



DEKU SCRUB

Deku scrubs, sometimes referred to just as scrubs or deku, are squat humanoid plants that primarily dwell in forests and swamps. Their bodies appear to be wood, leaves, and nuts. Forests are dotted by their glowing yellow eyes, peeking out from over a tubular mouth.

Most scrubs are extremely wary of other beings, and live reclusive lives. Often they are regarded as weak, paranoid, and sometimes even outright treated like monsters among the likes of hylians and gorons.

PARANOID PLANT-PEOPLE

An adult deku scrub stands between 2 and 4 feet tall, and weighs somewhere between 25 and 50 pounds. Scrubs have skin of tree-like bark, and they feature outgrowths of leaves used to absorb sunlight and perform a process similar to photosynthesis.

Nearly all deku scrubs have some form of leaves or shrubbery growing from atop their heads, and some of them style it like hair. Most scrubs also grow leaves below their neck and across their torsos, which other races might mistake for clothing. Though rare, deku scrubs can also grow flower petals alongside or in place of leaves.

Deku scrubs have yellow, orange, or red eyes which glow dimly and allow many of them to see in darkness. Rather than a nose or a mouth, their face features a short tubular 'snout' which can both smell and taste that which enters it. Most deku scrubs are able to move their snout from its default circular shape, especially with practice—and those who live among other races often do so to more easily convey emotions through smiling and frowning. These snouts are frequently used to spit nuts at high speed as a form of defense.

MONOGENDERED

Like most plants, deku scrubs are effectively hermaphrodites, as there are no physiological differences to differentiate gender. Scrubs who are influenced by gendered races usually adopt a gender for themselves, but this usually depends only on whether the deku scrub feels like a more masculine or feminine individual. Male is chosen more often than not.

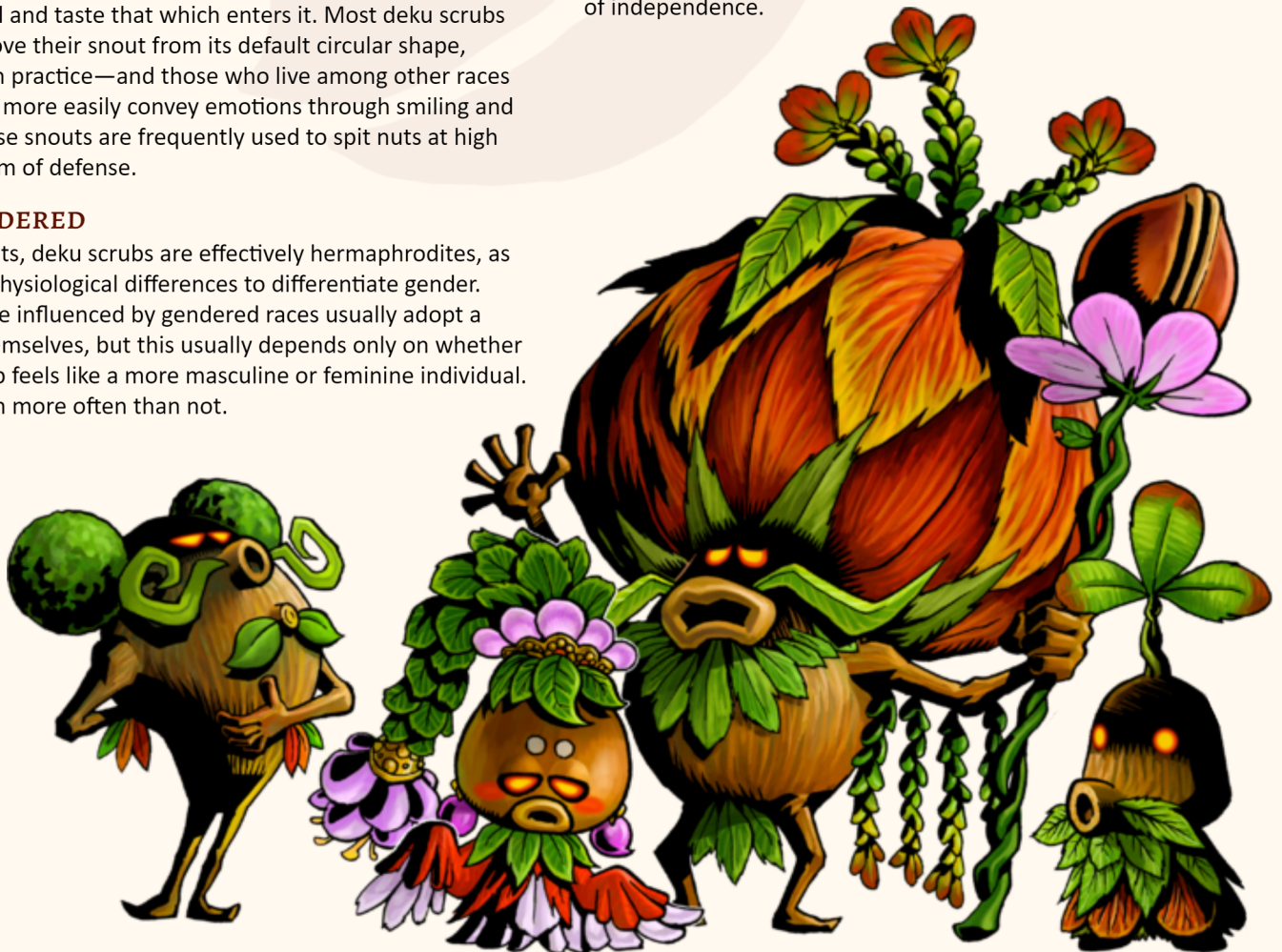
SEEDING & BLOOMING

To a deku scrub, the seeds its body produces are more of a means of defense than reproduction. Creating a seed requires very little resources on behalf of the scrub, but it is draining enough that a deku scrub usually only does so when it feels threatened. When a scrub does spit one of its seeds, that seed rarely finds soil and nutrients enough to grow. On the odd circumstance it does, the seed gradually grows into a deku scrub in its own right, usually with no dependency on its parent. The concept of a special parent-child relationship is foreign to many deku scrubs.

After being planted, a deku scrub is initially immobile. It is dependent on the environment—or friendly caregivers—to receive sunlight, water, and other nutrients. During this time it may be affected by the pollen of other deku scrubs in the area, and consequently, might be influenced by their genes. After a few years of remaining immobile, the deku scrub grows legs, and its mobile body is able to separate from a rooted part of the plant—a "deku flower"—that is left behind where the scrub was planted. By this point, the deku scrub gains something resembling sentience.

The body of a young deku scrub only has legs, an abdomen, and a head. It doesn't gain arms until it reaches a certain age, usually at least a couple years after it grows legs. Some never grow arms at all, though this is usually an inherited trait.

Deku scrubs are most at home while nesting in their deku flowers, as the flowers are both physically comfortable and provide additional nutrients that are otherwise difficult to obtain. Many scrubs have spent their entire life comfortably resting inside their flowers. Some scrubs instead move from one flower to the next, renting and trading prime locations in the same way other races trade in real estate. A deku scrub can gain the same nutritional and nesting benefits from any deku flower. A rare few deku scrubs give up reliance on deku flowers entirely for the sake of independence.



NATURAL HERMITS

Due to their means of reproduction, many deku scrubs don't think of themselves as part of a "society," and are inherently very individualistic. They usually only find family in other deku scrubs that were planted near them by happenstance and infrequently have hylia-like family roles such as parent, child, or sibling. They are inherently distrustful of any creatures not of this family, even other deku scrubs. Such scrubs instinctively spit nuts at strangers to ward them off, a habit which some of them have difficulty breaking.

Although this simple life is tradition, in the past few centuries some deku scrubs have learned to organize and culture themselves more like other races. A few families have even formed their own small kingdoms in swamps, forests, or other places of abundant flora. These kingdoms have adopted many cultural habits from other races, most notably hylia, such as building wooden structures or having family values.

There are a few rare scrubs who intermingle with hylia and other hospitable races. These deku scrubs tend to fancy themselves as businessmen and traders, or occasionally adventurers. Even these civilized scrubs have a tendency towards erratic behavior, paranoia, and other unusual habits compared to the likes of hylia.

Despite some overlapping history, deku scrubs do not have an inherent or particularly strong relationship to the Great Deku Tree nor the kokiri and koroks who revere this deity. Some legends nonetheless suggest these races share a common ancestor somehow. It is often falsely assumed by outsiders that deku scrubs must have some alliance or relationship with the Great Deku Tree and his children. Although scrubs sometimes share adjacent territory with these races, this is the exception rather than the norm.

DEKU NAMES

Names are less important to deku scrubs than to most folk. They are often born without a name, and usually only give themselves a name when interacting with hylia or other people with whom a name is important. Even then, it is usually some variation on "Deku," such as Dekki or Deppi.

Within the most organized of deku scrub societies, different scrubs are usually referred to by their occupation or another title, such as "Deku King" or "Deku Butler." As their groupings are often isolated and rarely exceed a hundred, this can remain effective.

LINEAGE DETAILS

Hybrid Type. Your creature type is both humanoid and plant. If an effect refers to either of your creature types, it affects you.

Size. Adult deku scrubs greatly vary in size. On average, one stands 3 feet tall and weighs 40 pounds. Your size is Small.

Age. Deku scrubs do not become mobile for 2 or 3 years after being planted and do not reach adulthood until the mid-teens. Most can live through the greater part of a century.

Alignment. Deku scrubs are often paranoid, often irrational, and tend to live selfishly. They have a strong inclination towards chaos and a slight leaning towards evil.

Diet. Each day you prefer to have at least 1 pound of food and 1 gallon of water. As a deku scrub, these requirements are met if you spend a short rest in a *deku flower*.



[sabertoothwalrus](#)

CHARACTER TRAITS

As a deku scrub, you have the following traits:

Ability Score. Increase your Dexterity score by 2.

Speed. Your walk speed is 25 feet.

Darkvision. A deku's glowing eyes are well-adapted to dim forests and dank marshes. 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.

Natural Armor. Your skin is a form of wood. While you aren't wearing attire, your AC equals 12 + your Dexterity modifier, but any fire damage you take is maximized.

Seed Shot. Your funnel-like snout can shoot seeds that are naturally produced by your body, and you can shoot a seed as a ranged weapon attack without using your hands. This attack has a range of 20/60 feet. Add your Dexterity modifier and PB to this attack roll. On a hit, you deal bludgeoning damage equal to 1d4 + your Dexterity modifier.

Water Hop. A deku's wooden, buoyant body can skip across water briefly. When you Dash, you can traverse over the surface of water until the end of your turn. If your turn ends on water, you submerge into it as normal.

Languages. As a hero you can speak, read, and write both Deku and Hylia. It is common for deku scrubs to speak Hylia awkwardly, and many can't speak it at all.

Heritage. Deku scrubs are shaped drastically by the places and cultures in which they are planted. You have one heritage of your choice from business scrub, mad scrub, royal scrub, and woodland scrub.



BUSINESS SCRUB

Business scrubs are generally those who live among or near societies of other races. Although they don't necessarily conduct business, most of them make a habit of basic trade—offering a small selection of wares that only deku scrubs could obtain easily. Although a minority of scrubs choose this life, business scrubs are the most common variety seen by hyliaans, gorons, and most other folk.

Ability Score. Increase your Charisma by 1.

Manipulative. You have proficiency in one skill of your choice from Deception, Insight, Persuasion, and Sleight of Hand.

Scavenger. While many deku scrubs find what they need in the wild, you find what you need in markets and bazaars. You have advantage on any ability check made to find a buyer, a seller, or a specific item to buy.

Deku Flight. You know the *petal glide* spell. You can cast it once without expending magic points, and regain the ability to cast it this way when you finish a long rest. You can also cast it freely if you start your turn in a deku flower.

Extra Language. It's common for business scrubs to deal in cultures that are extremely foreign to most deku. You are proficient in one extra language of your choice.

MAD SCRUB

The wildest of scrubs are often called mad, but they may just be misunderstood. These swamp-dwelling scrubs are exposed to poisons and toxins abundant in certain marshes so frequently that they build up a potent tolerance.

Their scrubs' foliage is often of a brighter orange that stands out from their kin. Like their woodland cousins, they tend to be quite satisfied spending most of the day hiding in a hole and absorbing nutrients.

Ability Score. Increase your Constitution by 1.

Poison Resistance. You have resistance to poison damage, and you have advantage on any save to prevent or end the Poisoned condition on yourself.

Swamp Hop. When you Dash, until the end of this turn you aren't Slowed by Difficult terrain.

Swamp Sneak. You are proficient in your choice of either the Survival skill or Stealth skill. You have advantage on any Dexterity (Stealth) and any Wisdom (Survival) check made in swamp terrain.



ROYAL SCRUB

Royal scrubs originate from kingdoms or other communities that are better organized than the norm for their people, most famously the Deku Kingdom in Termina. These scrubs often have more education and compassion than is typically expected from scrubs. Some royal scrubs have even managed to construct impressive castles out of mere wood. The Deku Princess, Deku King, Deku Butler, and Deku Link himself are royal scrubs.

Ability Score. Increase your Intelligence by 1.

Disconcertion. Scrubs tend to be apprehensive and paranoid, but your upbringing helps you control these tendencies more than most. You cannot be Charmed or Jinxed.

Bottle Squeeze. Through a bizarre royal scrub secret, you can move through a gap as narrow as 1 foot without squeezing. (See "Squeezing into a Smaller Space" on page 192 of the *Player's Handbook*.) If you do squeeze, you can fit your entire body into a container as small as a bottle.

Deku Flight. You know the *petal glide* spell. You can cast it once without expending magic points, and regain the ability to cast it this way when you finish a long rest. You can also cast it freely if you start your turn in a deku flower.

Deku Vocation. You have proficiency in one of the following tools of your choice: carpenter's tools, woodworker's tools, horns, or pipes.



WOODLAND SCRUB

The most widespread of scrubs have deep green leafage and are well-adapted to a humble, isolated life in the forest. Such scrubs likely hail from a long line of scrubs who have lived this traditional lifestyle. Most woodland scrubs inherit, practice, and embody the means most defining of deku scrubs: hiding in a dimly-lit corner of a forest all day, only to spit nuts at anything and everything that gets too close. It's a simple life.

Ability Score. Increase your Wisdom by 1.

Dive Down. If a creature you can see hits you with a melee attack roll, you can use your own reaction to force the attacker to reroll the d20 and use the new result if it is lower. You can do this a number of times equal to your PB, and you regain all uses when you finish a long rest.

Fleet of Foot. Your walk speed increases by 5 feet.

Forest Sneak. You are proficient in your choice of either the Survival skill or Stealth skill. You have advantage on any Dexterity (Stealth) and any Wisdom (Survival) check made in forest terrain.