire breath. Volvagia will emerge from his lava pits to attack any intruders into his lair. He can do this with his powerful jaws or claws, as well as by breathing fire or by raking the cavern ceiling of his chamber causing boulders to fall on his enemies

VOLVAGIA

Gargantuan dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 247 (15d20 + 90)
Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	9 (-1)

Damage Immunities fire
Damage Vulnerabilities bludgeoning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9

Languages -
Challenge 13 (11,000 XP)

Lava Environment. Volvagia lives inside molten lava. When damaged, he will retreat into the lava and can emerge from another location assuming it is connected beneath the lava. While submerged in lava, he can move up to his flying speed on each of his turns.

Flying Attacks. Volvagia can take a move action both before and after he attacks, unless he takes a multiattack action.

Actions

Multiattack. Volvagia can use his Frightful Presence. He then makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 +7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Frightful Presence. Each creature within 120 feet of Volvagia and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Volvagia's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). Volvagia exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw taking 31 (9d6) fire damage on a failed save or half as much damage on a successful one.

Boulder Drop (2/day). Volvagia strikes the ceiling of its chamber and causes boulders to fall to the ground, threatening anyone in the chamber. All creatures (including Volvagia) within 100 feet of the space in which Volvagia struck the ceiling must make a DC 23 Dexterity saving throw, taking 39 (11d6) bludgeoning damage on a failed save or no damage on a successful one.

Reactions

Submerge. If Volvagia takes damage during a round, he can dive into the nearest lava pit to him and submerge himself.

Partially Surface. Volvagia can partially emerge from a lava pit. When he does, he cannot move and can only make bite or claw attacks on targets within range. He can fully emerge from this position on his next turn, or can submerge himself again at the end of the round in which he only partially emerged from the lava.



ZANT

From the beginning, Zant was unusual among the Twili. While most of his people seemed to have accepted being sealed in the Twilight Realm, Zant harbored a burning desire to conquer the World of Light in revenge for what was done to his kind. A candidate to become the next ruler of the Twili, Zant was passed over in favor of Midna due to his apparent lust for power. Angered, Zant fell into a crazed depression. During his torment, he was approached by Ganondorf, who was sealed in the Twilight Realm after surviving his execution at the hands of the Ancient Sages. Ganondorf posed as a god to Zant, offering him power, immortality, and a chance to seize the throne of the Twilight Realm. Zant, unaware that Ganondorf was just using him to escape imprisonment in the Twilight Realm, accepted, and donned a monstrous metallic mask as a symbol of his ascension to power.

Zant, with his newfound powers, placed a curse on Midna, transforming her into an imp. With Midna out of the way, Zant was free to usurp the throne and proclaim himself the new King of Twilight. Under his rule, the light of the Sols was sealed away, leaving the land dark. Zant then crafted most of the Twili into a new race known as Shadow Beasts, dark beings bent to his will. In conjunction with the remaining monsters of Ganondorf's army, Zant opened a portal to Hyrule and began a conquest of the land. After a series of successful campaigns, Zant's army assaulted Hyrule Castle directly. The Hyrulean Soldiers defending the Throne Room were easily subdued by the beasts in the ensuing battle. Princess Zelda raised her sword in defense, but Zant threatened to kill all of the inhabitants of Hyrule if she did not comply with his order to give up the throne. Zelda dropped her sword as a form of surrender and abdicated her throne to Zant to save the lives of her people. During this assault, the castle was set on fire and twilight came out of the castle, turning the watching residents of Hyrule Castle Town into hopeless light spirits.

After restoring the Sols and infusing the Master Sword with their light, Midna and the Hero of Twilight broke into the Palace of Twilight to confront Zant. After a fierce battle, Zant, with his dying breath, told the duo that he would be revived by Ganondorf as long as his god lived, and also revealed that Midna could not return to her original form because he used Ganondorf's magic to turn her into an imp. Zant then made one last crazed moan at them, but Midna was overcome by the power of the Fused Shadows and used her hair, which split into three giant spears, to impale Zant. Zant flailed wildly, inflated, and then exploded. After Ganondorf's ultimate defeat at the hands of the Hero of Twilight, Zant appeared in a vision, and snapped his own neck.



ZANT, USURPER KING

Medium humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	18 (+4)	14 (+2)	17 (+3)

Senses passive Perception 12

Languages Common, Twili, Old Hylian

Challenge 11 (7,200 XP)

Illusory Battlefield. Zant has the ability to create an illusory area surrounding him and any enemies he is fighting. This terrain can cover a square up to 500 feet on each side. Zant can make this battlefield look, sound, smell, and even feel like some other sort of terrain. He can alter the appearance of landforms and structures, or add structures where none are present. The illusion includes audible, visual, tactile, and olfactory elements. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. The spell doesn't disguise, conceal, or add creatures. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Shadow Step. Zant has the ability to step from one shadow to another. When he is in dim light or darkness, as a bonus action, he can teleport up to 60 feet to an unoccupied space he can see that is also in

dim light or darkness. He then has advantage on the first attack he makes before the end of the turn.

Twilight Command. One humanoid that Zant can see within 30 feet of him must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Zant's spoken commands. If the target suffers any harm from Zant or another creature or receives a suicidal command from Zant, the target can repeat the saving throw, ending the effect on itself as a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Zant's Twilight Command for the next 24 hours.

Magical Attacks. Zant's attacks are magical.

Actions

Multiattack. Zant makes three scimitar attacks or three blast attacks.

Twilight Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

Twilight Blast. *Ranged Spell Attack:* +9 to hit, range 80 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Spinning Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., all targets in range. *Hit:* 7 (2d6) slashing damage.

Summon Shadow Beasts (2/day). Zant summons three Shadow Beasts (*Legend of Zelda Monster Manual* p. 49). This action cannot be used until all three Shadow Beasts have been killed.

Illusory Battlefield (Recharge 5-6). Zant changes the illusion of the battlefield he has projected.





PRINCESS ZELDA

Zelda is a name traditionally given to female members of the Hylian Royal Family. Accordingly, there have been many princesses named Zelda throughout the ages, dating back to the founding of the realm and the creation of the monarchy. Though most of the Hylians who have had this name possessed a hereditary connection to the original Royal Family, there have been gaps in their reign that correspond with the various high and low periods in Hyrule's History. As the cycle of Good and Evil continued, the Hylian Monarchy was periodically destroyed and reinstated, each time with a new princess named Zelda. Though each of the Zeldas have varied in age, standing, and era, they generally all share a similar disposition, as a kind, wise, and benevolent person. She is the heir to the goddess Hylia and the keeper of the Triforce of Wisdom.

Associated with the Goddesses Nayru and Hylia, as well as the Triforce of Wisdom, Zelda possesses keen insight and good judgment—although this does not always avail her in eschewing capture. Most of Zelda's incarnations are additionally gifted with innate psychic or magical potencies, such as telepathy and precognition. Zelda has demonstrated the ability to cast spells, engender or annul barriers and seals, and is particularly skilled with both a bow and sword. The source of most of these natural mystical powers could be explained by the presence of the Light Force, a power that is passed down through the Royal Family of Hyrule for generations.



The First Princess.

Long ago, after the creation of the world, there was a fierce battle between the forces of good and evil. The leader of the evil forces, a demon king known as Demise, attempted to claim the legendary Triforce that he might rule over all life in the world. In order to protect the primitive Hylians that occupied the land upon which the war raged, the Goddess Hylia, a servant of the Golden Goddesses Din, Nayru, and Farore, raised the Hylians into the sky. Their new home would come to be known as the Skyloft, and they would thrive there for several generations, establishing a distinct culture and society in the clouds. After they were safe, Hylian managed to lead the remaining tribes on the Surface in order to battle Demise and seal him away inside the form of the Imprisoned beneath the Sealed Grounds.

Hylia was mortally wounded in the battle however, and so chose to forsake her divinity in order to be reborn generations later within the body of a Hylian girl. This girl was known as Zelda, and, though not a princess, was the forebearer of the other Zeldas who would bear the name. As this time, known as the Era of the Goddess, predated the founding of the Hylian Monarchy, this Zelda was not royalty. Rather, she was the daughter of Gaepora, the headmaster of the Skyloft's Knight Academy. She was also a student at the academy, where she met her good friend, Link. She was the keeper of the Goddess Harp, a holy artifact that connected the people of Skyloft to Hylia.



The two friends were unwittingly drawn into a sinister plot to revive Demise. A tornado, caused by the living embodiment of Demise's sword, known as Ghirahim, pulled the pair out of the sky and down to the surface. Zelda was nearly captured by Ghirahim, who sought to exploit her powers as the reincarnation of Hylia in order to free his master. Though Zelda was unaware of this divine power resting inside her, she quickly learned of her true nature after being rescued by Impa. Link fought off Ghirahim, for a time, and Impa led the two on a quest to purify Zelda's body and soul so as to liberate the power inside her, that they might use it to prevent the resurrection of Demise. Ghirahim attempted to capture her again however, and she and Impa entered the Gate of Time in order to evade him by hiding in the past. Link later joined them there and discovered the truth of Zelda's heritage. In the past, she then bound herself into the seal holding back Demise, and asked Link to awaken her again in the future. He did so but Zelda was then captured by Ghirahim who succeeded in his plan to use her to open the Sealed Grounds and release his master.

Link managed to eventually defeat Demise however, using the newly forged Master Sword. Demise then placed a curse on the realm, saying that his evil would manifest itself again and again for all eternity in an attempt to conquer the world and defeat the forces of Good. In order to combat this, Hylia also established what would become known as the Cycle of Good and Evil, in which both Zelda and the Hero, Link, would always rise to combat the evil when it should appear. After these events, the people of the Skyloft returned to the Surface where they established the proper Kingdom of Hyrule. Zelda was chosen to rule over the realm as their queen, thereby founding the Hylian Monarchy. This royal bloodline would remain unbroken for an unknown number of generations, and through several more iterations of the Cycle, always with a Princess named Zelda helping to aid the Hero and restore peace to the land.

The Era of the Hero of Time. One of the most significant incarnations of Zelda was the Princess who lived during the era of the Hero of Time. This Zelda played a crucial role in bringing about a massive temporal schism that fractured the land of Hyrule into three distinct timelines. As a child, Zelda met up with a young Link, and the two devised a plan to try to stop Ganondorf, the King of the Gerudo, from his own scheme to usurp the throne of Zelda's father and conquer Hyrule. The two children foolishly gathered the three Sacred Stones from around the realm and used them to open the Temple of Time. Unbeknownst to them however, Ganondorf had in fact been relying on them to break the seal on the Temple and used them to gain access to the Sacred Realm.

Zelda was spirited away by her nursemaid Impa, and Link was sealed inside the Temple in order to mature for seven years until he had grown into a form that was capable of confronting the now much more powerful Ganondorf. In this time, Zelda trained with Impa and took on the identity of Sheik, a mysterious Sheikah warrior. When Zelda and Link were reunited, the two used the Ocarina of Time to travel between the two eras in order to prepare to take on Ganondorf. When the crucial confrontation came about, there were three distinct timelines that came into existence. The first, known as the Downfall Timeline saw Link defeated by Ganon, and sent Hyrule into years of darkness and despair.

The second and third timelines both saw the Hero triumphant in his battle. Zelda aided Link by calling on the power of the Seven Sages to hold Ganon back for a time while Link retrieved the Master Sword that Ganon had knocked out of his reach. Link delivered the final blow and Ganondorf was sealed away by the Sages inside the Sacred Realm. Link then chose to return to his child form in the past and live out the rest of his life there, vowing not to repeat the mistakes he and Zelda had made seven years ago. Two timelines sprung from this moment, one known as the Adult Timeline which continued on in the future, without a chosen Hero and with the realm in relative decline after Ganon's reign, and then one in the past. In this past timeline, Zelda and Link instead worked together to expose Ganondorf's plot to the King and averted his rise to power entirely. This would come to be known as the Child Timeline.



The Imprisoning War and the Decline of Hyrule. In the Downfall Timeline in which the hero was defeated, a great war broke out to try to defeat the Demon King. This war, known as the Imprisoning War, raged for years, but the forces of good were ultimately successful even without the help of the Hero. Zelda and the remaining Hylians began to rebuild the realm but nevertheless, Ganon would return several generations later. That era's Princess Zelda was captured and nearly killed by Aghanim, one of Ganon's agents, but was rescued by her own incarnation of Link. Zelda, along with the other six Maidens helped Link gain access to Ganon's Tower allowing him to defeat the Evil one yet again.

Generations later, another Princess Zelda took it upon herself to shatter the Triforce in order to prevent it from falling into the hands of another incarnation of Ganon. She was then kidnapped Ganon but ultimately rescued by Link. This Link, known as the Last Hero, is thought to be the final Link (and accordingly, the final Zelda) in the Downfall Timeline before the three branches would eventually converge once again.

The Child Timeline and the Twilight Princess. Though the young Zelda was successful in averting Ganondorf's rise to power in the Child Timeline, there were many unintended side effects of her actions. Ganondorf was executed by the King of Hyrule by using the Mirror of Twilight to lock him away in the Twilight Realm. There, his spirit managed to insinuate itself into the mind of the Twili known as Zant. Using Zant, Ganondorf would manage to successfully usurp the throne of the Twilight Princess, Midna, and prepare himself to once again threaten Hyrule. Midna sought the aide of this era's Princess Zelda, and the Link who would become known as the Hero of Twilight.



This Zelda was also captured by Ganondorf during this conflict, and was ultimately possessed by the Demon King who used her body to try to kill the Hero of Twilight. With Midna's help, he was able to break the curse on her, and then the three were able to seal away Ganon, restoring peace to both Hyrule and the Twilight Realm for the remainder of this timeline's existence before the convergence.

The Adult Timeline and the Era of the Great Sea. In the Adult Timeline, though Ganondorf was defeated, his spirit was actually sealed inside the Sacred Realm and not completely destroyed. There, it festered and regained its strength, ultimately breaking free. For reasons unknown, no Hero rose to combat him, and the Goddesses intervened, deciding to flood Hyrule and wash it away beneath a vast ocean. This area, known as the Great Sea had no monarchy or unified government. After some time however, Ganondorf returned, and a new girl was chosen by the Goddesses to take up the mantle of Zelda. This girl, a young pirate named Tetra, was very different from all other Zeldas. She was brash, and cynical, but no less vigilant when called to defend the realm against Ganondorf. Together, she and a new chosen Hero were able to defeat Ganondorf and break the curse on Hyrule, drowning it beneath the waves again once and for all. Following these events, Tetra and Link set out to find a new land on which to found Hyrule again. They were ultimately successful, though their efforts were nearly thwarted by Malladus. New Hyrule was then founded, and peace reigned, though the Cycle began anew.





The Great Calamity and the Era of the Wild. At some point, the three timelines caused by the young Zelda coalesced together again into one continuity. It is unknown what caused this convergence or how much time had passed in each timeline since the Decline of Hyrule, the Era of Twilight, and the founding of New Hyrule in the Downfall, Child, and Adult Timelines respectively. Some years after the convergence, Ganon appeared once more and threatened the land. He was defeated by the Hylian army, with the help of ancient Sheikah technology known as Guardians. Ganon vanished for nearly 10,000 years, but ultimately appeared once again.

This Princess Zelda, a studious researcher and a brilliant scientist, took it upon herself to live up to her legendary namesake and reactivated the Guardians, as well as the Divine Beasts. She also assembled an elite team of Champions from each of Hyrule's major races in order to pilot the beast. It was not enough to defeat Calamity Ganon however, who infected the beasts, slayed their pilots, and killed Link. Desperate, Zelda brought Link to the Shrine of Resurrection and then locked herself into a magical stalemate with Calamity Ganon, frozen in time for 100 years. Though her magical seal had begun to wane after this century, the newly resurrected Hero of the Wild was able to purify the Divine Beasts and defeat Calamity Ganon before he was able to overpower the brave Princess. With Ganon defeated, Zelda set about restoring order to Hyrule and helping the people who had suffered for 100 years after the Great Calamity.

PRINCESS ZELDA

Medium humanoid, lawful good

Armor Class 15

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	21 (+5)	27 (+8)	20 (+5)

Saving Throws Con +8, Int +11, Wis +14, Cha +11

Skills Animal Handling +14, Arcana +12, History +12, Insight +18, Investigation +12, Medicine +14, Persuasion +11, Religion +11

Senses passive Perception 18

Languages Common, Old Hylian

Challenge 12 (8,500 XP)

Innate Spellcasting. Zelda's spellcasting ability is Wisdom (Spell save DC 22). Zelda can innately cast the following spells:

At will: *guidance, light, mending, spare the dying.*

3/day each: *bless, detect evil and good, detect magic, detect poison and disease, protection from evil and good, purify food and drink, shield of faith*

2/day each: *augury, calm emotions, enhance ability, prayer of helaling, warding bond, zone of truth*

1/day each: *beacon of hope, clairvoyance, dispel magic, mass healing word, remove curse, spirit guardians*

Actions

Multiattack. Zelda makes two blade attacks or two bow attacks.

Hylian Blade. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage against evil creatures.

Light Bow. *Ranged Weapon Attack:* +9 to hit, range 80/300 ft., one target. *Hit* 12 (2d8 + 3) piercing damage plus 9 radiant damage or plus 18 (4d8) radiant damage against evil creatures.

Din's Fire (3/day). Zelda creates a flaming sphere that travels to a space within 30 feet of her that she can see and explodes. All creatures in a 10-foot sphere of that space must make a DC 22 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save or half as much damage on a successful one.

Farore's Wind (3/day). Zelda instantly teleports into an unoccupied space that she can see within 80 feet of her.

Nayru's Love (3/day). Until her next turn, if Zelda is the target of a ranged attack or a spell that requires a ranged attack roll, roll a d6. On a 1 to 4, Zelda is unaffected. On a 5 or 6, Zelda is unaffected and the effect is reflected back at the caster as though it originated from Zelda turning the caster into the target.