



THE LEGEND OF

ZELDA

DUNGEONS AND DRAGONS
5E CAMPAIGN SETTING
MASTER'S GUIDE





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THE LAND OF HYRULE



ONE HUNDRED YEARS AGO...

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

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

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

Only Time can say...

KEY OF HYRULE

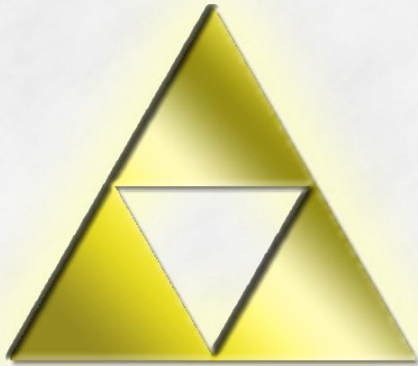
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| | Twili Portals | | Hyrule Castle |
| | Hylian Cities | | Wardens of Hyrule |
| | Gerudo Strongholds | | Goron Kingdom |
| | Termina Passage | | Zora Domains |
| | Deku/Kokiri Village | | Sheikah |

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CHAPTER 1 THE LANDS OF HYRULE

Within the world of the Legend of Zelda there are many realms, and within those realms many people and events that could shape your adventurer's destiny.



HYRULE

The land of Hyrule, where it is said that the three Goddesses Din, Farore, and Nayru, descended to create the world and all things in it. Since the end of the Cycle nearly one hundred years previous, the competing Royal Families have torn this once mighty empire into pieces. Most Hylians pray for the day this is not so, but until then they must endure.

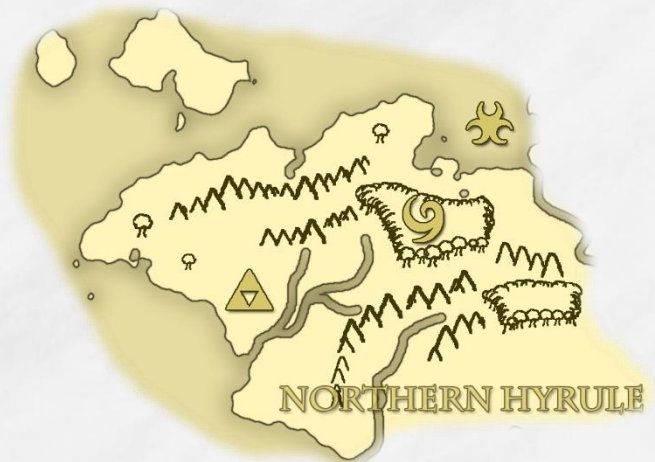
The land has been split between Five Royal Families and a single republic, Lon Lon. Lord Edgar Lobo rules from the North, while Inara Zelda from the West, Selene Arkay from the East, and Fredrick Grun and Edgar Morn from the South.

NORTHERN HYRULE

The lands above Hyrule Field and to the West are often simply referred to as Northern Hyrule, or the land of the Wolf. This realm is cold, and sparsely populated compared to the rest of Hyrule, but its people are fierce fighters who will do anything their lord, Rufus Lobo Hyrule,

commands of them. An evergreen forest in the east of this province houses a Kokiri settlement, and the northern Winter Coast is famed for its Zora harbor.

The capitol is Castle Snowfield. Lord Lobo is often called The Wolf, and Old Man Winter, due to his successful military record, and his age, nearly sixty. He is tall, gray-haired, with a hawkish nose and golden eyes.



HYRULE HIGHLANDS

The highlands of eastern Hyrule have always overlooked the great Hyrule Field and Lake Hylia. Unfortunately they rarely enjoy the benefits of such proximity. Her



Imperial Highness Inara Zelda Hyrule has only been on her throne a scant five years and she has already attempted to invade and conquer Lake Hylia, Lon Lon City, and Kakariko. While their military is still recovering from these defeats, the province is extremely wealthy due to mining. Inara is seemingly always building something new in her capitol Ingot, to the point where some jokingly state that the weight of her monuments will drop the city into Lake Hylia. Others aren't joking.

Inara Zelda is in her late teens, and is considered the spitting image of the late Princess Zelda. Inara hates being called Princess, and has made it a crime to refer to her by this title.

SOUTHERN HYRULE FIELD

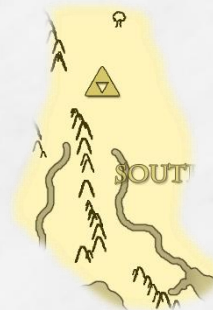
Hyrule Field's southern reaches border the Zora River and the Deku Woods, home of the Kokiri, the Koroks, and the Deku Scrubs. Wood is by far the most common material for construction in the south, and Prince Fredrick Grun has tried very hard to get what his people need through trade. Kokiri are more than happy to trade with these Hylians, but the Deku Scrubs are largely against the idea. They take offense to the Hylians cutting down parts of the forest,

regardless of whether or not they compensate the Dekus for it. The situation is not helped by the appearance of monsters in the woods and River Zora attacks becoming



more frequent.

Prince Frederick is in his early twenties, has dark brown hair, and always seems to be wearing green tunics. He grew up with many Kokiri friends, and tries to balance this friendship with his responsibilities.



HYRULE MARSHES

The marshlands in southern Hyrule lie on the border of the Gerudo Desert and one of Zora's Domains. These are a grim lot, who feel as though they are constantly waging an endless war. Despite Inara's actions in the past, it is King Edgar Morn Hyrule who has the greatest delusions of grandeur among the sovereigns of Hyrule. His banner, the Bloody Red, emphasizes, his pledge to

become the one true King and unite Hyrule once more, by force if necessary. The marshlanders are hardy Hylian stock, and they fight a daily war against the River Zora, the Moblins, the Gerudo, and the dangerous swamplands themselves.

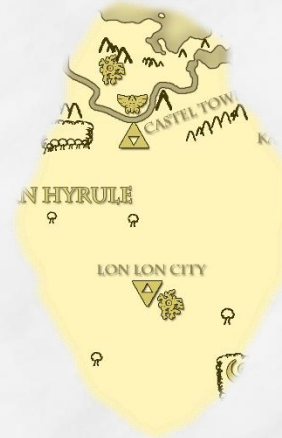


NORTHERN HYRULE FIELD

The Northern Field has traditionally been one of the poorest parts of Hyrule. They have no gold mines like the highlands, no fur trade like the north, no farmlands as in the south nor plentiful bog iron like the marshlands. They live in the dry, hilly lands that border the Gerudo Kingdom, the sort of place where borders get lost. North Field is a highly Gerudo-influenced land these days. The province has a high Gerudo population, and the culture is a mixed one, where even Hylians these days live by the Gerudo succession rules.

Queen Selene Arkay Hyrule is sometimes rumored to be partly Gerudo due to her red hair. Despite these rumors, she has not been seen in public for a year. Her lords have begun to run their fiefs their own way without her to stop them, and her people wonder daily what has happened to their monarch?

In her place, Councilor Timon has taken center stage in running the government from Mutoh, the capitol. The old wizard often seems to revel in the excitement of court intrigue, even as the rumors spread that he is the one behind the Queen's supposed seclusion.



LON LON REPUBLIC

The Republic of Lon Lon City was founded by refugees from the war filling the famous Ranch in Hyrule Field to capacity. Within a few years, the tent city had become larger than most in Hyrule. It made sense for a new government to take charge of so many people, and with the newly formed Wardens of Hyrule the fledgling city had all the protection it needed to grow into what it is today.

Lon Lon is often both friend and enemy to the warring Families, though never by choice. Their central position makes them an ideal staging ground for seizing control of Hyrule itself, making them a target for every power-hungry nobleman. But their advantages are so obvious that no one would allow one family to take Lon Lon without a fight, meaning any attack on Lon Lon will

bring down the wrath of the other families, if only to preserve the balance of power.

The Wardens of Hyrule are the real power in the city, though not officially. They simply command respect through their actions and through their character. The Wardens take a proactive role in attempting to help the people of the land as best as they are able. Their current Grandmaster, Tetra Vel, largely runs the Wardens from the Warden Inn, a repurposed Tavern and the surrounding buildings that have been converted into a single unit.

is true, the remains of the town, at least the northern side of the river, is still seemingly possessed by dark spirits.

Despite this, Lon Lon City and the Wardens have made a concerted effort to rebuild the old capitol. While the North side is still under construction, the southern side has already mostly recovered. There is a booming treasure/relic hunting business as more and more people attempt to harrow the ruins of the old city, a business that is sternly disapproved by the Wardens themselves.



HYRULE CASTLE TOWN

When the war began Hyrule castle, and the town at its base were the first to suffer. In the midst of an attempted coup between the branches of the Royal Family, a fire broke out. It gutted not only the castle, but the surrounded area, even to the Temple of Time itself. When the smoke cleared, the land was in ruins, the town was abandoned, and the war began in earnest.

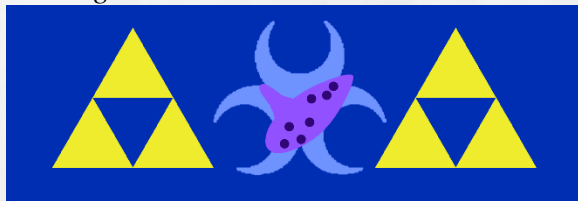
Some still believe that the fire was not an accident, but a deliberate attempt either by the Sheikah or the Gerudo to destabilize the kingdom. Regardless of whether or not this

THE BANNERS OF THE FAMILIES

The North



The Highlands



South Field



Lon Lon Republic



Hyrule Castle Town



Marshlands



North Field





CHAPTER 2 THE GERUDO DESERT

The Gerudo Desert has always been considered a cursed land, especially by its native inhabitants. It is an old Gerudo saying that goes, “Only the Goddess of Sand cares for the desert”. The desert environment is not as bleak as all that, but it is certainly a dangerous land, one that cannot be taken lightly.

The cities of the Gerudo are spread far and wide throughout the desert, usually based around the only water for miles. Their homes are often built into the cliff faces of mountains, and near vertigo-inducing chasms, all so that when they are young Gerudo children can conquer such fears as heights.

The Gerudo believe in Power, as a political and cosmological force. They believe that power makes one free, and so there is an emphasis on the strong taking charge. Despite this, they are not, culturally, bloodthirsty. While death can be a common occurrence in a land as hazardous as their own, it is still a regrettable thing that the deceased could not become stronger. For the

Gerudo, everything is a competition to become stronger. Debates and even discussions must either have a winner, or an assurance that a rematch is forthcoming. Decades long feuds and political arguments are nearly non-existent among Gerudo, for whom the term “legal recourse” is just a fancy way of saying “Duel”. The commonly accepted end of any heated disagreement is the moment when a Gerudo is thrown down and out of the ring in a sanctioned match.

Social station is also treated as a battle. Within the Six Great Tribes of the Gerudo, military and government positions are largely won through proving one’s power by defeating the incumbent of the office. The highest office, Chief, is reserved for the mightiest and worthiest among the tribe. These six beings duel to determine who is the mightiest, naming them Matriarch, and setting their home as the capitol. The current six are:

Arbiter Castle, Matriarch Jonue.

The current capitol, Arbiter Castle was once a colossal prison, and before that a mighty Temple. It lies in the center of the desert, and is one of the most secure citadels in the world. The city itself is both a small tent town outside the castle, as well as the repurposed catacombs underneath. The catacombs feature a thriving Shadow Quarter full of Twili.

Jonue is the youngest Matriarch in a generation, and one of the greatest spear masters in the world. Her training under Zora Mystics as a child is said to have given her the ability to freeze the blood in her foes’ body with a single punch.

Judge Citadel, Dame Kurwe.

This fortress lies on what is called Citadel Isle in the southern bay, and it is the official Prison of the Gerudo. Though the capitol is technically a superior fortress, the Citadel would not offer a chance at decapitating the

Gerudo government if a major convict escaped, in addition to its nature as an island.

Dame Kurwe is the oldest member of the Council at 400 years of age. She often jests that she should walk into the desert so that someone else can have a chance at taking her place.

Strife Bastion, Ser Kore.

Strife Bastion lies to the east, on the border between Gerudo and the Hyrule Marshlands. The Bastion is built into a mountainside next to a waterfall, and stands vigil over one of the only major farmlands of the Gerudo. It is constantly raiding and being raided by Edgar Morn and his marshlanders.

Ser Kore is an oddity among his people. He is the first Gerudo Male ever to sit on the Council. Despite the usual gender association of the Gerudo he is not a mage, but rather a towering warrior, his title of the Bull of Strife hinting at his nature. As a male Gerudo, and as a male warrior, he has had to deal with the decidedly matriarchal gender politics of his society (including whispered jokes about his preference in mating partners), forging him into a determined man, fighting to be taken seriously in a woman's world.

Adjure Sanctuary, Dame Tikla.

Adjure Sanctuary is a major trading hub of the Gerudo Kingdom. Its position on the southern coast between Strife and Judge Citadel makes it the perfect go-between for those two cities, as well as the nearby Zora Domain. In fact, Sanctuary has a very large Zora population due to it being built into the sea cliffs. In fact, there was once a small cape as part of the city that partly sank, and was soon converted into the Zora's own Sunken Quarter, where their traders could feel at home.

Dame Tikla, like Kore, is an oddity. As a female Gerudo she would normally be

expected to become a warrior of some sort. Instead, she pursued a path of magic, tapping into some of the infernal blood in her veins to become a mighty Sorceress. She is also considered odd in her view that trade and coin are more powerful than magic, which has led to her city growing in prosperity, and shrinking in regard from their fellow Gerudos.

Quarrel Donjon, Dame Nebi.

Quarrel, as it is known, is often known as the Eternally Besieged. A more traditionally built city along a bay as opposed to the more fortress-like homes of the other Council members, Quarrel is much more open to attack by the powerful Hylian Navy under Rufus Lobo Hyrule. Quarrel's own navy is in almost constant war with the Wolf, and this does not look to change soon.

Dame Nebi became Lady of the Bay after leading her pirate fleet into the city and killing her predecessor in a sanctioned death match. This was after a record-fast destruction of the Bay's defenses by her superior cannons, provided by a mysterious benefactor.

Sandsea Fortress, Dame Owe.

Sandsea is a smaller city, constructed inside of a hidden cove. It was originally founded by the first Gerudo to make landfall after the Great Flood began to recede, and so holds some significant cultural importance. It is also one of the few safe havens on the coast between Quarrel and Judge Citadel, especially during hurricane season. The city is beginning to outgrow itself.

Owe, like Matriarch Jonue, spent much of her youth training in another land. In this case, she fought for the Wardens, studying sword fighting techniques under them until she returned home and put those skills to good use.



CHAPTER 3 ZORA DOMAINS

Wherever there is water, there is Zora. The Zora people live all around Hyrule and the wider world, yet they are all connected by the endless seas. Ocean Zora often reflect on the sea as the original home of their people, and a force that will always be there to guide them.

Rito, on the other hand, also live near large bodies of water though they rarely ascribe the same level of reverence to it that their waterborne cousins do. For these Zora-offshoot there can only be the Sky, the truly infinite ocean of air. While the seas do eventually end if you travel far enough, there is no limit to the sky.



River Zora prefer the enclosed space of a river or marsh, unsurprisingly. They possess a species-

wide agoraphobia, often distrusting the openness of the sea or the sky, or even the land. For the River Zora, being able to see something long before being seen is the key to their survival, and an instinct that is almost impossible to remove.

Each of the Zora tribes govern themselves in different fashions.

OCEAN ZORA

The Ocean Zora consider themselves to be the greater Zora powers in the world, far above those of the River tribes. Their territories include Lake Hylia and much of the surrounding lands, the Winter Coast Harbor in Northern Hyrule, the Stone Harbor on the north side of the Death Mountains, the southern Hylian Bay where Lake Hylia eventually leads, and the Fire Coast to the west.

Lake Hylia Domain, Princess Laruto.

Lake Hylia has been considered the capitol for centuries. This is because Lord Jaboon's yearly passage through the nearly inland sea coincides with the Zora New Year. The Lake is seemingly rimmed with newer buildings while the center is marked by a single white tower rising from the bottom of the lake where the older city remains. Lake Hylia Domain relies on the spring thaw bringing water down from Death Mountain.

The Princess took the throne ten years ago from her mother. In her short reign Laruto has increased her people's military presence near the Lake and on the surrounding land. She pursues a policy of "aggressive defense", and has stated she wishes only to keep the "Landwalkers" war away from the Zora.

Winter Harbor Domain, Governor Toru.

Winter Harbor is a quiet village most of the year. At worst there is a few Wolfos and Yeti sightings, but nothing worse than that. Then the hunting season starts, and the men

of the Domain go out to hunt the wild Whalfos, and come back with enough meat, blubber, and bone to last a year. Zora from this Domain appear slightly larger than others, and feature a black-white color motif.

Governor Toru is a warm man, one dedicated to his family more than anything else. With his son coming of age, Toru hopes to lead the boy on his first hunt. Toru is famed for his hunting skills, some calling him the best in the world.

Stone Harbor Domain, Governor Oris.

Stone Harbor lies to the north of Death Mountain, marking the port furthest north of Hyrule. Despite this extreme latitude, Stone Harbor is also warm year round due to the volcanic activity of Death Mountain creating hot springs and trapped magma deposits all along the coast. Most Zora from this domain craft armor and clothing out of the wildly abundant coral reefs, and many tattoo themselves to more closely resemble the colorful varieties of fish in the sea.

Governor Oris is a very proud Zora, even by their standards. It is his belief that Stone Harbor deserves to be the capitol of the Domains, as it is both beautiful and rich. He has even said so directly to the Princess.

Hylia Bay Domain, Governor Lita.

Hylia Bay is the oldest Domain by a number of centuries. It was the first home of the Zoras after the Flood receded and many Rito returned to their ancient form. The Bay is often threatened by the River Zora, and occasionally by King Edgar Morn, leading to a more militarized atmosphere. Zora soldiers from the Bay are often seen patrolling regions of the Deku Woods or the marshlands that they, technically speaking, do not own.

Governor Lita is a cousin of the Princess, and a favorite one at that. When the previous Governor Luro proved unamicable towards

the Princess's policies he was replaced. This has caused a lot of resentment in the local population to Lita, whom they see as a toady.

Tropic Domain, Jurun.

Separated by a narrow peninsular no-man's land, Tropic Domain and the Gerudo Adjure Sanctuary have noticeably close ties. So close in fact that Princess Laruto has oftentimes called for the Governor's arrest on grounds of treason. These orders have so far been rebuffed by both the loyal soldiers and citizenry of the Domain. It has also seen Gerudo Naval forces patrolling the oceans around it, preventing the Princess from seizing her renegade territory by force. While Tropic Domain is still technically within the Zora's Domain, it is considered in contempt of the crown. Lord Jaboon has remained noticeably silent on the matter.

Jurun is a pragmatic woman. She knows that the Gerudo would destroy the Zora in an open war, and so has tried to walk the fine line of diplomacy between them. She has a very good relationship with Dame Tikla of the Sanctuary, and their profitable relationship has led to vast fortunes made, and no one from either city particularly wants that to go away because some madwomen are too stuck in their ways. Adjure Sanctuary and Tropic Domain are sometimes considered to be sister cities more than anything else.

RITO

The Rito appeared shortly after the Flood sank Hyrule beneath the sea for centuries. These Zora gave up the ocean, fearing the Darkness beneath, and were transformed by magic into the bird-like Rito. After the seas returned to normal and the land was restored, many Rito chose to remain as such, and settled on Death Mountain. They have established small communes called Aviaries in major cities across Hyrule in order to

better serve as Mail Deliverers to the people of the land.

The Aviaries can be found on Death Mountain, in Lon Lon City, Arbiter Citadel, Castle Snowfield, Judge Citadel, Kokiri Village, and Lake Hylia. Most of these are without real troubles or incidents, but a few have more stories to tell.

Roost (Death Mountain), Chief Quill.

The homeland of the Rito, Roost lies near the top of Death Mountain. The Gorons seemed to approve of them living atop the mountain, and the two work together much of the time. Vakii the Dragon lives with them at the summit, serving in a similar capacity as Jaboon to the Ocean Zora. Vakii granted all Rito the power of flight using powerful magic, negating the need for a silver scale when they come of age.

Chief Quill is a very serious man, but only in public. As a chick he was an incorrigible prankster, and still is from time to time.

Post (Lon Lon), Chief Mali

Post, in Lon Lon City, is a busy place. While Roost may be the Rito's ultimate home, one might be led to believe that most of them live in Post, a set of apartments converted into the largest mail depository and Rito living quarters in the world. Hundreds of packages fly in and out of Post, literally, and all of it must be sent on time.

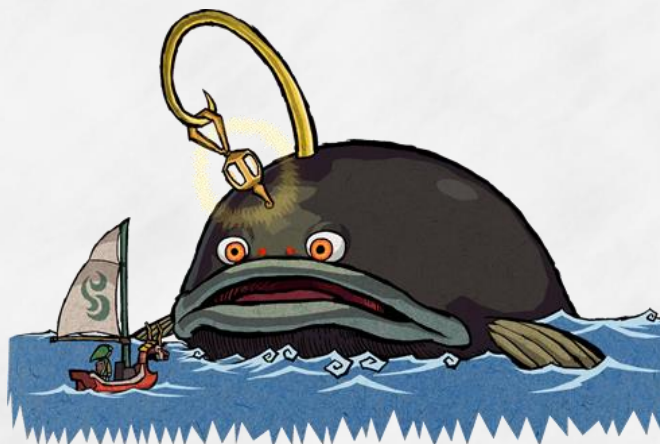
Unsurprisingly, there is a thriving café business based in the Post.

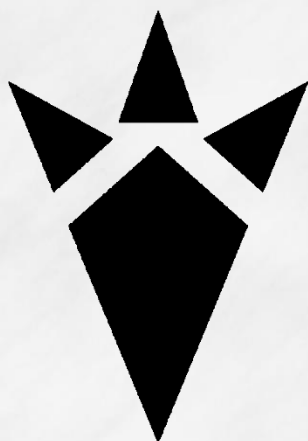
Chief Mali is more an overworked bureaucrat than a leader of his people. He is a junkie for caffeine, and is reported to work longer than anyone else in the Post. His daughter Mati has recently joined the Wardens, a decision reached without his knowledge or consent.

Columbary (Arbiter Citadel), Chief Nime

The base of operations for the entire Gerudo branch of the Service, Columbary is a new structure built atop the citadel in a special chamber above where the original Mirror of Twilight and current Twilight Portal resides.

Chief Nime is the highest ranking female Rito, and the only one in command of an entire Aviary. Some in the service claim she only received the post because the Gerudo Matriarch would not work with a male Chief, but Nime's work ethic and record of excellence state otherwise.





CHAPTER 4 GORON KINGDOM

The Kingdom of the Gorons is the oldest continuous kingdom in the world. It is said that when the Great Flood sank Hyrule beneath the waves, some Gorons continued to live beneath Death Mountain until the ocean receded once more. The Gorons have always lived at Death Mountain, and according to them, they always will.

Gorons are a naturally friendly bunch. It is not unheard of for a Goron to make a non-Goron a Sworn-Brother, effectively making them one of the Gorons. Such oaths are very special to the Gorons, and a violation of a Sworn Brotherhood is the most serious offence they can imagine.

The grandest example of this came at the beginning of the civil war, when the Sheikah, fearing for their safety, begged the Gorons to defend Kakariko Village. The Gorons, ever big hearted, declared the Sheikah to be Sworn Brothers, and warned all sides in the war that they would defend the town if it came under attack. Kakariko is still labeled as a Goron settlement.

There are very few colonies for the Gorons. While a few Gorons live in many

lands all across Hyrule, very few attempts at spreading to other mountain chains have survived past a few years. All mysteriously vanish. There are currently only a few Goron settlements;

Death Mountain, King Dargo.

Death Mountain, as has been said, is the home of the Gorons. Their home stretches from north of Lake Hylia, up to Stone Harbor, and all the way towards Hyrule Castle, all of it underground. Death Mountain features miles upon miles of underground homes, magma pits, and tunnels aplenty. Unfortunately this means that wide swaths of their home territory is besieged by the many monsters left there by Ganondorf in his final days. Pockets of Goron civilization are thus connected by long, dangerous tunnel routes. Only a few of these feature lighting or the autolocomotive machines just coming into service.

King Dargo is a rather short Goron, but a powerfully built one at that. It is said he was born prior to the Twili Invasion, and he even remembers the Hero of Time saving his grandfather from Ganon's influence. He often worries about the state of affairs in Hyrule, but is determined to remain neutral, no matter how much it breaks his heart.



Dragon Mountain, Chief Medigoron.

A rather ominous name, Dragon Mountain was named for a terrible battle between the Gorons and an evil Dragon who devastated the land around the mountain between the Gerudo Desert and Hylian Field. The dragon

was sealed into a chamber beneath the mountain, and his fire still heats the mountain kingdom today, nearly a century later.

Medigoron has found running his own mountain to be a difficult task. Despite his great size and strength, Gerudo and Hylian soldiers have kept seizing outposts on the mountain, hoping to spy on their enemy. In an attempt to keep their neutrality, the Gorons under Medigoron have tried to destroy these outposts while their defenders were elsewhere, to little effect.

Deku Mountain, Biggoron.

Deku Mountain is a smallish mountain that lies just within the territory once called the Lost Woods. There, the Gorons have made trade agreements with the Deku Scrubs and Kokiri, and appeared to be thriving. That was, until a few months ago, when all contact was lost following word of a new group of traders appearing, calling themselves Terminans.

Kakariko, Impa.

The village of Kakariko survives as it always has. With the protection of the Gorons, the villagers have largely forgotten about the war and all the violence going on. Or, at least they know they shouldn't talk about it. While Kakariko outwardly displays all the signs of a scenic mountain town with a bustling tourist industry, there are dark secrets lying just under the surface. The Sheikah in wider Hyrule are renowned for their skill at infiltration, misinformation, and assassination. While individual members are rarely stopped in the street, even in Lon Lon a Sheikah walking the streets is watched by a dozen eyes.

The mysterious Impa is often alluded to in the correspondence of Sheikah agents and those of the Royal Families who hunt them. She is referred to often as the Grand Master,

and their shadowy leader. No one has seen her and lived.





CHAPTER 5 DEKU WOODS

Since the time when the Golden Goddesses created the world and filled it with life and law, the Great Deku Tree has stood as one of the bastions of light before the gathering Darkness. In the eternal struggle he has fallen, only to rise as a new Deku Tree. The end of the battle for the Triforce was no different. The Old Deku Tree was slain by Ganondorf.

One hundred years later, and the new Deku Tree is still finding his footing, so to speak. He has not yet regained his full breadth of power, and much of the forests now lie outside his protection. It is up to his children, the Dekus, to safeguard the woods until their father returns to his full power. But his many children have differing

opinions on how to do this, and nothing is so harrowing to the fate of the woods than sibling rivalry.

While the Deku Scrubs, Kokiri, and Koroks live in relative peace with one another, and they all respect the Deku Tree as a unifying father figure, the rivalries between them keep the Dekus from working together. The Deku Scrubs respect the Koroks for their caretaking of the Deku Tree, but their self-righteous attitudes can grate on the most patient plant. And though they admire the Kokiri as the Deku Tree's favored sons and daughters, beautiful and immortal, they cannot help but envy their unearned gifts. For their part the Deku Scrubs are seen by the Koroks and Kokiri as aggressive, short-lived and short-sighted, and often simply dirty. Between themselves Kokiri think the Koroks are full of themselves while the Koroks feel that the Kokiri are ungrateful for the blessings they receive.

As one can see, there is little that can be done to smooth over the Dekus' relationship woes too easily. Any attempt to do so must be monumental in scale and scope. Their differences have caused the Dekus to live away from one another in their own camps, only to unite when all are in danger.

The Deku Glade, Koroks, Brooch.

Within the shadow of the Great Deku Tree the Koroks live a life of peaceful contemplation and devotion. The Glade is considered the most sacred sight to the Deku, for it is here that the Great Deku Tree resides. The Korok village is built both around his actual clearing and in the trees all along the route. While the leading Koroks emphasize worship and caretaking of the Deku Tree, many among the younger generations long for the Deku Tree to send them out into the world on an epic quest. The Deku Tree, still a young sapling, often does just that, undercutting the older

Koroks' stuffiness with his own cheeky plots and gentle designs.

Brooch is the High Caretaker of the Deku Tree, which usually involves cutting the grass around his base and keeping bugs away. Brooch is one of the oldest Koroks; some say he was once a Kokiri from before the Great Flood, a bold leader in fact. Now he quietly cares for his friend, and helps in what ways he can.

Kokiri Village, Kokiri, Flora.

The Kokiri Village lies closer to the center of the Woods, striding alongside a series of small rocky channels and dried riverbeds, preferring the few hills in the woods to the lower marshlands. The village is said to have been built and rebuilt after every major calamity that has befallen Hyrule. The Kokiri build their homes from old tree trunks, though in recent years have begun building more Hylian-styled homes from brick. The village lies near a region of the upper woodlands called the Lost Woods, where superstitions meet reality, and those Kokiri not alert to the dangers never return.

Flora is a very young Kokiri, being given life by the Deku Tree only a few summers previous. When several of the village leaders went missing in the Lost Woods however, she took charge and has become the local champion for the Kokiri.

Westwood, Kokiri, Bido.

Westwood is an old Kokiri village, the first built across the Zora River, and the closest of the Kokiri settlements to the Hylians of South Field. These Kokiri are the most acculturated to the Hylian lifestyle, including brick and wood homes. A few are rumored to have converted to worshipping Hylian idols.

Bido is a close childhood friend of Prince Frederick's. When the Prince came of age, he asked for his friend to attend every meeting between the Hylian and Kokiri

diplomats. Eventually, the Kokiri of Westwood found it easier to just make Bido ambassador and be done with it. Bido is self-conscious about this, and so has dedicated himself to becoming the best advocate for his people.

Northwood, Kokiri, Oria.


Northwood is a Kokiri settlement located near the northern coast of Hyrule. From a distance Northwood appears to be an evergreen forest. Upon entering however, one finds themselves in a warm southern forest, like the rest of the Deku Woods. The exact reason for this transformation is assumed to be a byproduct of the Kokiri's relationship with the Deku Tree. Northwood nominally respects King Lobo Hyrule's authority, but tensions with the Wolf are always high.

Oria was once a Warden. For twenty years she sought to aid them in their mission of bringing peace to Hyrule and protecting its people and its history. But after a mission went poorly she returned to the Deku Woods, only to set out again in order to found Northwood.



Deku Conclave, Deku Scrubs, King Dori.

The Deku Scrubs are not a united people. At times they fight the Hylians, River Zora, Ocean Zora, Kokiri, Koroks, and even each other. More often than not their aggression is focused outward against what they see as interlopers. More than a few times Hylians have been attacked by Deku Scrubs while gathering firewood, something the Deku Scrubs see as heresy. The Deku Conclave is a single city in the marshy swamplands they prefer, where every member of their Deku Confederation can safely meet one another.



The leader of this commune is called King Dori. His role is less that of a monarch and more that of a counselor or advisor. Despite this he wields enormous power due to his reputation as a fair man. This reputation is despite his somewhat overt distrust towards Kokiri and Koroks, sometimes calling them Collaborators.



CHAPTER 6 TWILI

Once, long ago, when knowledge of the Triforce was first learned, a war broke out across Hyrule. One group of beings, known to history only as the Interlopers (suspected to be invaders from another dimension), managed to break into the Sacred Realm with their dark magicks. This violation was met by the full force of the Light Spirits, the guardians of the Sacred Realm. The Interlopers were cast into the Twilight Realm, where a thousand years of shadows and sorcery has transformed its inhabitants into the mysterious Twili. This change appears to have caused a sincere contrition among them, the calming and dark beauty of the Twilight Realm giving the Twili time to reflect on their ancestor's wicked ways.

The Twili are ruled by a single monarch, a King or Queen of Twilight. Unlike in Hyrule, or indeed anywhere else, this title is not passed through blood or elections. Instead, the ruler of the Twilight Realm is chosen from the servants of the previous ruler. The King or Queen would take note of an exceptional Twili and grant them a job

within the palace. When their death came, the title would magically fall to whomever the sovereign thought most worthy of the title, with this being confirmed by the assent of the rest of the Twili.

The Power of Twilight, mastery of the Twilight Realm and its secrets, is inherent in the title. Whomever dons the title appropriately is empowered by the realm itself, transforming into a more powerful being. The most obvious change is the addition of pupils to their eyes. The latest wielder of the Mantle of Twilight is Queen Itza. Only seven years previous she restored the connection between the Twilight Realm and the Realm of Light, Hyrule. How she managed this (as well as the more disturbing, why?) is not known. All that is known is that she has established several homes away from home for her people in the Light Realm. These Shadow Quarters are known as:

Dexum, Gerudo Desert.

In the catacombs of Arbiter Citadel the Twili have constructed the Shadow Quarter Dexum. Dexum constitutes several miles of labyrinthine corridors and pits, though most of it is empty of any inhabitants. Despite this, the Twili can be found in every level of the citadel, as their portal to Twilight remains at the top of the structure. The Twili here are typically the most militant, reflecting both the harsh climate and its harsher people, the Gerudo. It would not surprise many if a Twili were to one day rise to the point of joining the Council of the Gerudo.

Centurbem, Lon Lon.

Centurbem is the westernmost district in Lon Lon, near the bottom of the hill and generally built into the dry riverbed. The easternmost buildings in this Shadow Quarter are taller than most, granting another few minutes of darkness to its

residents. The Twili here consider themselves “team players”, and are known for their volunteer services, in particular as night guards for the city. Some would describe Centurbem as a “night town”, where the colors are bright, the beer flows well, and anything one desires can be found.

Crepse, the most influential Twili community leader, is an officer in the Wardens.

Festivan, Castle Town.

The Shadow Quarter here is known for being a sleepy neighborhood by day, and a bustling, lively party at night, featuring everything from dancing to gambling, and everything in between. Built so close to the ruins of Old Hyrule Castle Town, the local Twili tend to play up the spooky, carnival atmosphere around their town. Despite the numerous Poe encounters in the area, the town is suffused with tourists looking for a good scare.

The leader of Festivan appears to be a particularly tall and slender Twili named Nock, identified by his tall hat. Nock seems to play the part of ringleader or carnival head. He also serves as the local debt-lender.

Neburbem, Deku Woods.

This Twili settlement is situated to the south and east of the Deku Woods, on a flat seaside plain near the forest’s edge. While they have made peace with the Kokiri and Koroks, the Deku Scrubs see these Twili as invaders and occupiers of sovereign Deku lands. While the war between them isn’t constant, it has hardened these Twili, and some say they have begun to look towards the magic of their ancestors for aid.

Oscura is the local Twili leader, and a powerful sorceress. While she holds no legal authority, she is supposedly a distant relation to Queen Itza.



CHAPTER 7 EQUIPMENT LIST

The items players may come across in their Hylian adventures are both numerous and diverse. Familiarize yourself with these sample items that may appear in the land of Hyrule.

WEAPONS				
NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Ball and Chain	75gp	1d10 Bludgeoning	20 lbs.	Heavy, Reach, Two Handed
Chain Whip	200gp	1d4 Slashing	1 lbs.	Finesse, reach
Magic Boomerang	Rare, see description	1d4 Bludgeoning	2 lbs.	Special, thrown 30/120
Megaton Hammer	Rare, see description	1d8 bludgeoning	2 lbs.	Special, Versatile (1d10)
Wooden Sword	Uncommon, see description	1d8 bludgeoning	2 lbs.	Special, Versatile (1d10)
Hookshot	100gp	1d8 Piercing	4 lbs.	Special, Finesse, Reach

BALL AND CHAIN

Weapon, common (75 gp, 20 lbs)

This is a martial melee heavy two-handed weapon with reach, dealing 1d10 bludgeoning damage.

CHAIN WHIP

Wondrous, common

This seemingly innocuous chain operates identically to the Whip, with one distinction: You may, as a bonus action, cast a melee attack spell through the whip whenever your attack hits.

HOOK SHOT

Wondrous item, uncommon



This finesse weapon appears to be an oversized metal gauntlet with a spike-claw in place of the hand. The hook is attached to a 30 foot chain which is housed in the gauntlet. As an action, you may fire the hook at a target. If

the target is an object or a part of the landscape, the hookshot attaches to the object. If you are heavier than the object, you may pull it towards you with a bonus action that resets the hookshot. If you are lighter than the object, or the object is an immovable part of the landscape, you may pull yourself towards it with a bonus action that resets the hookshot.

If the target of your hookshot is a creature and/or enemy, you must make a ranged attack in against their Armor Class. The target takes 1d8 damage, and becomes grappled. You and your target operate under normal grapple rules while the hookshot is hooked to a target in this way. You may, with a bonus action, reel in the hookshot chain at a rate of 15 feet per round. Attacks made against an enemy grappled with the hookshot have Advantage. The target of the hookshot may attempt to take control of the grapple.

Note: More powerful/different versions of the Hookshot may exist, with different lengths and/or special options.

MAGIC BOOMERANG

Magic weapon, rare

This +1 boomerang (use light hammer stats, if you miss then make a DC 5 Dexterity check at the start of your next round to catch it coming back) always returns and you always succeed on the Dexterity check to catch it as long as you have a free hand.

As an action you can throw the boomerang with added force, the target must make a DC 13 Constitution saving throw or be stunned until the end of your next round. If the boomerang stuns the target it returns to you, but then loses its magical properties until it takes a long rest.

Note: More powerful versions of the boomerang could be thrown to stun multiple targets, or recharge after only a short rest.

MAGIC HAMMER

Magic weapon, rare

This +1 maul weighs as much as a grown man, but anyone who grasps the handle finds it to be as light as a feather.

As an action you can slam the hammer into the ground to release a shockwave. Each creature on the ground within 10 feet of you must make a DC 14 Strength saving throw. Creatures who fail their save take 3d6 thunder damage and are knocked prone. Creatures who make a successful save take half damage and remain standing. The hammer can only produce this shockwave once before requiring a short rest.

Note: Some characters may find a

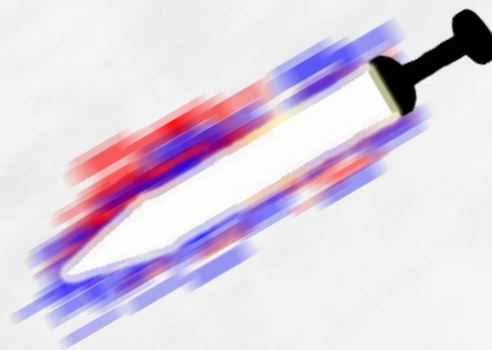
warhammer version of this weapon to be more suitable for their fighting style.

WOODEN SWORD

Magic weapon, uncommon

This +1 oak sword (use warhammer stats) has relief carvings of a brave warrior in battle with monsters along its blade. It is unnaturally strong and cannot be dented, cracked, burnt, or warped.

When you have full hit points and swing the sword, flickering beams of energy shoot from the tip. Once per round you can attack enemies with these sword beams as a range 20/60 thrown weapon that deals radiant



damage instead of bludgeoning damage.

BLUE CANDLE

Wondrous item, uncommon

This white candle with a blue Triforce at its base casts bright blue light in a 30-foot radius and dim light for an additional 30 feet.

You can make melee attacks with the candle. On a successful hit it deals 1d10 fire damage. A flammable object hit by the candle ignites if it isn't being worn or

carried.

BLUE POTION

Wondrous item, rare

This potion bubbles vigorously where your fingers touch the bottle, and it smells like springtime plant growth. As an action you can drink this potion, instantly receiving all of the benefits of a long rest. If you are a spellcaster and have sufficient time, you may choose to start memorizing new spells immediately after drinking this potion (if you do not, you still regain your expended spell slots).

BOMB

Alchemical item, common (50 gp, 1 lbs.)

This explosive is used for demolitions and clearing rocky land. Its fuse can be lit as a bonus action, causing it to detonate one round later in a 5-foot-radius explosion. Each creature in the area must make a DC 10 Dexterity saving throw, taking 2d6 damage on a failed save or half that damage on a successful one. Half of the damage is thunder damage, and the other half is fire damage.

DRAGON SCALE

Wondrous item, rare (requires attunement)

This metallic scale was reportedly blessed by a powerful spirit. When you grasp it tightly you can feel an unseen wind blowing around you.

As an action you can raise your arms and invoke the scale, conjuring a powerful updraft which blows you 25 feet into the air. The scale's magic offers you no protection against falling damage, but if you belong to a tribe capable of gliding or flight (such as the Rito or Koroks) this should not be an issue.

Note: A powerful spirit might apply a blessing of flight directly to a character as a permanent magical effect. An uncommon

version of this item would require a long rest between uses. A very rare version of this item would grant a flight speed with no strings attached.



SPECIALTY ITEMS

NAME	TYPE	COST	DESCRIPTION
Blue Candle	Wondrous item, uncommon	---	White candle with a blue Triforce
Blue Potion	Wondrous Item, rare	---	Blue liquid under glass
Bomb	Alchemic Item, common	50gp	Round black ball with a fuse
Super Bomb	Wondrous Item, uncommon	---	Big round black ball with a fuse
Dragonscale	Wondrous Item, rare	---	A silver piece in the shape of a scale
Green Potion	Wondrous item, uncommon	---	Green liquid under glass
Hookshot	Wondrous item, uncommon	---	Oversized gauntlet with a claw
Iron Boots	Wondrous item, uncommon	---	Boots with huge weights
Magic Bottle	Wondrous item, uncommon	---	Indestructible glass vial and stopper
Magic Mirror	Magic Item, Legendary	---	Rune-covered Mirror
Mask of Truth	Wondrous item, very rare	---	White mask with a Red Eye
Magma Mitts	Wondrous item, very rare	---	Clawed gauntlets
Pegasus Boots	Wondrous item, very rare	---	Boots with winged heels
Power Gloves	Wondrous item, very rare	---	Brown gloves with a Goron plate
Red Candle	Wondrous item, rare	---	White candle with a red Triforce
Subrosian Cloak	Wondrous item, common	90gp	Green hooded cloak

GREEN POTION

Wondrous item, uncommon

This swirly green liquid smells like musty books. As an action you can drink it, regaining spell slots totaling 5 spell levels.

Note: More potent versions of this potion will restore more spell slots.

IRON BOOTS

Wondrous item, rare

These iron-clad boots feel a little heavy, but their weight increases a hundredfold when worn. While wearing the boots your base land speed is halved, you cannot jump, and you sink in water at a rate of 60 feet per round. The boots grant you advantage on checks and saving throws against anything that would knock you prone or reposition you.

Furthermore, the added weight negates any penalties you suffer making melee attacks underwater.



MAGIC BOTTLE

Wondrous item, uncommon

This glass bottle and its cork stopper have been enchanted so that they are completely indestructible and perfectly insulate and preserve the contents. The bottle is unharmed by strong acids, and could even contain lava. The bottle can hold one pint (half a liter) of liquid, or anything else you care to put inside.

Note: With the right preparations or magical rituals, it may be possible to bottle other things. Song or sunlight would emanate from the bottle for one round. A cunning individual might even be able to bottle lightning. An adventurer might find a magic bottle containing such things, but

with no clue as to how anyone managed to put that inside.

MAGIC MIRROR

Wondrous item, legendary

This handheld mirror has a cobalt border engraved with strange runes. Instead of your reflection, you see nothing but mist in its surface. The mirror has two functions:

Designate Target: As an action you speak a command word, designating the location you are standing in as the mirror's teleportation target.

Recall: As an action you speak a second command word. The mirror instantly teleports you, up to five willing or unconscious creatures within 5 feet of you, and the mirror itself to its teleportation target. The mirror's magic is not deterred by planar boundaries.

When you gaze into the mirror its engravings become legible to you, and they clearly explain its function and command words. However, this does not reveal anything about the mirror's last designated teleportation target.

Note: A lesser (very rare) version of this mirror has a range of 1 mile, only teleports once per day, and cannot cross planar boundaries.

MASK OF TRUTH

Wondrous item, very rare (requires attunement)

Once per day this mask allows you to communicate with an unworked, natural stone of Small size or larger. You can question the stone for up to 10 minutes about events within 1 mile in the past day, gaining information about the movement of creatures, weather, and other circumstances.

A stone with carvings that is otherwise natural and unworked can answer questions about the carvings and the people who carved it, and several ancient civilizations seem to have carved stones for exactly this

purpose.

Note: A lesser (uncommon) version of this mask can only communicate with specific carved stones, but has no limit on its uses per day.

MAGMA MITTS

Wondrous item, very rare (requires attunement)

These gloves have long sharp steel claws, and always smell of overturned earth. The gloves allow you to burrow through earth and loose gravel at a speed of 15 feet, and you may choose to leave a tunnel or allow the dirt to collapse around you. You can also use the claws in combat as a pair of +1 short swords.

Note: A more powerful version of this item would allow the wearer to burrow through stone.

PEGASUS BOOTS

Wondrous item, very rare (requires attunement)

These boots are always clean and spotless, and they feel light when worn. If you move in a straight line while wearing them you can move up to 60 feet in a round, or 120 feet if you use the dash action. Furthermore, your swift movement allows you to move unimpeded over solid surfaces that would otherwise not be able to support you, such as mud, thin ice, or a pit trap covered by a cloth tarp.

As an action you can move in a straight line and make one melee attack against a target. If you moved more than 10 feet, you add an extra 1d4 to your attack roll and 1d8 to your damage roll.

Note: More powerful versions of this item may increase the wearer's speed, increase the to-hit and damage bonuses, or allow the wearer to run on water or thin air.

POWER GLOVES

Wondrous item, rare (requires attunement)

While you wear these gauntlets, your Strength is 19. If your Strength is already 19 or higher, the gauntlets have no effect on you.

While wearing the gloves, as an action you can throw heavy Small or Medium objects at one target within 30/120 range. The target must make a DC 13 Dexterity saving throw or take 3d6 damage.

Note: Stronger gloves will give you a higher Strength score, more damage, and a higher save DC.

RED CANDLE

Wondrous item, rare

This white candle with a red triforme at its base casts bright red light in a 60-foot radius and dim light for an additional 60 feet.

The candle possesses 1d4 magical charges. As an action, you may expend one charge to cast a Fireball as the 3rd level spell. Once all charges are expended roll 1d20. On any roll other than a 1, the candle sputters out and refuses to light again. Its charges, and ability to be lit, return at the end of a long rest. On a 1, the candle melts and is destroyed.

SUBROSIAN CLOAK

Wondrous item, common (90 gp)

This silky cloak is made of an unknown material which provides as much protection as studded leather armor. The fabric is highly resistant to fire, and will survive being immersed in molten lava. The most common color for these cloaks is green.

When you wear the cloak you have advantage on saving throws against nonmagical fire damage.

SUPER BOMB

Wondrous item, uncommon

This Small-sized bomb weighs 50 pounds. Its fuse can be lit as a bonus action, causing it to detonate one round later in a 20-foot-radius explosion. Each creature in the area

must make a DC 13 Dexterity saving throw, taking 11d6 damage on a failed save or half that damage on a successful one. Half of the damage is thunder damage, and the other half is fire damage.

Note: With enough raw materials, it would be possible to make even larger versions of this bomb. Of course, only a crazy person would work on such a suicidal project.



CHAPTER 8 PLOTS

As a general Warning, the following pages are most definitely meant for the Dungeon master's eyes ALONE. Players should return to the Player's Handbook.

The following pages contain ideas that the author of this work would like to note he may or may not use in his own game. They are placed here for consideration, and so that prospective DM's have a starting point from which to flesh out their own Legend of Zelda adventures.

This is most definitely the **DAWN OF THE FINAL WARNING** for players.

Keep Out.



The following plots are sectioned according to Region of the World and approximately

according to general party experience. Cross-regional or World-ending plots will be at the end in their own section.

NORTHERN HYRULE

Wolf Skin Deep. Hunters are willingly to pay good rupees for wolf hides, and any information on Wolfos hideouts.

Result: The Hunters are somewhat fanatical, but honest about their intentions to hunt the Wolfos. They pay reasonably well, and will offer membership if the party help to take a hideout.

Bad Coin. Crooked Soldiers are said to be taking advantage of travelers.

Result: Guards will act very defensively if confronted, as graft is officially punishable by death. However, some are bandits in soldier disguises.

Ice Man Cometh. King Rufus Lobo Hyrule has set a bounty on Yeti scalps after an apparent Yeti attack left a village massacred.

Result: The Yetis are innocent. A crew of Moblins and Bigblins were paid to stage the attack by a Sheikah agent.

Cold Harbor. The Zora of Winter Harbor are looking for extra hands for the next Whalfos Hunt.

Result: Players participate in a Whalfos hunt. Their boat is knocked off course by a squall and a sudden fog. Running aground on an ice shelf they are attacked by Wizzrobes controlling a Whalfos.

Root of Evil. Attacks on caravans have increased around Northwood, and several witnesses say some sort of Dekus were involved.

Result: A band of Deku Scrub outlaws have fled the jurisdiction of the Deku Woods, and continue to practice banditry.

Snow, Sand. A palace guard was slain in the night, and his blood was used to paint a Gerudo sign on the King's castle wall. Rufus Lobo Hyrule asks the party to help.

Result: Players learn of the rumor that King Rufus is part Gerudo. They are led to find a Sheikah agent (same as before) or a Gerudo spy behind the attack, an attempt to bring his dynasty down.

True Fur. One of the King's Hounds has wandered into a remote village, bleeding badly. No one has heard from the King's hunting party for days.

Result: The King is being held by the Hunters from earlier. They have discovered he is a Werewolfos, and are debating whether or not to kill him. The King will state he is in control of the curse. Players will have hand in deciding his fate.

In the Navy. Knights have been crossing the entire country looking for anyone who can aid in repelling an attack on the capitol by a Gerudo Fleet.

Result: A large battle which may end in victory or defeat for Hyrule. The Gerudo attack with cannons.

Gone Dark. A Twilight Forcefield has descended on Hyrule Castletown, bringing back the specter of a Twili Invasion.

Result: Up to DM. Either the field was accidentally activated by a Twili child messing with the old magic markings, one of the Twili from Festivan has gone rogue and/or discovered a hidden power, or the Twili really are staging an attack (unlikely if you don't want to completely remove the Twili from Hyrule).

HYRULE HIGHLANDS

Ears. A farming village is attacked by Stalfos and Goblins.

Result: Players who follow the rumors of attacks on farmers will find a troop of Goblins, but will be unable to discover their lair, only that they are kidnapping girls with blonde hair and pointed ears.

Bad Water. The Zora are accusing the Highland Kingdom of poisoning Lake Hylia. Princess Laruto is threatening to drive the “Landwalkers” out of the Lake area.

Result: Players will be directed to an underground spring that appears to be black water. The spring is filled with Octorocks, Gels, and River Zora trying to poison the lake.

Big Trouble in Little Kakariko. Several Gorons have disappeared from Kakariko Village. Everyone assumes the Sheikah have “removed” them.

Result: Following up on this, the players discover the Sheikah are as baffled as everyone else by the tourists’ disappearance. Clues lead the Players to an open crypt where the Gorons are hiding in a burial chamber, only a few feet of stone away from Redead and Stalfos.

Little Brother, Big Brother. A young Goron has gone missing in the Ingot mines. Inara Zelda Hyrule is quietly looking for heroes to go in and rescue the boy.

Result: Grab, the Goron, went into the mine to emulate his older brother Gobb, a Warden who went into the mines in Death Mountain and never returned. While in the mines, the party stumble upon the Goblins from the farm-villages.

Boom. Flowers. An entire cart full of Bombs, including an experimental launcher, has gone missing from Death Mountain, and the Sheikah ask the players for aid.

Result: The Sheikah already know where the Bombs are, but don’t want anyone thinking they stole them. Laruto supporters

took it, and plan on launching an attack on the Hylians.

Politics as Zora. The Governor of Stone Harbor Domain has asked the Gorons for a large number of explosives, supposedly for fireworks meant to welcome Lord Jaboon as he enters the Domain. The players are hired as guards.

Result: Princess Laruto supporters will seek to waylay the caravan, attacking at first, and then imploring the party to stop. Is Governor Oris arming his people for war? Or is Laruto a paranoid ruler?

Delivery Trouble. Communication with the Roost on Death Mountain has been cut off, and no one has been able to reach the cloudy summit to see what is wrong.

Result: A cadre of dark wizards have trapped Lady Vakii in an egg, and they have resurrected Volvagia the Dragon.

The Expedition. King Dargo of the Gorons has sent out a call to all mighty adventurers. Discover what fate has befallen the Deku Colony of the Gorons.

Result: The Deku Colony was hit by a surprise attack. Monsters under the control of strangely garbed Hylians attacked and destroyed much of the colony. Survivors hide in small pockets while the Terminan attackers set up shop.

It’s Tough to Be a God. Lord Jaboon is attacked and nearly assassinated as he enters Lake Hylia. The hunt for his would-be assassins is on.

Result: DM’s choice. Who ordered the hit?

SOUTH HYRULE FIELD

Bad Deal. A Hylian merchant has asked for the Wardens to provide him a guard detail for a business trip. You’ve been tapped.

Result: The merchant is a snakeoil salesman. One of his concoctions killed a sick Kokiri, leading to her entire tribe howling for his blood.

Merry Men. A band of Kokiri have begun striking the King's Men as they travel near the forest. While a reward has been issued, it is believed that the bandits give away their loot, earning the love of the peasantry, making their capture unlikely.

Result: The give-to-the-poor thing is a lie invented by the bandits in order to trick the poor into helping them. The Kokiri are simply selfish bandits.

Willow. A Deku Scrub chieftain has sent word he wishes to negotiate with Prince Frederick and avoid needless conflict over logging rights. The "summit" requires extra hands for protection.

Result: Prince Frederick is naively honest about peace, the Chief Willow wants a good deal for his people, a group of loggers believe the Prince will bow to the Chief and so prepare to attack, while a team of Deku Scrubs from a separate tribe are set to disrupt the peace discussion as well. And the Chief's second is in on the plan.

Pilgrimage. A group of Koroks are making a pilgrimage to a sacred grove that once was a temple dedicated to the Forest. The only trouble is that it appears monsters have infested the ruins, and so must be cleared out before their rituals may begin.

Result: A group of Deku Scrubs are also inside the temple, attempting to clear the monsters, but they have been torn to pieces. Rescue by outsiders may impress them, but so would the Gohma Queen's head on a pike.

Bido. The leader of Westwood, the Kokiri Bido, has made several demands of the Prince for more favorable trade agreements.

The Prince, busy as he is, asks the players to negotiate on his behalf.

Result: Bido doesn't necessarily care about the trade rights so much as he cares about looking strong to his people. He really just wants an excuse to see Frederick in person, as they were good friends as children.

Deep Woods. The Deku Tree has summoned the players to his grove in order to ask them to seek out an artifact lost in the woods.

Result: Besides a group of Koroks and Deku Scrubs trying to "purge the unbelievers", monsters galore block access to the Kokiri Blade.

River Zora Attack. The River Zora have attacked in force, directing their violence to the Kokiri and Prince Frederick's people. The Wardens are asked to assist.

Result: The River Zora have chained up a Water Spirit and are using it like a huge siege engine. Killing or freeing the spirit may make or break this battle.

Shadow War. A Hylian slew the Deku King Dori's son in the middle of the street. The Deku Scrubs are calling for war if the culprit isn't handed over, which is problematic as no one can find them. The party are Frederick's last hope for peace.

Result: The players are asked to search for the one who killed the Deku Prince. While there are several witnesses, no one saw anything. Hints that the Sheikah are involved will lead the party to a Deku Scrub encampment, where the *real* culprits may be found.

HYRULE MARSHLANDS

River Zora Raids. The River Zora have become bolder in recent weeks, including a raid on a fishing village that left no survivors.

Result: The River Zora have taken several of the villagers as slaves, and plan to sell them to a tribe of Moblins as food.

Sand and Swamp. An Emissary from the Gerudo will arrive in Hyrule Marshland's capitol of Steelreed within days. The King Edgar Morn Hyrule has asked the Wardens to fetch and defend him until he arrives.

Result: King Morn spits on the emissary when she arrives, and then throws her out of his court. He declares that the only good Gerudo is a Dead Gerudo.

Goron Troubles. A troop of Gorons have come into the Marshland and talking of an escaped dragon. Edgar Morn is concerned about the mountains being open to attack and orders the players to scout for a Gerudo attack.

Result: The Gorons return to their mountain, and never come back. If the players search the mountainside for the King, they are attacked by several Lizalfos and Dodongos, perhaps teaming up with a cadre of Gerudo to do so.

Ocean Zora Traders. While visiting, a group of Ocean Zora merchants were attacked in broad daylight. One is still missing, with a reward for their safe return.

Results: The kidnappers are easy to find, and may reveal that they were hired to do it by another Zora. An official looking Zora who asked them to make the attack look good.

Missing Knights. A troop of soldiers disappeared in the marshes several nights ago and the King is on the verge of declaring war on the Gerudo (whom he believes is behind the disappearance).

Result: Investigations reveal that the men were slaughtered upon marching into a Peahat colony and being driven into a deep waterway.

The Bull. Ser Kore, of the Gerudo Kingdoms, has lead a military force into the marshlands. He has set up camp in an old Hylian Fort, and has asked for the King to treat with him.

Result: Kore wants restitution for his emissary being insulted, and for his lieutenant being attacked by assassins, preferably through an honor duel, which Morn has no intention of doing. Kore will gladly duel one of the players instead.

Sunken Archive. While draining a part of the swamp to make more farmland available, the workers uncovered an ancient temple of some sort. The Wardens ask the players to investigate.

Result: The temple is a River Zora base of operations, and it is swarming with soldiers and traps. Players may discover the location of their stronghold in the area from searching the base.

The Rebels. A group of rebellious citizens have grown tired of living under Edgar Morn and wish to throw him out. But they lack supplies, leadership, and combat experience.

Result: Depending on the players' disposition towards the king, this could either be a daunting battle or a simple purge. The rebels are slowly shown to be less than ideal candidates for taking over the kingdom, as they are quite xenophobic and have begun worshipping a giant Poe in the swamp as though it were a god. They will inevitably betray a party featuring non-Hylians.

NORTH HYRULE FIELD

Simple Banditry. The hilly terrain has made catching bandits difficult for the guards. While they would prefer to handle things on

their own, they've sent a request for aid to the Wardens.

Result: Standard bandits in the hills. Except for the Sheikah paymaster among them.

Ruins of the Past. A ruin along the border has been uncovered, but the Gerudo are demanding it be left alone as it is their ancestral grounds. The Wizard Timon says otherwise, and offers a reward for someone to make it safe for researchers.

Result: Gerudo warriors have entered the tomb ahead of the party and are laying traps and ambushes, but may also be ambushed by hidden enemies, such as the Chu Chus, Like Likes, and a few Darknuts lying in wait.

The Hills Have Eyes. People have been going missing on the border for years, but now it is reaching epidemic levels.

Result: If investigated into, it will reveal that Leever's have formed a nest in the desert area and are eating anyone who enters.

Lynel Attack. A troop of Lynels roar into town and begin looting and ransacking everything.

Result: If the players get involved, the town worships them as heroes, and the Lynel mark them for death. Lynel attacks occur more often.

The Wonderful Wizard of Mutoh. Timon the Wizard has noted the players' skills and offers them an opportunity. He asks them to clear out a Moblin infested cavern.

Result: It turns out to be a cavern inhabited by Gibdos and Wizzrobes. This was to test the party's skill.

Return of the Pride. The Lynels return, now with more numbers, and a grudge.

Result: The attack, once thwarted, may lead the players to a village where the Lynel live, and where they are keeping a Gerudo

Sorcerer captive. He can reward players for freeing him.

A Traitor in Their Midst. A Hylian fort has been wiped out. A lone soldier of Gerudo descent was left, but the lead investigator thinks he/she let the attackers in.

Result: DM decides whether or not the Gerudo is the traitor or not. If so, their allies will return to save them. If not, the attack was truly the result of a Lynel attack during a shift change.

All Hail the Spider Queen. Timon allows the party to see the Queen Selene Arkay Hyrule...and she has been turned into a Giant Skulltula! The Queen asks the players to hunt down the Gold Skulltula hidden in a desert ruin.

Result: Depends on the DM's preference. The players find only the Gerudo Sorcerer living in the heart of the ruin, who reveals Timon is the real traitor, or they battle a Gold Skulltula Monster. Or both.

All Hail the Spider Queen II. Alternative to above: Timon asks the party to slay a monstrous Skulltula that has taken up residence in the palace basement. He explains that it is a rare, intelligent variant that will use deception against them.

Result: The Skulltula is in fact Queen Selene Arkay, transformed by Timon into a Skulltula in order to take control of the Kingdom himself. Selene will ask the party to break the curse by destroying an amulet one of his compatriots has hidden in the desert.

CENTRAL HYRULE

Lon Lon

Cattle Rustlers. Local ranchers have been complaining about rustlers stealing their livestock. Grandmaster Tetra Vel has

delegated the matter to the party (read: dropped it in their laps).

Result: Kokiris are to blame. A number of them were playing a prank, but then the cattle “got away from them”. They will apologize, then ask for the party’s help capturing them.

Une Café. Disaster! Catastrophe! The End of All Things! So says Chief Mali, the leader of the Rito in Lon Lon. Apparently the latest shipment of coffee from the south is unusually late, and he is desperate for his caffeine.

Result: Soldiers on the /Marshland border are holding onto the trade caravan, partly because the merchants are Zora and Gerudo. Sneaking them out may be problematic, and bribes may only go so far.

It Was a Dark and Stormy Knight. Citizens of Lon Lon are reporting sightings of a grim looking visitor, clad in black armor and stalking the good folk of the land at night. He seems interested only in challenging Wardens to battle.

Result: The Knight is a ghost or undead creature. Talking to him will reveal he was a knight of the Royal House, slain by treachery. He seeks a noble death by combat.

Dissension in the Ranks. Anti-Grandmaster Tetra related propaganda has appeared throughout Lon Lon. The Wardens ask the party to look into discovering the identity of the culprits.

Result: A small faction within the Wardens is looking to oust Tetra Vel from office and supplant her with its own candidate.

Warden Trials I. A new obstacle course has been set up for Wardens to test their skills. There’s a cash prize for whoever sets the record!

Result: Cash Money.

Warden Trials II. It is election time in Lon Lon, and it looks like someone isn’t playing fair. One of the front-runners has been found dead in an alleyway.

Result: Depending on DM’s preference for political thrillers, this could end up being a mugging gone bad, or even a contract killing by one of the other candidates.

Castle Town

Castle Town Guard. The Guard of Castle Town are notoriously corrupt, from the Captain on down. One Guardsman seems to be trying to clean up the joint.

Result: If players aid this Guardsman, jobs will become available through him to fight the city’s corruption, including spying on dirty Guards, and finishing investigations the brass wants buried.

Whispers. Children are going missing in Castle Town. They seem to disappear nearest to the River District, and word of a similar disappearance in Lon Lon has prompted an investigation.

Result: There’s something in the massive sewer system of Castle Town and Lon Lon that feeds on life energy. Some sort of undead? Or a cult? A Monster? DM’s preference.

I am the Night. A mysterious vigilante has begun to battle crime in Castle Town, but only at night. The clean Guardsman needs to know for sure this guy isn’t worse than the criminals he puts away.

Result: It’s Batman.

Carnival. The Mayor of Castle Town has asked for a little bit of help from the Wardens. He claims that there is a dangerous Twili crime boss operating in his town, and he’s finally had enough of the lout. Citing past criminal behavior and a

local “unexplained death”, the Mayor wants the Twili band destroyed.

Result: The Twili “Crime Boss” is, in fact, Nock, leader of the Twili of Festivan on the north side of the river. He will state that the Mayor is in deep, deep debt to him for paying off his gambling debts; debts incurred using the Castle Town’s treasury as collateral. He says that the Mayor was hoping the Players would kill Nock, and then keep them quiet through blackmail. DM decides who is telling the truth.

The Temple of Time. A terrible evil has returned, and all can confirm that it radiates from within the bowels of the Temple of Time. The Wardens plan to re-seal the temple within a mighty ritual spell, but they need to first pacify the site and prevent the spell’s disruption.

Result: The players will spearhead a massive attack against an army of monsters within the Temple, but will be cut off from the rest (enemy spawn in a set location and require the Wardens to hold them back while the party proceed). In the basement lies a major Boss Battle (Phantom Ganondorf or Vaati...or both!). If the players fail to destroy the Boss in a set time, it will escape the site and become a reoccurring villain. If defeated, the players must escape the temple before it is sealed.

GERUDO DESERT

Dangerous Roads. The main highway into Gerudo territories has been infested with Lizalfos and Helmasaur brigands.

Result: Dealing with them in whatever way may increase respect from local Gerudo if Power was displayed.

The Magnificent (Insert Party Size). A small village has saved up all its meagre funds to purchase the aid of a mighty

warrior to defeat the bandits who terrorize them daily.

Result: See the movie(s).

Bounty Hunters. Dame Kurwe of Judge Citadel has begun a program of hiring Bounty Hunters to apprehend criminals. She pays well, but asks for no questions.

Result: Kurwe is dealing with an internal siege. A band of pirates have rallied the prisoners in one section of the labyrinthine prison and fortified it against attack. The Dame needs all her soldiers in the prison to prevent an outbreak.

Worm Sign. Some say that in the center of the Gerudo Desert lies a clutch of giant Sandworms. One has seemingly broken off and it rampaging through settled territory. A band of hunters are looking for aid.

Result: Hunting the Giant Worm is a Boss Battle.

Temple of Doom. A freak sandstorm has unearthed the original Temple of the Goddess of the Sands, and an expedition is underway to excavate the ruin before the sand buries it again.

Result: PCs can be hired on as guards and excavators. The temple is filled with old ghosts and traps left behind by Ganondorf during his occupancy here.

Embargo. A Zora Fleet has blockaded Tropic Domain and levied demands for the surrender of the Pro-Gerudo Governor. A “concerned citizen” of Adjure Sanctuary’s Sunken Quarter is looking for parties interested in smuggling in supplies, and perhaps smuggling out the Governor.

Result: The Zora Fleet will send an extraction team to kidnap the Governor before dawn. If the PCs involve themselves, they might rescue her, if so inclined.

Traders. A group of traders are looking to hire some muscle to get them safely from Quarrel to Strife.

Result: Hijinks ensue. One of the traders is a Sheikah in disguise looking to assassinate Ser Kore once the caravan arrives. A Goron is addicted to eating gemstones and needs an intervention. The Zora trader dehydrates and needs to be immersed in water soon. Lizalfos bandits attack. Spending the night in some ruins brings out Redead, Stalfos, Poes, and a few Armos.

World's Strongest. A tournament has been called for in the capitol. All who wish to compete are welcome.

Result: One-on-One and Team Matches aplenty, as well as plenty of betting, cheating, and politics mixed up together.

TWILIGHT

Scared of the Dark. Some Twili in Dexum are worried that there are still monsters left over from Ganondorf in the deepest parts of the structure. They are looking for someone to go down and confirm this.

Result: A Gohma has made a nest in the lowest part of the Castle.

Vice City. It's a holiday in Festivan, and everyone's invited!

Result: As guards or civilians, the PCs can attend the party, partaking in gambling, drinking, and even some illegal boxing matches. Perhaps a murder or Moblin sighting interrupts the festivities, or the PCs are called away to investigate a robbery.

The Masquerade. Centurbem in Lon Lon has a new businessman setting up shop: The Happy Mask Shoppe provides masks of every variety known and unknown, and its mysterious proprietor seems intent on

making sure everyone finds what makes them happy at his shop.

Result: The Shop Keeper will sell magic items in the form of masks, but will also ask PCs to sell him masks they find around the world. He will also take a keen interest in any Twili who enters his store, saying that he once owned a mask made by their pre-Banished ancestors. If prompted, he will relay the tale of Majora's Mask, and then direct one to search the Deku Woods for a path that will lead to treasures undreamt.

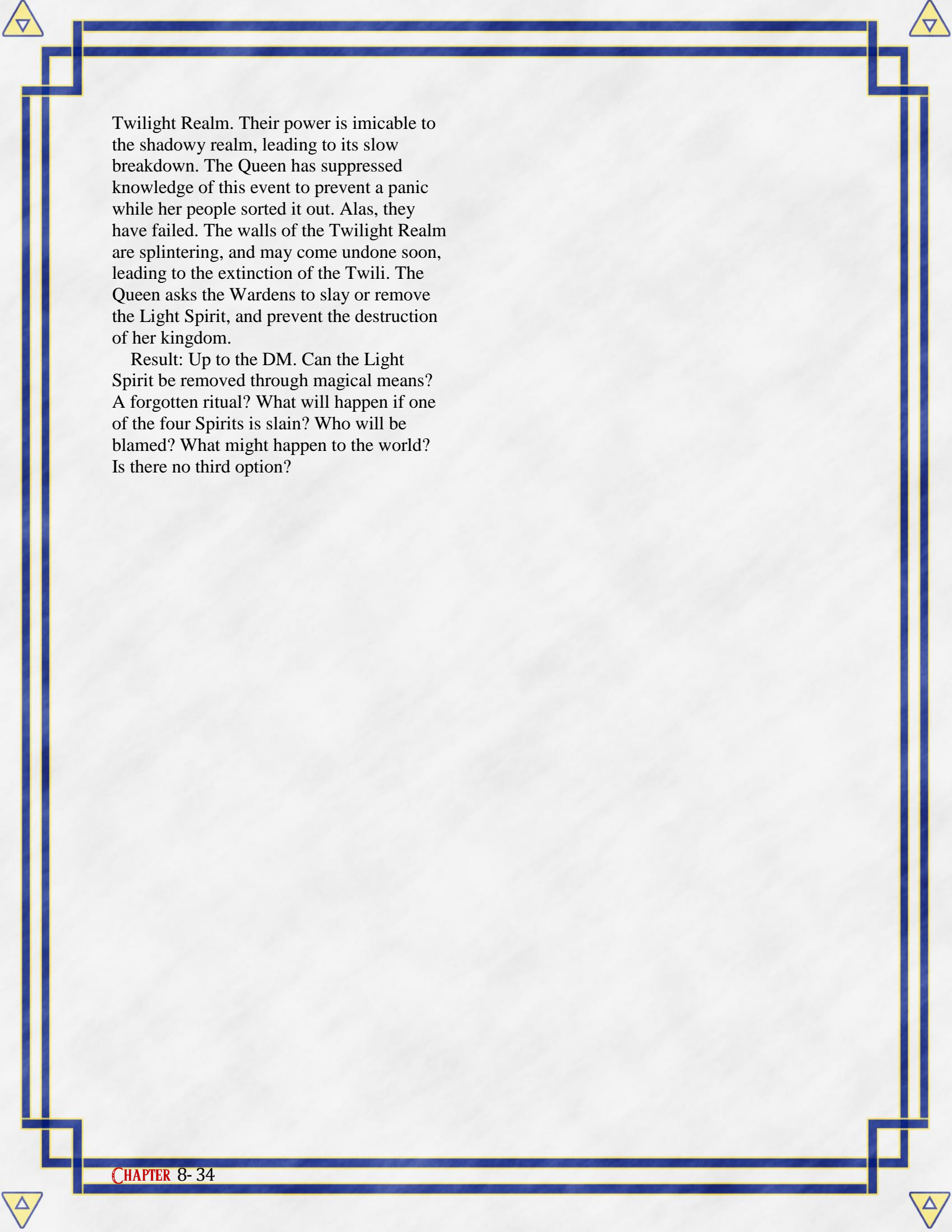
The Hands of Zant. The Wardens have been warned to keep on the lookout for pro-Zant radicals. These radicals believe Zant's goal of conquering Hyrule was just, and will enact plans to disrupt life for any non-Twili organization they come across. Tetra Vel believes that one of the Hands stole an artifact from the Warden's Vault.

Result: The artifact is a one-time-use Mega Bomb. Investigating the matter will reveal likely high value targets.

The City That Never Wakes. Traveling into the Twilight Realm, one will come across Dusk, the Twili capitol. The authorities have asked the Wardens to send their most capable members to aid in an investigation. Someone is using Radiant Magic to cause severe damage, destruction and death, and it is suspected that a Lightworlder is involved.

Result: The Hands of Zant are behind the attacks, which are meant to lure out Queen Itza. She is expected to make a speech against the attacks at a yearly festival coming up, which is when the assassins will strike. Sheikah agents are involved as well.

Darkest Before the Dawn. Queen Itza (or unfortunately her replacement) has taken the PCs into their confidence and asks of them an epic challenge. The reason the Twili have begun reentering Hyrule is because one of the Light Spirits became trapped in the



Twilight Realm. Their power is inimicable to the shadowy realm, leading to its slow breakdown. The Queen has suppressed knowledge of this event to prevent a panic while her people sorted it out. Alas, they have failed. The walls of the Twilight Realm are splintering, and may come undone soon, leading to the extinction of the Twili. The Queen asks the Wardens to slay or remove the Light Spirit, and prevent the destruction of her kingdom.

Result: Up to the DM. Can the Light Spirit be removed through magical means? A forgotten ritual? What will happen if one of the four Spirits is slain? Who will be blamed? What might happen to the world? Is there no third option?

CHAPTER 9 ALTERNATE RULES FOR RUNNING A GAME IN HYRULE

Alternate Rule 1: Alignment

One issue you may find as a DM in the Legend of Zelda, is that the traditional Lawful-Chaotic, Good-Evil Alignment system doesn't feel so much like Zelda as it does like Forgotten Realms or Greyhawk.

As might be expected, Evil is often reserved for Villains, and is almost never able to function alongside Good in the Legend of Zelda mythos, and the inclusion of Law and Chaos are hardly thematic to the same setting. The author of this Handbook would like to suggest replacing one of these with a three-part alignment system.

Players may select which of the Triforce they are aligned with. This would mean rewarding players with Inspiration points for following their Triforce, as well as allowing players a quick snapshot of their character's basic motivations and goals.

A Player who embraces Power seeks out challenges. They don't just like conflict, they crave it. They need it. At its most generous, one who is aligned with Power would act like Goku from the Dragonball series. They would revel in action and adventure, and relish being able to match their strengths against another, all for the sheer thrill of being the best in the world. At its darkest, a Power-aligned character would seek to use their power to dominate others, such as Ganondorf. Depending on their desires this could go as far as World Domination.

Characters who are aligned with Wisdom are considered to be clever, ingenious, wise, or insightful. Little details can be used to deduce great truths by these individuals, or prudent decisions may be apparent to them even in the midst of an emotional turmoil. Zelda exemplifies the benevolent uses of Wisdom, using knowledge about her foes to devise plans well in advance that will assure their downfall even while she herself is captured or incapacitated. At its worst, Wisdom can become tainted with avarice, arrogance, or simple cruelty. Moriarty, of Sherlock Holmes fame, is one such being. His vast intellect, used to further the research of mathematics in public, was instrumental in creating one of the most elaborate and effective criminal syndicates in the history of the world.

Finally, there is Courage. In the Legend of Zelda, it is Link, the Hero of Time, who wields the Triforce of Courage. He exemplifies its finest aspects; he charges into danger in order to save others. He braves the deepest dungeons and foulest crypts in order to secure the tools to combat evil, and he regularly throws himself into battle with monsters ten times his own size. Courage can also be displayed by those deemed Evil for their actions. In the Lord of the Rings book series, the Easterlings brought to the Battle of Pelennor Field continue to fight valiantly to the last man, even as they battle against the forces of Light. Any villain with a strong code of honor, or at least a strong set of standards could be considered to be acting courageously.

But how to mechanically implement this change? For any spells that utilize Alignment, simply swap out the axis being replaced with the Triforce. For Inspiration points, consider limiting the uses of such points when awarded by acting on Power,

Wisdom, or Courage. Power Inspiration
Dice could be useable only on combat rolls,
or when attempting to project Strength, such
as in an election speech or in a hard round of
negotiations. Wisdom Inspiration could be
used for any number of Knowledge checks,
or to gain temporary proficiency/advantage
in a skill by “working it out” on the fly.
Courage should be the most useful, available
for anything a regular Inspiration die could
be used for, as earning it will usually
involve much more loss of life and limb than
the other two.