

THE LEGEND OF ZELDA



D20 SYSTEM CAMPAIGN SETTING

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CHAPTER 0: INTRODUCTION

Welcome to the Legend of Zelda d20 project! The basic rule system is the same as Dungeons and Dragons 3x, and the information we used to create the setting is Open Source Game Information that Wizards of the Coast has released for public consumption. In fact, you may notice that many of the character classes are exactly the same, but some aren't even close to their D&D counterparts. This is because we want to make a holistic world that encompasses all things Zelda, and give you as a player variety without having character classes that betray the feel of the game. We have also made a number of prestige classes so you can be the same type of character as your favorite character from the video game series.

You may also notice the lack of frills on the pages. There is a reason for this outside of laziness. This page was *not* made with Adobe Acrobat—it was made with Microsoft Word and a Ghost script writer. Word has no real background capabilities, nor does it have an option to warp text around an image like other programs do. Efforts have been made to fit images anywhere appropriate, and the end result really isn't that bad.

This setting resource is designed to include as much as possible so the player will only have to turn to the D&D 3x core rulebook only as a reference for game rule information. All of the basics to make your character are included in this document, but explanation of basic skills, spells and some feats are not. Make sure to have your Players Handbook (PHB) handy when creating your character and playing the game!

To play this, you will need:

- 1) Dungeons and Dragons 3.0 or 3.5 handbook
- 2) You may want a copy of the Dungeon Masters Guide and the Monster's Manual.
- 3) A complete set of dice, including d4, d6, d8, d10, d12 and d20
- 4) Knowledge of the Zelda series and who Link is (over 10 years of games, you know!)

We made this resource to encompass every generation of Zelda and have included the appropriate races, items and abilities to make any game playable. Stick true to the timelines or go crazy and blend them together, it's up to you!

With that said, enjoy this resource, and enjoy the game!

Sincerely,
The Zelda d20 Team



CHAPTER 1: RACES

Please pay attention to the races and their abilities, as they are different from the D&D setting. We have designed this to replace the races section of the PHB for the most part, but you may wish to reference it.

FAVORED CLASS

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

RACE AND LANGUAGES

All characters know how to speak Common. A Kokiri, Gerudo, Goron, Rito, or Zora also speaks a racial language, as appropriate. A character that has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

HUMANS

Humans preside over most of the land and are the most common species in the Zelda universe. They are every size, shape and color, and can encompass almost any profession. Usually 5 to 6 feet tall, they can have relations with any other race and have the widest variations in personality.

Racial Traits:

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.



HYLIANS

Hylians are an ancient race of warriors and heroes. Many died after Ganandorf's first attack, but some still remain. The descendants of Hylians are often heroic and brave, and Hylians are known for their courage in the face of battle. They tend to be liked by everyone they meet and meet any challenge with a strong spirit.

Physically, Hylians are like humans, but the more true the Hylian blood, the more pointy his ears become. However, since they are so similar to humans, many Hylians do not know of their true descent.

Racial Traits:

- Medium: As Medium creatures, Hylians have no special bonuses or penalties due to their size.
- Hylian base land speed is 30 feet.
- Low light vision: Hylians can see double normal vision in poor light.
- +1 racial bonus on Listen, Search and Spot checks
- Hylian blood: For all special abilities and effects, a Hylian is considered a true Hylian.
- Automatic Language: Common.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.



GORONS

Gorons are a large but gentle race of rock eaters who are known for their talent in making weapons and making a good sale. As adults, they tend to be 6 feet tall or more, and have potbellies due to their weight.

They live in caves with other Gorons, mining for food and smithing, or traveling the lands as merchants. Gorons have a very strong sense of kinship, and they would gladly die for their family. A Goron may also swear as a Blood Brother to someone who has proven to be a great friend, and this tie is considered the same as an actual blood relation.

When he chooses the life of a fighter, he is tough and sturdy, and a valuable asset to any party. However, Gorons aren't that bright, and need others to guide them into the right decisions.

Racial Traits:

- +2 Constitution, -2 Wisdom.
- Large: As Large creatures, Gorons have a -1 to AC due to their size.
- Goron base land speed is 20 feet. However, Gorons can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Gorons can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Gorons can function just fine with no light at all.



- **Stone Cunning:** This ability grants a Goron a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A Goron who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a Goron can use the Search skill to find stonework traps as a rogue can. A Goron can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Stability:** A Goron gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +4 racial bonus to natural armor .
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Special:** Gorons must have all armor specially fitted to their bodies, and they cannot use small weapons.
- **Automatic Languages:** Common and Goron.
- **Favored Class:** Fighter. A multiclass Goron 's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

ZORAS

Zoras, an aquatic race, rule over the domain of water with grace. They are physically similar to fish, and have fins on their arms and feet. At about 5 to 6 feet tall and a slim physique, their skin is blue and as tough as a dolphin's, and they can breathe both above water and below. Zoras also have a great sense of direction from generations of having to find where they need to go with no landmarks of any kind in the ocean depths. They aren't the strongest of fighters, so they prefer to stay in the back, away from harm, and cast spells instead.

Zoras are known for their cool temper and commanding presence, but are also known for their knack at creating mischief for those they don't like. Rarely does one see an angered Zora, but when one does it is usually the last thing they see.

Racial Traits:

- +2 Dexterity, -2 Constitution.
- **Medium:** As Medium creatures, Zoras have no special bonuses or penalties due to their size.
- Zora base land speed is 30 feet, swimming speed is 40 feet.
- **Darkvision:** Zoras can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Zoras can function just fine with no light at all. The Zora can also see perfectly underwater.
- **Weapon Proficiency:** Zoras receive the Martial Weapon Proficiency feats for the Trident and Net as bonus feats.
- +2 racial bonus on Swim, Diplomacy, and Intuit Direction.
- Swimming is natural to a Zora, so if the water is calm, all swim checks are an automatic success.
- **Automatic Languages:** Common and Zoran.
- **Favored Class:** Wizard. A multiclass Zora 's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.



RITO

The Rito are a bird-like race that live on Dragon Roost Island. Rito are 5 to 6 feet tall with strong upper bodies, and when a Rito turns age 12, he goes to see Valoo and earn his wings. When he has his wings, flight becomes as natural as walking, and he can fly as far as he can run with little difficulty. Their skin is brown and their bodies are feathered, and their nose is a beak. The wings on his arms look like articles of clothing until he spreads them to take flight. The Rito, being the only race that can naturally fly, are the world's postmen due to their ability to traverse over any land with ease. A Rito may choose other professions if he wishes, and in combat is an average fighter.

Racial Traits:

- Medium: As Medium creatures, Rito have no special bonuses or penalties due to their size.
- Rito base land speed is 30 feet, flight speed is 40 feet.
- +2 against blindness or similar effects.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Automatic Languages: Common and Rito.
- Flight: A Rito may fly if he is of the age to have wings (age 12 or higher—those who are younger must visit Dragon Roost Island to earn wings). Maneuverability class is C.
- Favored Class: Rogue. A multiclass Rito's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.



GERUDO

The gerudo, native to the deserts, are a proud race of warriors who are trained to fight from birth. Their skin is dark, their bodies agile and their minds sharp. The gerudo way of fighting focuses on being faster than the enemy, so they aren't as tough as other fighters, but their ability to deal out a flurry of blows in a short time is legendary. They are also expert on horseback, and no one can match their ability with a bow.

Almost all gerudo are female. They seem incapable of bearing male children, and must go outside of their homelands to marry and bear children. Gannandorf was the last known gerudo male.

Racial Traits:

- Medium: As Medium creatures, Gerudo have no special bonuses or penalties due to their size.
- Gerudo base land speed is 30 feet.
- +2 morale bonus on saving throws against fear.
- +2 racial bonus to Ride.
- A Gerudo begins with Weapon Focus (bow), Weapon Focus (longsword), and Mounted Combat
- Special: All gerudo must be female, unless the dungeon master permits it otherwise.
- Automatic Languages: Common and Gerudo.
- Favored Class: Ranger. A multiclass Gerudo's ranger class does not count when determining whether he takes an experience point penalty.



KOKIRI

The Kokiri are a forest people who live with the Great Deku Tree, their source of wisdom. They tend to stay inside their forests, but have been known to travel from time to time. When the world flooded, the Kokiri traveled the world spreading seeds for the Great Deku Tree among islands around them.

The Kokiri have two specific physical forms—one of a child, and one of a forest spirit with a leaf face. The human form is the original form of the Kokiri, but that form never ages past childhood, and the most they ever grow was 4 feet tall. The other spirit form evolved after the world flooded to cope with the new environment. That form is also known for their way of walking, waddling forward while their leaf face bobbles around. This form is also only 4 feet tall.

Kokiri are very quick and agile. While they aren't strong, it doesn't make much of a difference, because you won't catch a Kokiri that doesn't want to be caught. They are also immune to the magical effects of the Mystic Forest, which mutates anyone else that enters.

Racial Traits:

- +2 Dexterity, -2 Strength.
- Small: As a Small creature, a Kokiri gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Kokiri base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Wilderness Lore checks.
- +1 racial bonus on all saving throws.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Kokiri.
- Favored Class: Druid. A multiclass Kokiri's druid class does not count when determining whether she takes an experience point penalty for multiclassing.





CHAPTER 2: CLASSES

While most of the classes here are the same as the open-sourced classes of the d20 system, some have alterations, so please note the changes to cleric and druid. Also note, **the classes not listed here are not classes in the Zelda setting.**

BARBARIAN

Barbarians are typically rare in the world of Hyrule, as civilization is wide spread enough to have a civilizing effect on most everyone. Because the timeline in between games is so wide, however, it isn't inconceivable that whole barbarian tribes could crop up in between the destruction of certain cities, kingdoms, or after the flood during Windwaker. Otherwise, barbarians are treated as outsiders and outcastes, and may possibly be found in deep forests, on islands, or as people who deliberately choose that way of life.

See Players Handbook for more information.

BARD

Bards are a common sight in the world of Hyrule. As travelers, story-tellers, and adventurers, the jack-of-all trades is a useful mindset and the songs they sing are welcome in almost all places at almost all times. Bards may be among the common people, or may be found in the nobility where the mix of spells, skills, and charisma will find them many followers.

See Players Handbook for more information.

CLERIC

A cleric worships either the Trinity of Nayru, Din and Faore, or they are a follower of Ganon. Trinity followers may not have domains that are associated with evil, and Ganon followers may not have domains that are associated with good. They tend to be associated with churches or other places of worship.

See Players Handbook for more information, and the Spells and Faiths chapter for more information.

DRUID

Kokiri are the only druids, as they are most familiar with the ways of the earth and nature. They are similar to the cleric, but their magic is from nature and the Great Deku Tree and nature, not from the Trinity. Druids worship the Great Deku Tree as their primary deity, but may also worship the Trinity.

See Players Handbook for more information.

FIGHTER

Though peace may reign, or bad times fall, the need for skill at arms is always required somewhere. Fighters exist in all times and in all places, and may be noble heroes, scruffy wanderers, or villainous thugs and ruffians. Fighters may take places in the guard, either as elite troops or as leaders, may be in the employ of bandit kings, or even as servants of Ganon. Though their value may rise or fall with the times, rarely does a dedicated warrior have trouble finding employ.

See Players Handbook for more information.

RANGER

Like fighters, Rangers serve in a variety of posts, though they differ in tone. Rangers may serve as local woodsmen and guides, elite trackers, noble adventurers, or crusty hermits needing an apprentice. In Hyrule, like fighters, rangers are defined more by their employ than their abilities, which they often see as simply tools in their service.

See Players Handbook for more information.

ROGUE

Rogues are nearly universal, and under different names and different guises, they manage to appear in every setting. Nearly any socioeconomic bracket can host rogues. In lower classes, they're pickpockets and thieves. In higher circles, they might be jester or courtiers. Assassins, scouts, adventurers, and pirates are all examples of rogues that make their way in the world of Hyrule.

See Players Handbook for more information.

SORCERER

Sorcerers are rare in Hyrule, and are frequently confused with Wizards in the most people cannot begin to understand the differences between the two. However, sorcerers tend to be more undisciplined and wild since their magic comes not from discipline and study but from innate power and force of will. Sorcerers often find themselves traveling in the same circles as wizards. They inhabit the same court positions, the same place in military companies, and obtain the same kind of fear and awe as adventurers. On the other hand, Sorcerers rarely choose to hold post that involve drudgery and choose to hold posts as advisors far less than they opt for posts in the military or as adventurers.

See Players Handbook for more information.

WIZARD

As above, Wizards tend to be confused with their Sorcerer brethren. While Sorcerers tend to be wild and undisciplined, though, wizards are often scholarly and thoughtful. Holding places of power behind the thrones as advisors and scholars, Wizards are holders of power that is rarely rivaled.

See Players Handbook for more information.



CHAPTER 3: PRESTIGE CLASSES

These are an addition to prestige classes already found within the Player's Handbook and Dungeon Master's Guide. Additional prestige classes may also be used—these are an addition, nothing less, nothing more.

Hero of Time

The Hero of Time is a descendant of a Hero from times past. Often, he carries the same name and physical features of his heroic ancestors. In the past, these heros have done great deeds, and now he has the same calling.

Alignment: Any nonevil.

Hit Die: d10.

Prerequisites:

BAB +5

Feats: Combat Reflexes, Dodge, Martial
Weapon Proficiency (longsword), Power
Attack

Class Skills

The Hero of Time's class skills are animal empathy, balance, climb, concentration, decipher script, disable device, ride, gather information, handle animal, heal, jump, knowledge (Hyrule history), search, sense motive, speak language, tumble, spot, swim, use magic device, use rope, wilderness lore.

Skill Points at Each Level: 4 + Int modifier.

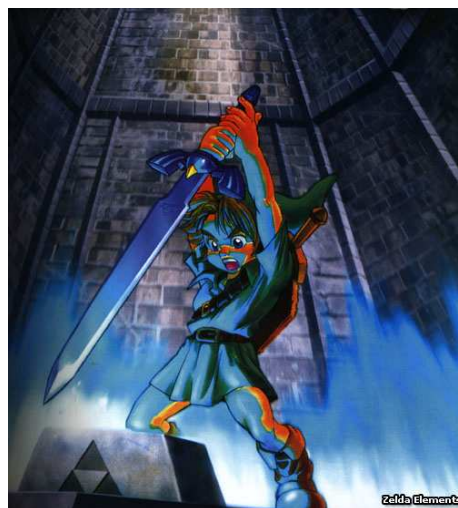


Table: Hero of Time

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Aura of Courage, whirlwind attack, <i>danger sense</i>
2nd	+2	+3	+3	+3	Divine grace
3rd	+3	+3	+3	+3	Divine health
4th	+4	+4	+4	+4	Epona's song
5th	+5	+4	+4	+4	Uncanny Dodge
6th	+6	+5	+5	+5	
7th	+7	+5	+5	+5	Improved whirlwind attack
8th	+8	+6	+6	+6	
9th	+9	+6	+6	+6	
10th	+10	+7	+7	+7	Greater whirlwind attack

Class Features

All of the following are class features of the Hero of Time.

Weapon and Armor Proficiency: Hero of Time is proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Courage (Ex): Beginning at 1st level, a Hero of Time is immune to fear (magical or otherwise). Allies within 10 feet of the Hero gain a +4 moral bonus on saving throws against fear effects. Granting the moral bonus to others is a supernatural ability.

Whirlwind Attack: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Danger Sense (Sp): A Hero of Time can detect incoming dangerous situations within a range of 30 ft. This ability is similar to the Paladin's *Detect Evil* ability. This ability doesn't detect situations that have the potential to be dangerous – for example, it won't detect a boulder sitting above you that is unbalanced with the potential to fall, nor will it detect people who are simply evil or ill disposed to the hero. However, it will detect people who have decided to attack you, dangerous animals, or environments that are patently dangerous such as dungeons, trap filled areas, or any other situation that is designed to hurt you. In game terms, this makes it impossible to be caught surprised.

Divine Grace (Su): Hero of Time gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Divine Health (Ex): Hero of Time gains immunity to all diseases, including supernatural and magical diseases. Note that this does not grant immunity to chemical illnesses or poisons.

Epona's Song (Sp): Hero of Time gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium Hero of Time) or a warpony (for a Small Hero of Time).

Once per day, as a full-round action, a Hero of Time may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the Hero of Time's level. The mount immediately appears adjacent to the Hero of Time and remains for 2 hours per Hero of Time level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Hero of Time may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the Hero of Time's mount die, it immediately disappears, leaving behind any equipment it was carrying. The Hero of Time may not summon another mount for thirty days or until she gains a Hero of Time level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the Hero of Time takes a –1 penalty on attack and weapon damage rolls.

Improved Whirlwind Attack: After a whirlwind attack is made, the Hero may make a 5-foot step. He may use this step to continue the spin, but he will be dazed for one round after the attack. The Hero may opt not to continue the attack through the step, and continue normally the next turn.

Greater Whirlwind Attack: In addition to normal damage, deal 1d6 magical damage per every 5 levels of Hero of Time. Also, taking the attack for the extra 5-foot step no longer makes the Hero dazed.

Code of Conduct: A Hero of Time must be of good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, a Hero of Time's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a Hero of Time will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A Hero of Time may accept only henchmen, followers, or cohorts who are good.

THE HERO OF TIME'S MOUNT

The Hero of Time's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium Hero of Time is a heavy warhorse, and the standard mount for a Small Hero of Time is a warpony. Another kind of mount, such as a riding dog (for a Kokiri Hero of Time) or a large shark (for a Hero of Time in an aquatic campaign) may be allowed as well.

A Hero of Time's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Hero of Time Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	<i>Command</i> creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Hero of Time’s Mount Basics: Use the base statistics for a creature of the mount’s kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount’s base attack and base save bonuses. A special mount’s base attack bonus is equal to that of a cleric of a level equal to the mount’s HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster’s Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount’s existing natural armor bonus.

Str Adj.: Add this figure to the mount’s Strength score.

Int: The mount’s Intelligence score.

Empathic Link (Su): The Hero of Time has an empathic link with her mount out to a distance of up to 1 mile. The Hero of Time cannot see through the mount’s eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the Hero of Time has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the Hero of Time’s, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount’s speed increases by 10 feet.

Command (Sp): Once per day per two Hero of Time levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it’s being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount’s daily uses. Each target may attempt a Will save (DC 10 + 1/2 Hero of Time’s level + Hero of Time’s Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount’s spell resistance equals its master’s Hero of Time level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount’s spell resistance.

HYRULIAN KNIGHT

Known for their courage and valor, these are Hyrule's most formidable knights, and are unmatched in battle. Their power in battle is legendary, and so is their sense of loyalty and leadership. A Hyrulian Knight would never leave his ally in a time of need, and would gladly end his life to save his allies. He never runs from battle when others need him and fights to his last breath. However, the Knights are few and far between these days, and only small handfuls remain.

Alignment: Any nonevil, nonchaotic

Hit Die: d10.

Prerequisites:

BAB +4,

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks

Feats: Leadership, Mounted Combat

Class Skills

The Hyrulian Knight's class skills are climb, diplomacy, intimidate, jump, ride, and swim.

Skill Points at Each Level: 2 + int modifier

Table: Hyrulian Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rallying cry, heroic shield
2nd	+2	+3	+0	+0	Inspire courage (1/day)
3rd	+3	+3	+1	+1	Fear, bonus feat
4th	+4	+4	+1	+1	Oath of Wrath, inspire courage (2/day)
5th	+5	+4	+1	+1	Jump attack
6th	+6	+5	+2	+2	Inspire courage (3/day)
7th	+7	+5	+2	+2	Improved jump attack
8th	+8	+6	+2	+2	Inspire courage (4/day)
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Final stand

Class Features

All of the following are class features of the Hero of Time.

Weapon and Armor Proficiency: Hero of Times is proficient with all simple and weapons, with medium, and light armor, and with shields.

Rallying Cry: The Knight may shout a cry (typically "For Hyrule!") that can affect any allies within 60 feet with a +1 morale bonus and +5 feet to speed until their next turn. This may be used up to 3 times a day.

Heroic Shield: A Knight can use the aid another action with a +4 circumstance bonus to AC instead of +2.

Inspire Courage: See bardic spell section of Players Handbook.

Fear: Once a day, a Knight can invoke a *fear* effect (DC 13+charisma modifier). This does not affect allies.

Oath of Wrath: Once a day, a Knight can select a single opponent within 60 ft and swear to defeat him. This gives him a +2 morale bonus for the duration of the battle on melee attack rolls, weapon damage rolls, saving throws, and skill checks against the opponent.

Jump Attack: A Knight may jump up to an above enemy or down on an enemy to deal an extra 1d6 of damage. To do this, he must first make a jump check (DC 15) to see if he can even hit the enemy, then regular attack rolls. Doing this provokes an attack of opportunity.

Improved Jump Attack: Performing a regular Jump Attack no longer provokes an attack of opportunity. Additionally, the Knight may bounce from target to target, beginning with a jump DC of 15 for the first target and an increase of 10 in DC for each additional target.

The effects are negated if the Knight attacks or casts spells on anyone but the challenged opponent, or takes a full round action moving away from the challenged opponent.

Final Stand: Once a day, a Knight can inspire great courage into his allies. All allies within 10 feet get 2d10 temporary hit points. This affects a number of allies equal to the Knights class levels plus his charisma modifier, and lasts the same amount of rounds.

MAGICAL MUSICIAN

The Magical Musician uses a chosen instrument to channel a certain domain. Several Magical Musicians later became Sages, but not all did.

Alignment: Any nonevil

Hit Die: d4

Prerequisites:

Will Save +4

Skills: Perform 4 ranks, Use Magic Device 2 ranks, Concentration 2 ranks

Feats: Combat Casting

Class Skills

The Musician's class skills are concentration, craft, decipher script, diplomacy, gather information, heal, perform, profession, scry, spellcraft, use magical device

Skill Points at Each Level: 4 + int modifier



Table: Magical Musician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Domain, level 1 domain spell
2nd	+0	+3	+0	+3	Level 2 domain spell
3rd	+1	+3	+1	+3	Level 3 domain spell
4th	+1	+4	+1	+4	Talent (+2), level 5 domain spell
5th	+1	+4	+1	+4	Fame
6th	+2	+5	+2	+5	Level 5 domain spell
7th	+2	+5	+2	+5	Ancient Knowledge, level 6 domain spell
8th	+2	+6	+2	+6	Talent (+4)
9th	+3	+6	+3	+6	
10th	+3	+7	+3	+7	Grace of the Gods

Spells per Day of Domain*

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	1	—	—	—	—
3rd	2	2	1	—	—	—
4th	3	2	2	1	—	—
5th	3	3	2	2	—	—
6th	3	3	3	2	1	—
7th	4	3	3	3	2	1
8th	4	4	3	3	2	2
9th	4	4	4	3	3	2
10th	4	4	4	4	3	3

*-These Domain spells stack upon and pre-existing spells from levels in Bard, Cleric, Druid, Sorcerer or Wizard

Class Features

All of the following are class features of the Magical Musician.

Weapon and Armor Proficiency: The Magical Musician is proficient with light and medium armor, all simple weapons, but cannot use shields.

Domains: Follow the Clerical domains section in the PHB for spell listing. Each Musician can have only one domain, and to cast spells they need to play on their instrument. The domains for the Musician, and the instrument they play, are:

Fire: Drums
Air: Baton
Water: Harp
Plant: Violin
Law: Ocarina
Travel: Flute

Talent: The Musician is become a master of her instrument and gains a +2 perform bonus at level 4, and a +4 bonus at level 8.

Fame: People are aware of your status by your instrument, and because of your status most like you. +1 diplomacy bonus per level of Magical Musician.

Ancient Knowledge: If the Musician doesn't know Ancient Hylian, she knows how to read and write it now, as well has gaining a +2 bonus to knowledge (Hyrule).

Grace of the Gods: The Musician is finely in tune with their domain, and because of this her spells are more powerful and difficult to resist. Spell Save DC gets a bonus equal to the spell level.

Pirate of the Great Seas

(general template is from Dread Pirate, found in the Song and Silence sourcebook)

The Pirate of the Great Seas is famous, or infamous, for his desire for booty and the crew he travels with.

Alignment: Any nonlawful.

Hit Die: d6

Prerequisites:

BAB +4,

Skills: Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use rope 5 ranks

Feats: Quick draw, weapon finesse (any)

Special: Must have, or be a trusted member of the crew of, a ship of worth 10,000 gp or more. The way the ship is attained (thievery, purchase, ect) irrelevant, as long as it can operate on the seas.

Class Skills

The Pirate of the Great Seas' class skills are appraise, balance, climb, craft, gather information, innuendo, intimidate, intuit direction, jump, listen, pick pocket, profession, search, sense motive, spot, swim, tumble, and use rope.

Skill Points at Each Level: 6 + Int modifier



Table: Pirate of the Great Seas

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
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1st	+1	+0	+2	+0	Two-weapon combat
2nd	+2	+0	+3	+0	Reputation +2
3rd	+3	+1	+3	+1	Swing, Wind Waker's guidance
4th	+4	+1	+4	+1	Reputation +4
5th	+5	+1	+4	+1	Leadership +2, steady footing
6th	+6	+2	+5	+2	Master of the seas, reputation +6
7th	+7	+2	+5	+2	Concealed weapon attack, leadership +4
8th	+8	+2	+6	+2	Reputation +8, dangerous insignia
9th	+9	+3	+6	+3	Leadership +6
10th	+10	+3	+7	+3	Reputation +10, Pirate's charm

Class skills:

All of the following are class features of the Pirate of the Great Seas.

Weapon and armor proficiency: The Pirate is proficient with all simple and martial weapons as well as all light and medium armor. If he is wearing light, medium, or no armor, he may fight with two weapons as if he had feats Ambidexterity and Two Weapon Fighting. Pirates tend not to wear armor while on the ship.

Reputation: When the Pirate gains a reputation, he must decide to uphold a code of honor (avoid bloodshed and focus on cargo alone) or to take a more dishonorable, villainous approach. He then gains bonus on diplomacy (honorable) or intimidate (dishonorable) from his reputation. Deviating from the reputation will negate these bonuses, at dungeon master's discretion. (see table: Pirate of the Great Seas)

Swing: A Pirate can swing from an overhead rope, chain, chandelier, or other similar object at dungeon master's discretion, and move up to 20 feet forward as a movement action of the movement part of a charge action. If a use rope check is successful at DC 15, this does not provoke an attack of opportunity through threatened squares. At a successful use rope check at DC 25, this does not provoke an attack of opportunity through occupied squares. Failure to meet either check means the Pirate swings foreword while provoking an attack of opportunity.

Wind Waker's Guidance: The God of Wind favors the Pirate, and any ship he is captain of moves 1 mph faster than normal.

Leadership Bonus: When acquiring cohorts and commanding them, add the appropriate bonus to leadership checks. (see table: Pirate of the Great Seas)

Steady Footing: Because he is accustomed to the uneven patters of the seas, while on uneven ground a Pirate can perform a balance check as a free action (DC 15) to negate any penalties due to the uneven ground.

Master of the Seas: The Pirate is a master at maneuvering his ship, and gains +4 insight bonus for profession (sailor) checks.

Concealed Weapon Attack: If the Pirate does not already have the sneak attack ability, he gains it at 7th level, as well as a +2d6 damage bonus, but he can only do this with concealed weapons.

Dangerous Insignia: The Pirate's insignia is infamous, and while hoisted, all allies gain a +2 morale bonus on attacks. This lasts for 10 rounds after the flag is hoisted, or until it is lowered or destroyed. This may be used up to 3 times a day, and the Pirate must either raise it himself or hand it to an ally who then raises it.

Pirate's Charm: The Pirate is now so famous that all sailors want to be in his crew. A Pirate may use this to crew Pirate fleets of up to 12 ships. Any small city's dock district may stock up to 1 ship, and a larger city can stock all 12. This ability is separate from leadership—crew gained in this way are not considered followers or cohorts.

The Shikea are a society of agile warriors within the gerudo. They are fast as lightning and cunning, and are often unseen in battle. While mostly gerudo are Shikea, other races can be trained in the art form. However, to become a Shikea, one must be invited.

Alignment: Any

Hit Die: d8

Prerequisites:

BAB +3

Skills: Jump 8 ranks, Hide 8 ranks, Move Silently 6 ranks, Disguise 6 ranks, Tumble 6 ranks

Feats: Dodge, Mobility, Weapon Focus (Knife)

Special: Must be invited by a Gerudo community to train as a Shikea.

Class Skills: Balance, climb, diplomacy, disable device, disguise, escape artist, gather information, hide, innuendo, intimidate, intuit direction, jump, listen, move silently, open locks, sense motive, spot, tumble

Skill Points at Each Level: 6 + int modifier



Table: Shikea

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Shikea weapon
2	+1	+3	+3	+3	Evasion, slow fall, Moving Target +1
3	+2	+3	+3	+3	Leap of the clouds, lightning blades
4	+3	+4	+4	+4	Acrobatics (+10), Shikea weapon, Moving Target +2
5	+3	+4	+4	+4	Hide in plain sight
6	+4	+5	+5	+5	Lightning blades, Moving Target +3
7	+5	+5	+5	+5	Acrobatics (+20)
8	+6	+6	+6	+6	Shikea weapon, Moving Target +4
9	+6	+6	+6	+6	Lightning blades
10	+7	+7	+7	+7	Abundant step, Moving Target +5

Class Features

All of the following are class features of the Shikea. The Shikea loses all benefits granted by this class when wearing anything heavier than light armor.

Shikea Weapon: The Shikea are skilled in a multitude of unusual and exotic weapons. At levels 3, 6, and 9, the Shikea gain additional weapon proficiencies in any of the following: Mouth Darts, Chakram, Blowgun, chain, tonfa, kusari-gama, nekote, or War fan.

Evasion: In combat, if a reflex save is successful, no damage is taken. See Player's Handbook for more information.

Slow Fall: A Shikea can use any nearby wall to slow a fall, and takes damage as if the fall is 20 feet shorter than it actually is. At 6th level, this reach extends to 50 feet.

Moving Target: As long as the Shikea is wearing light or no armor, she gains an AC bonus equal to Moving Targets.

Leap of the Clouds: A Shikea's running jump distance is not limited by her height.

Lightning Blade: The Shikea needs weapons that are light and easily hidden, and are knife fighters without peer. At level 3, the Shikea gets +2 to all damage rolls when fighting with a knife. At level 6, the Shikea gains Two-Weapon Fighting as long as she is using only knives, and at level 9, the Shikea gains Improved Two-Weapon fighting as long as she fights with knives.

Acrobatics: At 4th level, a Shikea gains a +10 bonus to balance, climb, jump and tumble checks. At level 7, this becomes +20. In addition, a Shikea can take 10 (level 4) or 20 (level 7) on these checks even when circumstances would prevent her from doing so.

Water Walk: The Shikea can walk on water as if were actual ground. She must make a concentration check (as a standard action) to perform this ability, and thus can only take a single movement or move-equivalent action when walking on water. The effects last 1 round per Shikea level.

Hide in Plain Sight: A Shikea is a master of disguise, and can use hide even when being observed. As long as there is a shadow within 10 feet, the shikea can hide herself from view without anything to actually hide behind. She cannot, however, hide in her own shadow.

Abundant Step: A Shikea can slip between spaces, as per *dimension door*, once per day.



CHAPTER 4: SPECIAL ITEMS

Since the basic item list is already in the Players Handbook, the list here is only for unique items within the Zelda universe. While most should be rewarded for adventuring, item costs have been included in case the dungeon master wishes to make them available for sale. Any item not listed here is either a prestige class or otherwise in the PHB.

Table: Weapons

Weapons	Cost	Dmg	Critical	Range Increment	Weight	Type
Bombs	5 gp each	2d6	---	10 ft	2lb	Concussion
Boomerang	2 gp	1d4	x2	30 ft	3 lb	Bludgeoning
Boomerang, magical	400 gp	1d4	x2	30 ft	3 lb	Bludgeoning
Bow, Fairy	2300 gp	1d6 + 1d4	x2	100 ft	3 lb	Piercing
Bow of Light	Priceless	1d6 + 1d6+1/level		100 ft	3 lb	Piercing (artifact)
Giant's Knife	100 gp	1d8/1d8	19–20/x2	-	10 lb	Slashing
Master Sword	Priceless	1d8 + 1d6 + 1/level	19-20x2	-	2 lb	Slashing (artifact)
Skull Hammer	10 gp	1d8	x3	—	5 lb	Bludgeoning

Table: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed —		Weight
						(30 ft.)	(20 ft.)	
Light armor								
Tunic, Goron	+18,000 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Tunic, Zora	+18,000 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.

Table: Adventuring Gear

Item	Cost	Weight
Boots, Iron	10,000 gp	2 lb
Boots, Pegasus	20,000 gp	2 lb
Deku Leaf	-	.05 lb
Deku Nut	30 gp	1 lb
Gerudo Card	-	-
Goron's Bracelets	10,000 gp	1 lb
Hookshot	20 gp	8 lb
Lens of Truth	20,000	1 lb
Lon Lon Milk	25 gp	2 lb
Scale, Silver	10,000 gp	-
Scale, Gold	20,000 pg	-



ITEM DESCRIPTIONS

WEAPONS:

Bombs: Must be lit to activate, and after 5 seconds it explodes. Upon explosion, it deals damage within a 5 foot burst radius. Reflex save DC is 15.

Boomerang: An arch-shaped item that is thrown.

Boomerang, Magical: Magical Boomerang returns to its owner after it is thrown, and dazes the enemy it hits.

Bow, Fairy: Has the abilities to cast arrows enchanted with Ice or Fire. Arrows deal out an extra 1d4 fire or ice damage.

Giant's Knife: Goron sword, but medium characters can use it as a two-handed sword. Treat as a medium Two-Bladed Sword in the Player's Handbook.

Skull Hammer: Treat as a Warhammer in the Player's Handbook.

ARMOR:

Tunic, Goron: Absorbs the first 10 points of fire damage the wearer would normally take per attack.

Tunic, Zora: Absorbs the first 10 points of ice damage the wearer would normally take per attack.

ADVENTURING GEAR:

Boots, Iron: As a free action, wearer may activate it to triple his weight and prevent him from slipping on wet surfaces and prevent him from being knocked down by strong wind currents. This activation makes it difficult to move, and speed reduces by half while wearing.

Boots, Pegasus: As a free action, wearer can activate it, enabling him to act as if affected by a *haste* spell for up to 10 rounds per day. The duration of the *haste* rounds need not be consecutive.

Deku Leaf: Allows flight for creatures small and under. For creatures medium or larger, it acts as a *feather fall* spell. Must be given by the Great Deku Tree.

Deku Nut: When used, target must make a fortitude save (DC 15). If failed, the target is stunned for one round.

Gerudo's Card: Membership to Gerudo training facilities. Must be given by a Gerudo.

Goron's Bracelet: As a free action, wearer can activate the bracelet set, allowing wearer to lift double the amount he would usually be able to lift.

Hookshot: Treat as a Grappling Hook in the Player's Handbook with half the traveling time.

Lens of Truth: A magnifying glass that when used all sense motive checks become an automatic success. Also can see through anyone's disguise to their true form.

Lon Lon Milk: Cures 1d8 hp, usable twice. Must be bought from Lon Lon Ranch or an associate.

Scale, Silver: Allows wearer to dive underwater for double the normal amount of time.

Scale, Gold: Allows wearer to dive underwater for triple the normal amount of time.

Special Gear And Artifacts:

Master Sword: Also known as The Sword of Evil's Bane. This major artifact is empowered by the Courage shard of the Triforce, and may only be used to its full effect by the one that bears it. Without this, it is merely a +2 Longsword. The Master Sword is a +2 Holy Keen Longsword that becomes a +4 when used against evil creatures. In addition to these properties, it has the ability to reflect energy attacks directed at the user. When a ray attack is directed at the holder that would otherwise hit, if he has opted to fight defensively, make an attack at his highest BAB to hit AC equal to 10 + the caster's roll to hit. (Die roll + bonus) Finally, the holder of the Master Sword, if at full hit points, may make a ranged touch attack once a round dealing 1d6 and threatening double damage on a 20. Range of 30 ft.

Bow of Light: The bow that uses pure light to pierce through the toughest of evils. It is powered through the Triforce of both Wisdom and Courage, and may only be used to its full effect by one who bears a piece of the Triforce. When used by a Triforce holder, the bow itself is enchanted, and any arrows may be used with it and still have the enchanted effect. Enchanted arrows deal out an extra 1d6 +1/level holy damage. Resistances cannot reduce this damage, but if the target is of evil alignment the damage is doubled. Range is 110 feet.