



[Lenecian?](#)

TWILI

Twili have elongated gray-and-black bodies tinged with powerful magic, and glowing eyes capable of seeing in darkness and twilight. Though their ancestors came from there countless generations ago, they've spent so much time banished to the Twilight Realm that to modern twili that Hyrule is like a fairy tale to them.

HYLIANS TOUCHED BY TWILIGHT

These gray-bodied folk share distant ancestors with hyliaans, and as such share many of the same features. Some are much taller, and some are much squatter. Most striking as that few twili have visible pupils, instead having eyes that dimly glow red, orange, or yellow. Almost universally twili have red, orange, or yellow hair as well.

Each twili has a turquoise-colored glyph covering a portion of its body, usually including the abdomen and hands. These originate from deep within twili history, and are tinged with arcane magic, but have no function.

A few have traits that might seem monstrous to hyliaans.

A TAINTED HISTORY

Millenia ago, twili and hyliaans were once the same people. A minority of hyliaans now called the Dark Interlopers practiced an esoteric form of spellcasting now called shadow magic in an violent effort to seize control over the *Sacred Realm* and the *Triforce*.

For these transgressions the Dark Interlopers were robbed of their power, and banished to the Twilight Realm. This extradimensional realm is a barren alternate plane cast in endlessly twilight, singed with mysterious magic. Over many generations the descendants of the Dark Interlopers evolved into what are known today as the twili, shaped by this odd realm.

Despite these legendary origins, twili themselves are mostly peaceful. Left in isolation, they had no enemies, and only needed to find ways to survive. The modern descendants have some aptitude for magic, but little else in common with their ancestors.

ALIENS OF A FOREIGN REALM

Twili themselves are an extreme minority in Hyrule, with most only ending up in this land by recent flukes of magic, often leaving behind not only their family but the entire way of life they knew. Some had to learn the Hyliaan language from scratch, as they only spoke Twilight language—a language so warped over the generations that it barely resembles the ancient form of Hyliaan it split from.

Twili have evolved to the Twilight Realm, and have become so accustomed to life there that they are poorly adapted to the Light World in which Hyrule exists. This is most obvious in their sensitivity to bright light, but also most are unfamiliar with some customs of this world. To them blacks and grays are comforting, while the harsh bright colors of Hyrule are markedly unpleasant. Such twili are accustomed to works of magic, and less familiar with the down-to-earth hard work of agriculture or carpentry.

Most twili live only in cities of many mixed lineages, such as the Clock Town of Termina. The strange and often useful knowledge they possess make them valuable among scholars and researchers.

TWILI NAMES

Twili names often incorporate symbols that are less frequently used in modern Hyliaan—such as z, x, j, or q—but otherwise follow a similar structure. Female names are more likely to end in vowels than male names. **Female** examples include Midi, Saé, Umbra, and Zara. **Male** ones include Epoq, Hajar, Qeel, and Xant.

LINEAGE DETAILS

Size. Twili tend to be rather tall, standing on average just over 6 feet. Your size is Medium. If your heritage is imp twili, your size is instead Small.

Age. Twili age somewhat slowly. They may not reach full adulthood until 20 years or more, but can live over a century.

Alignment. Twili hail from usurpers and renegades who threatened to overthrow a kingdom and seize a dark, magical power. Their alignments vary widely from one to another, but historically they have a slight tendency towards chaotic evil.

Diet. As a Medium humanoid, each day you prefer to have 1 pound of food and 1 gallon of water. Twili are familiar with simple dry foods, and have stomachs unaccustomed to meat.

LINEAGE TRAITS

As a twili, you have the following traits:

Ability Score. Increase your Dexterity or Intelligence by 2.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. While in bright sunlight, you have disadvantage on all ranged attack rolls, and on all ability checks that rely on sight. You cannot rest in bright sunlight. This weakness can be overcome with the Sunbreaker feat.

Eerie Slide. You can use a bonus action to teleport to any unoccupied space within 30 feet of you that you can see. You can't use this feature if your speed has been reduced to 0. You can do this a number of times equal to your PB, and you regain all uses of this feature when you finish a long rest.

Arcane Ancestry. What many Hyruleans consider to be arcane secrets is common knowledge in your homeland. You have proficiency in the Arcana skill.

Language. All twili read, write, and speak the Twilight language. A minority of twili, including all twili heroes, are just as fluent in Hylian.

Heritage. You have one heritage of your choice from elegant twili, imp twili, scarred twili, and usurper twili.

ELEGANT TWILI

Compared to most twili, your facial features take a shape closest to hylians who haven't been twisted by the Twilight Realm. If it wasn't for your smooth gray skin and abnormally colored eyes, someone could even mistake you for an unusually tall and slender hylian.

Among your people, your kind has traditionally comprised the ruling upper class. The few elegant twili who have ventured into the Light World have had a relatively easier time adapting to the alien world and foreign cultures.

Ability Score. Increase your Charisma by 1.

Magic Adept. Your magic point maximum increases by 2.

Elegant Magic. You know one cantrip of your choice from *minor illusion*, *message*, and *sever*. You also know one 2-point spell from *warping step*, *conjure wolf spirit*, and *disguise self*. Your casting ability for these spells is the highest from Intelligence, Wisdom, and Charisma.

Elegant Escape. As a bonus action, you can consume one use of your Eerie Stride trait to end the Grappled or Restrained condition on yourself.



IMP TWILI

A minority of twili are of much smaller stature than their kin, standing at only around 3 feet. Even adult imps have child-like faces with small noses and mouths, but large eyes and hylian-like pointed ears. Some twili are born as imps, while others have been transformed this way due to a curse or as a result of magic gone awry. The smaller size and lighter weight of imp twili makes it easier for them to manipulate their bodies with the innate magical aptitude most twili seem to have.

Ability Score. Increase either your Dexterity or Intelligence by 1—whichever you did not choose for your lineage increase.

Small Steps. Your walk speed is reduced by 5 feet.

Floaty. You gain a fly speed of 25 feet. This fly speed cannot be used to ascend more than 10 feet above ground or water. If you are ever more than 10 feet above the ground due only to this speed, you descend 5 feet at the end of each of your turns.

Twilit Hand. From your head or back you project a third hand. This functions similarly enough to your normal hands that you can use it as an extra limb. When not in use, the hand melds back into your body and can't be seen. This hand can be used to wield weapons, shields, cast spells, and anything else your hand could normally do.

When you make a Strength check using only this hand, you can consume one use of your Eerie Stride trait to gain advantage on this ability check.



SCARRED TWILI

When the false king conquered all the realm, he used accursed masks to transform the twili people into violent beasts that obeyed only him.

Many twili were fortunate enough to be restored fully to sanity and healthy bodies, but even after the king fell some still bore scars—both mental and physical. You are one such twili, or one of their descendants. For better or worse, you can still transform into one of those accursed shadow beasts if you try.

Ability Score. Increase your Strength score by 1.

Shadow Maul. When you hit with an unarmed strike using a free hand, instead of the normal damage you can deal bash damage equal to $d4 +$ your Strength modifier. If both your hands are free, this $d4$ increases to $d8$.

Shadow Beast. As a bonus action, you can consume a use of your Eerie Stride trait to transform into a beastly, jet-black version of yourself with a horrifying visage. While transformed, you have advantage on Charisma (Intimidation) checks, and on all ability checks and saves using Strength or Constitution. When you use this bonus action, and again at the start of each of your turns, you gain temporary hit points equal to your PB. Maintaining this transformation requires maintaining Concentration. The transformation lasts until your Concentration ends or 1 minute has passed, whichever happens first, but any temporary hit points are retained after the transformation ends.



USURPER TWILI

Compared to most twili, your facial features are abnormally flat and plain in appearance, to the extent even other twili may find them eerie. Historically your kind have been associated with rebels, including the false king. Although all twili hail from the ancient race that was banished to the Twilight Realm, your kind has become presumed by some to be the interloping renegades responsible. Even today the scars of that conflict lead some to prejudice against you simply due to your appearance.

Ability Score. Increase your Constitution by 1.

Cantrip. You know one cantrip of your choice from *thaumaturgy*, *sage hand*, and *necrotic ray*. Your casting ability for this spell is the highest from Intelligence, Wisdom, and Charisma.

Usurper's Legacy. Descended from a life of exile, you find your own ways to thrive—even if that means manipulating others. You have proficiency in one skill of your choice from Deception, Intimidation, and Persuasion.

Eerie Presence. Just before you make a Charisma check, you can consume one use of your Eerie Stride trait to gain advantage on this ability check.

