



## GERUDO

Tall, beautiful, powerful, and brutal; the desert-dwelling race of almost entirely women is both coveted and feared. Gerudo (“*ghā-ROO-doh*”) hail from a legacy of war, ruthless thievery, and strife, but most modern gerudo are widely revered for their strength—both physical and spiritual.

Gerudo are physically very similar to the more abundant and widespread hylian people, but have several distinct characteristics. Virtually all gerudo stand over 6 feet in height, typically with sandy-brown skin darker than that of most hylians and gorons. Most have flowing hair of a vibrant red, though a few brunettes count among them, and like hylians the color of their hair saturates with age. A gerudo's eyes can come in any number of bright hues, from gold to purple, though green is most common. Some gerudo have pointed ears, while others have rounded ears.

The most well-trained of gerudo have enviable muscle yet still move with elegant grace and precision, honoring a tradition of well-trained warriors and acrobatic skirmishers.

### MOTHERS AND DAUGHTERS

Seemingly all gerudo are born as women, but unlike gorons or deku scrubs they aren't a mono-sexed species. Gerudo have a peculiar inability to reproduce with their own people, it seems, and instead borrow the services of male hylians to create gerudo children. The child is completely gerudo herself, but occasionally takes after the hylian father in a few ways, such as having a hair or skin color unusual for gerudo.

Some reproductive unions between gerudo and hylian are romantic, while others are completely business-like. Regardless, the father is often not invited to help raise the child, or not kept directly involved for a large portion of her upbringing. Among gerudo, they say a village raises a daughter.

*“We Gerudo have no tolerance for unfinished business.”*

-- Urbosa, Gerudo Champion

### A HISTORY OF STRIFE

This reliance on hylians has strained the gerudo population, at least in modern times. Among most gerudo, becoming a mother usually means leaving home to find a temporary mate far away—in addition to all the struggles a single mother would otherwise face. Few folks other than gerudo could hope to carry on generations through such burdens.

Some believe gerudo were once a people as widespread and prosperous as hylians, if not more so. Ruins of their kingdom are spread widely throughout the Gerudo Desert, named after them. More such ruins can be found across the sea in other lands.

All that remains today are a few small outposts of gerudo, most of whom live traditional gerudo lives in the shadows of their ancestors. Many such outposts survive as thieves or pirates, which other gerudo see as dishonorable. A sparse few gerudo interwove themselves in the societies of other folk. Gerudo Town, a village built on an oasis in the depths of the Gerudo Desert itself, where males are forbidden to enter, is perhaps the greatest remaining bastion of traditional gerudo culture.

### WARRIORS AND NOMADS

Whether honorable warriors or barbarous pirates, it seems almost universal that canny skill and strength are highly valued among virtually all gerudo. In Hyrule, scimitars in particular are often seen as a distinctly gerudo weapon, though their traditional arms spread to spears and shortbows. Survival skills and shrewd cunning are just as valued as athleticism, especially in modern peaceful societies like Gerudo Town itself.



## ANCESTRAL FAITH

Rather than worship deities, traditionally gerudo pay respect to ancestors. Whether or not the bloodline is direct, any gerudo of old is still generally considered an ancestor. Giant stone statues like the Desert Colossus and Seven Heroines have stood in Gerudo Desert since time immemorial, and are still honored with pilgrimages or other spiritual homages by the most devout of gerudo. Many believe some of these Heroines still provide protection.

## THE INFAMOUS KING OF EVIL

According to one legend, a male gerudo is born once every century and upheld as a monarch. According to another, a male is born only through evil magic, and seen as an omen. And yet one more rumor says gerudo men are simply no different than gerudo women. In virtually all cases these are stories told by hylians who don't understand gerudo.

Still, one of these stories just might be true; such could be what gave rise to the infamous evil-doer Ganondorf, who claimed to be a gerudo king. Whereas many moblins praise what little connection to Ganondorf they have, this attitude is rare among gerudo. For them, the monster's wanton evil and spreading of chaos is usually seen as shameful. Most modern gerudo prefer to distance themselves from such a beast.

## GERUDO LANGUAGE

Due in part to their traditional isolation from other people, gerudo are one of the few peoples in Hyrule to have a language unique to their race. It is written with a script that oddly has the same letters as the Hylian language, but uses different symbols from Hylian for each letter.

Even when speaking other languages, gerudo often use some gerudo words such as greetings, "voe" for man, "vai" for woman, and "sarqso" for thank you.

## GERUDO NAMES

Examples of well-known gerudo names include Ardin, Aveil, Barta, Dalia, Danda, Deltan, Dorrah, Essa, Fegran, Frelly, Furosa, Isha, Kalani, Lashley, Lorn, Malena, Merina, Nabooru, Nali, Olu, Pearle, Pokki, Risa, Riju, Ripp, Rotana, Saula, Spera, and Urbosa.

## LINEAGE DETAILS

**Size.** Gerudo vary widely in height, but on average one stands near 7 or 8 feet (a bit over 2 meters). Your size is Medium.

**Alignment.** Gerudo culture emphasizes honor and tradition. Many are expected to obey their leaders without question. A few gerudo societies normalize the acts of alienating, manipulating, robbing, ravishing, or even murdering anyone who doesn't belong—though in recent times this is increasingly rare. Overall, gerudo have a strong tendency towards their own definition of law. Their history is tinged with an infamous blight of evil, but few modern gerudo reflect this.

**Age.** Gerudo reach adulthood in their late teens, and the oldest among them have lived to see a full century.

**Diet.** As a Medium humanoid, each day you prefer to have at least 1 pound of food and 1 gallon of water. The hydration and heat tolerance provided by hydromelons make them a popular choice among desert gerudo, and safflina is a classic seasoning.



## CHARACTER TRAITS

As a gerudo, you have the following traits:

**Ability Score.** Choose either Strength or Dexterity. Your chosen score increases by 2.

**Strider.** Your walk speed increases by 5 feet.

**Stamina.** Add your PB to all Constitution checks you make.

**Strength of Spirit.** Whenever you roll a 1 for any ability check or save, you can re-roll and use the new result. This trait can't be used for attack rolls.

**Languages.** You are proficient in both Gerudo and Hylian.

**Heritage.** Gerudo hail from several distinct cultures. Choose one heritage of your choice from coastal gerudo, desert gerudo, shadow gerudo, valley gerudo, and wind tribe.

## COASTAL GERUDO

Coastal gerudo are those who have historically settled along sandy oceans. They are often considered to be a slew of seafaring pirates, thieves, and other such ne'er do wells. More than a few of them defy such stereotypes as honorable sailors, skilled fishers, and upholders of justice. Aveil and other gerudo encountered in *Majora's Mask* are coastal gerudo.

**Ability Score.** Increase your Charisma by 1.

**Swimmer.** You are not Slowed by swimming.

**Star Navigation.** You have advantage on any Wisdom (Survival) check made on oceans, seas, or their coasts.

**Pirate Legacy.** You are proficient in one skill of your choice from Acrobatics, Deception and Intimidation.

**Well-Versed.** You are proficient in one of the following of your choice: tinker's tools, any musical instrument, all water vehicles, or the Zoran language.





## DESERT GERUDO

The most renowned variety of gerudo, these traditional warriors are well-adapted to desert life. They have a reputation as being well-organized, proud, and skilled in the ways of both war and peace. The legendary desert strongholds of these gerudo are rarely challenged and often envied. Urbosa, Nabooru, and most well-known gerudo are of this heritage.

**Ability Score.** Increase your Constitution or Charisma by 1.

**Strife Endurance.** You have advantage on any save made to endure any extreme climate. You also have advantage on all Wisdom (Survival) checks made in desert terrain, and Intelligence checks made about deserts or creatures found in deserts.

**Warrior Culture.** Warrior Culture. You are proficient in one skill of your choice from Athletics, Intimidation, and Religion.

**Ancestral Arms.** You are proficient with scimitars, spears, and shortbows. Spears you wield instead have the statistics of tridents.

## SHADOW GERUDO

Although they are a small minority of a sparse race, a handful of gerudo belong to cults who practice dark magic introduced to the race by the king of evil, Ganon. Some may still praise him as their patron god. From one generation to the next, these gerudo pass along ancient secrets of magic and villainy. Compared to other gerudo, shadow gerudo have a particularly strong tendency towards evil. Koume, Kotake, and Ganondorf himself are all shadow gerudo.

**Ability Score.** Your Intelligence increases by 1.

**Magic Adept.** Your magic point maximum increases by 2.

**Dark Arts.** You know one cantrip of your choice from *fire bolt*, *ray of frost*, *shocking grasp*, *thaumaturgy*. You also know a single 2-point spell from *beguile*, *death*, *flame choke*, and *Ganon's fist*. Your casting ability for these spells is the highest from Intelligence, Wisdom, and Charisma

**Forbidden Knowledge.** You are proficient in one skill of your choice from Arcana, Religion, and Sleight of Hand.

**Hidden Tongue.** You know your choice of either the Blin or Twilit language.

## VALLEY GERUDO

A few gerudo live far from what most folk would consider to be civilization, living in valleys or caves on the outskirts of Gerudo Desert and Hebra. The cliffs offer relative safety, and some have taken to cultivating the widely sought Rushrooms which only grow on sheer rock faces.

Isolated alone or in small groups, some of these gerudo have chosen to be hermits, while others have been outcast outright by a strict and often ruthless society. Some have even turned to associating with monsters.

**Ability Score.** Your Constitution increases by 1.

**Climber.** You are not Slowed by climbing.

**Survivor.** You are proficient in the Survival skill.

**Rush.** Once on your turn, you can summon a momentary burst of sprinting speed to increase your remaining movement for the turn by 30 feet. You can do this a number of times equal to your PB, and you regain all uses when you finish a long rest.

**Far Language.** You are proficient in one language of your choice from Blin, Eldish, Hebric, and Lizal.

## WIND TRIBE

This tribe split from most gerudo generations ago. These people ancestrally live in a magically enchanted region of the sky, known as Cloud Tops. While most gerudo are known for athleticism, the wind tribe is known for their ancestral mastery over wind magic. Rather than a sirwal or other gerudo garb, the tribe traditionally wears sky-colored robes.

**Ability Score.** Your Wisdom score increases by 1.

**Magic Adept.** Your magic point maximum increases by 2.

**Wind Magic.** You know one cantrip and a single 2-point spell, both chosen from the Sage of Wind spell list. Your casting ability for these spells is the highest from Intelligence, Wisdom, and Charisma.

**Canny Wisdom.** You are proficient with the Insight skill.

**Whispers of the Wind.** You can speak, read, and write Sky.

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