Hyrule D&D info.

1. Pantheon
   1. Four main goddesses
      1. Hylia – Queen Deity of Prosperity, Life, and Happiness
         1. Domains: Light, Life
         2. Most popular Goddess, only one with large temple
         3. Two temples, one in the Old Capital (town destroyed by Malice upon one of his more vicious incarnations) and the other in Hyrule Castle. Most human settlements have some sort of shrine to her as well.
         4. Teaching revolve around kindness, tolerance, and benevolence.
         5. Servants are celestials or fey.
      2. Nayru- Goddess of Wisdom and Magic
         1. Domains: Knowledge, Arcana
         2. Generally seen as a goddess of logic and pragmatism. Has a Holy Spring in Zora’s Domain, and a shrine in both the Old Capital and Hyrule Castle, with a few sprinkled amongst the villages and towns.
         3. Mostly worshiped by elves, genasi, and spellcasters.
         4. Teachings revolve around problem solving, humility and patience in the face of complexity, and devotion to learning.
         5. Servants are typically elementals, but a lot of fey will heed her call.
         6. Said to be a goddess of learning, her knowledge constantly expanding. Her springs are said to contain her tears from discovering a sad truth.
      3. Din – Goddess of Power and Justice
         1. Domain: War, Protection
         2. Niche Goddess, but one with adamant supporters. Springs in the Old Capital and Hyrule Castle. Any military outposts will have a shrine to her.
         3. Mostly worshiped by dwarves, metallic dragonborn, goliaths/giants, and soldiers.
         4. Teachings revolve around a commitment to law, and willingness to be both benevolent and stern in enforcing laws. Benevolence allows the law enforcer to bring a community together, while sternness prevents it from being torn apart by calamity and crime.
         5. Servants are typically metallic dragons, with the occasional giant or even fey.
         6. Said to be a goddess of strength, her will literally forcing world together at creation, creating gravity, atomic bonds, and the laws of physics. Her springs are said to contain some of her sweat from these labors.
      4. Farore – Goddess of Courage and Endurance
         1. Domain: Life, Nature
         2. Least popular, but everyone’s second choice. Has several Springs in Faron Forest, and a small one in both the Capital and Hyrule Castle.
         3. Mostly worshiped by woods folk, namely halflings, wood elves, and fey, but adventurers often worship her as well.
         4. Teachings revolve around persistence, discipline, tackling your problems head on and facing hardships for both self-improvement and the greater good. More emphasis on individualism.
         5. Servants are typically fey, with the occasional celestial.
         6. Said to be the goddess of heroes, both sung and unsung, large and small. Her springs are said to contain her blood, shed from her fights will Ganon and his kine.
   2. Lesser Gods
   3. Calamities
      1. Calamity Ganon- King of Darkness, Death, and Despair
         1. Inverse of Din, embodiment of tyranny and abusive power
         2. Often offers power to those with evil hearts, warping them into something more.
         3. Served by monstrosities, devils and metallic dragons.
         4. In a constant cycle of death and rebirth. Irregularly, he’ll be reincarnated, either in his full monstrous form or as a humanoid deceiver. He’ll then go on to conquer and/or destroy parts of Hyrule until a hero or heroes, usually blessed by the goddesses, show up and defeat him, restarting the cycle.
         5. His cycle both explains why Hylians are so cooperative and why they haven’t advanced farther as a civilization.
         6. In his final fights, he’ll shapeshift through several bigger, nominally more powerful forms. However, as he does, these forms become less durable and adaptive. This reflects his core aspect of power for the sake of decay and collapse: his power increase comes at sake of structural destruction. So, while he might be throwing around 7th level spell slots, for example, he’ll only be using 1st or 2nd level spells. His intelligence and constitution denigrate while his strength increases, until he’s finally unable to use magic at all, can barely stand on his fragile bones, while his sword swing could level a town. His raw will at this point can guarantee his reincarnation, being powerful enough to resist death. It’s been supposed that, if he could be killed in the very earliest form, he might be killed permanently. Whether or not this has been tried successfully or not is up for debate, but there are no historical records of a successful assassination of this kind.
      2. Majora- Prince of Deceit and Chaos
         1. Inverse of Nayru, embodiment of ignorance and chaos.
         2. Will occasionally create servants to cause mass confusion, but likes to use powerful curses and enchantments instead. Making a mother forget her child’s existence, or causing the disappearance of a town’s clergy in the middle of a epidemic are much more common.
         3. When he creates servants, they’ll usually be embodiments of his enchantments.
         4. Served by demons and fey mostly.
         5. He reincarnates ahead of Ganon, usually as an omen of Ganon’s coming. Unlike Ganon, however, he always comes in a similar form. He takes the form of a mask. He’ll find a lonely, friendless child and promise to be his/her friend. He’ll then possess the child and use that incarnation to wander around and wreck the place.
         6. In his final fights, he’ll ditch the body to bring out his own insanity-inducing form. When the fight is over, heroes will try various things to deal with his mask: burn in sacred fire, bury it under one of the Holy Springs, keep it safely locked away, ect. But his existence is the antithesis of knowledge; any attempt to logically ‘solve’ the problem of his reincarnation grants him immunity from that solution. His mask reacts the way it should, but he’ll always reappear with the same mask.
2. General Geography
3. Over arching factions