

LEGEND OF ZELDA RPG

Basic Edition

Beta 3

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MISSION STATEMENT

This system is intended to accomplish three main goals:

1. Make a Legend of Zelda RPG, not a Legend of Zelda flavored RPG : The core mission statement of this system is to make a game that captures the characteristic style of gameplay that the Legend of Zelda video games are known for. This primarily entails a central emphasis on acquired items as the primary determiner of character capabilities, and a prominent presence of puzzles requiring specific items to solve. Combat, particularly boss battles, should have a puzzle-like aspect as well. And of course, all the classic LoZ items and races and such should be represented for use in games. It's not sufficient to merely have a system *capable* of incorporating these elements; it should be specifically geared to promote a uniquely and recognizably Legend-of-Zelda style of play.

2. Synthesize and expand on the video games, don't merely replicate them : While emulating the characteristic style of the Zelda games is the #1 priority, that doesn't mean we should limit ourselves to only the things you can do in those games. Any archetype that would reasonably fit into any of the Zelda settings should be feasible; not all PCs will be Hylian sword-and-boarders. The beauty of pen-and-paper RPGs is that they aren't limited by the same technical constraints that bind video games, and the Zelda series has very rich settings with lots of stuff to work with; we should be free to let our imaginations run a bit wild. Likewise, unless it would add excessive complexity to the core of the system or threatens to render an item utterly redundant, there's no harm in allowing characters to do things that should reasonably be possible but can't be done in the video games. (It's important to note here that even if an item's original purpose in a given game is rendered moot by allowing a certain action, that doesn't mean the item can't be slightly adapted to still have a purpose. For instance, it would be reasonable to allow all characters to swim, barring conflicting racial traits such as a Goron's density, but that doesn't mean you can't still have a use for stuff like the Zora's Flippers or Zora Armor.)

3. Simplicity and Accessibility : We want this game to be easy to learn and easy to play, even for Zelda fans who've never played a tabletop game before. Of course, there is a point of diminishing returns where trimming down the rules hurts the system's robustness more than it improves ease of use, and we want to avoid that, but as a rule of thumb, keep it simple.

HOW TO BE A SAGE

This system was designed with the goal of bringing new players into the hobby of pen and paper roleplaying. As such, many mechanical choices were made to minimize the workload on the player, often at the expense of the Sage. But don't fret, this section here is a quick rundown of how to run this system in a fun and engaging manner while keeping your players going. So first, some terminology.

A roleplaying game is of course a set of rules constructed to allow players to take on the persona of fictitious characters and act out heroic adventures with them. These adventures are usually structured around series of quests linking together a grand campaign of story that may even change the world of the heroes. There are many systems available to do this that are widely known, such as Dungeons and Dragons. All roleplaying games tend to share features with each other, such as the ability to resolve challenges.

A d6, a standard six sided die like you would find in monopoly or a craps table, is the only die needed to play the Legend of Zelda RPG, although you may want a great deal more than one. The skills of your character and the conditions of the scenario surrounding a challenge determine how many d6 you roll to somewhat randomly determine the success of a challenge. In this system, each die essentially acts as a coin toss because only fours and up matter on any individual die. This dice pool success mechanic generates a good bell curve of probability that can be relied upon for relatively stable outcomes, unlike a heartless d20 that D&D relies upon.

As characters progress, their skills increase to keep with the theme of a heroic journey. And heroes of course always get better as the story goes on. Completing one quest makes them better able to tackle the next one, so challenges should generally become more difficult as the grand campaign progresses. For example, consider the dungeons in Ocarina of Time if you've played it. The Great Deku Tree is a much easier dungeon to complete than the Water Temple, and this is because through his journeying, Link has become much more capable, so he is able to take on my challenging quests.

Challenges come in many different forms, especially in the Legend of Zelda. The most obvious challenges are of course fighting enemies. But sometimes it's convincing a shopkeeper to confide secrets in you, or stealing an artifact from a noble, breaking into a desert fortress, besting a war chief in a wrestling match, chasing down milk thieves on horseback, collecting rare

insects, sliding block puzzles, tracking the flooding of a temple, defending a city from siege, or a million other things. Varying the challenges in a meaningful way is a key component of having a successful and fun campaign with your players.

Given enough repetition, anything will get dull. The same challenge should never occur twice in a row. If one room is an ambush, the second room shouldn't also be an ambush. The challenges should surprise and intrigue your players, encouraging them to think dynamically about the scenario and how to deal with it. If your players find themselves in a position where they have fallen into a rut of simple commands, you need to throw a curveball at them. Blow out the torches, flood the room with sand, have the dead rise among them, a cave in block their retreat, or anything to change up the pattern. Just be careful to make sure your players are able to survive it.

On the subject of the survivability of your players. Never ever kill the entire party by making a challenge too difficult, but don't coddle them either. If there is no threat of everyone's characters dying, then they won't take the game seriously. On the other end of the spectrum is when they die too often, and this leads to assumed helplessness and the disposability of characters, which is also bad. A happy medium needs to be found, even if that means cheating.

On the subject of cheating as the Sage. It doesn't exist, you cannot cheat because you make the rules of the scenario. But that doesn't mean that you can ignore the rules of the system as you please, they are there for a reason. If you flaunt your immunity from the rules too easily, your players may find themselves at a loss of understanding what they are actually able to do. So, if you are going to cheat, do it by changing things they aren't aware of anyways. Add life to monsters that seem to be dying too quickly, lower the damage of a certain trap, throw in hints of weaknesses about the boss, have a stray piece of narrative change the encounter in favor of the players. This is a game about having fun, not hammering numbers at one another until someone says uncle.

Over the course of a quest, there should be a progression of difficulty to gauge how the players are handling things. This will allow for adjustment or perhaps even outright removal of aspects that will simply be no fun for anyone. Experienced Sages who know their players well may of course be able to simply ignore this progression and hit the nail on the head anyways, but that's a risky line to tread.

Development of story and motivation for the players is up to each individual Sage and group to decide. It could range anywhere from four guys meet in a tavern and venture off together, to complex political darkness in a land fraught with civil war fueled by interesting character backgrounds and roleplay interactions. Either is a perfectly acceptable approach to playing a roleplaying game such as this. That is why it was built to run anything the group would want to run within the themes of Legend of Zelda.

Once you have motivation, and a story for what kind of challenges you want the party to challenge, you should double check that you aren't railroading them. Railroading is a term for when the Sage takes control of the party and forces them into a scenario regardless of if they wish to be doing it at all. It is rarely any fun for anyone. Players should go on the quest of their own will, and if you're really good at it you can trick them into thinking it's what they want to do without them even realizing it. Play off their characters, offer rewards, or come up with something else that isn't forcing them to follow your special little story. Remember, this isn't the story of the Sage, it's a narrative constructed by the group, the Sage just controls the world around the players.

A similar fallacy many Sages make is running a character of their own. This may not seem like such an issue, but it is far too easy to fall into the trap of giving yourself all the spotlight. This is no fun for the players, do not do this. What you can do however, is create a companion for the party. A Navi, or a Tael, the Red Lion, Midna, or Kaepora Gaepora. All of these are perfectly within the realm of Legend of Zelda. Powerless companions like this give you the ability to help them within the realm of the game world. Sometimes puzzles will simply be too difficult for some reason, and a hint from the Sage will easily push things along and keep the game fun.

Now that you've brought your party to the dungeon, which of course is the loosest of definitions since a dungeon is just a set of challenges they must overcome, you need to bring them along and let them explore the dungeon. A premade map of the dungeon with notes about the challenges will help tremendously with the dungeoneering process. Grid paper is a great aid in the map making process as it allows you to create a scale replica of the battlegrid the players will be combating on.

While the placement and maneuvering of enemies in combat is fairly straightforward after the room has been constructed, bringing the dungeon to life for the players is its own

challenge all together. Every room should be functionally described to the players in enough detail that they are able to ask questions about it and reason through the puzzles on their own. Who knows, maybe they'll find a clever bypass and triumph over the puzzle without actually tackling it head on, that's the fun of the game after all.

When describing a room or a challenge, it is usually best to move from most important to least important, such as what is mechanically affecting them then what the décor on the wall mural depicts. The size of the room, lighting conditions, prominent obstacles, and enemies should always be mentioned when entering a new room. Details on top of that add flavor to the dungeon and present the challenge to the players. The more lively the description and the challenge, the more fun. No need to overdo this however. Something along the lines of, "Fraying rope bridges connect the two towers, beware! There are fire keese attacking you! Roll for initiative!"

The above example also illustrates the concept of dynamic encounters. There are multiple layers to the entire challenge providing many different ways to approach it. If there is only one way to succeed, the challenge will feel dull in comparison. In the tower example, the party could stay behind cover and attack the keese, risking the destruction of the bridges. Or they could all sprint across the bridges, and risk them collapsing under the weight. Or perhaps they could use a spell to pull them across, or a song to repair the bridge before it fails. Perhaps the item they got a few rooms ago will help them knock the keese away. Any and all of those solutions are up to the players to discover and utilize.

Rolling with the punches is another key aspect to being a good Sage. Players can very easily find clever bypasses to your puzzle, or cheesy ways to kill all the mooks without risking themselves. This is okay. For that scenario at least, of course you should prevent this from happening again whether it be out of character discussion about the problem, or just planning for it to happen and countering it. If the game is interrupted by exploits, it is never a good thing. Don't God mode the enemies to do this however, that's as bad as railroading your players.

So far, most of this advice is broadly applicable to all forms of roleplaying games, there are some specific things to be included to make a distinctly Legend of Zelda feel in the game. The video games have a pretty distinct hero vs villain theme throughout, but that doesn't need to be included. Legend of Zelda is loved for it's combination of action and adventure. You fight strange monsters with strange attacks that force you to find creative ways to deal with them. Like

Stalfos that resurrect if their partner isn't defeated in time, or octorock that require you to reflect their attack back at them, or any of the bosses. And between the fights, you deal with dangerous traps that test your cunning, and devious puzzles to test your wit.

Enemies don't need to be touched on much. Their generation is very simple and quick and their effect on the party should only be a mild drain on their resources rather than constant life or death struggles. Giving them various techniques and spells in cohesion with one another can easily give every fight a unique aspect unlike the previous encounters. Mid-Bosses should of course receive much more attention than your generic room-to-room mooks. Their battle style should reflect the theme of the dungeon somehow, and they usually guard the dungeons secondary treasure. Be careful to not let the Mid-Boss upstage the Dungeon Boss however.

Dungeon Bosses are critical to Zelda style dungeons. They are the capstone of triumph over the dungeon and are the most difficult adversary the party will face in the entire dungeon. Their skills should be carefully defined and utilized, as well as the room they are encountered in. The Dungeon Boss should have a trick to beating them in a reliable way, but must also allow players to get creative, and be rewarded for their creativity. Just because the plan was for them to use fire arrows to melt the ice barriers doesn't mean bombs won't do it better. Every Dungeon Boss should be tailored to the dungeon it is guarding, thematically and mechanically.

All of this is fairly standard fair for roleplaying games. The emphasis on puzzles is where the trickery for being the Sage comes in. There are a couple ways to approach puzzles in a pen and paper format. You can of course use traditional paper puzzles, such as disguised chess puzzles, riddles, and slide puzzles. Clever paths and hidden levers to change the area until everything falls into place is a more complex puzzle that can be used to gain access to certain areas.

Mechanical puzzles can be the most intriguing however. Consider environmental effects during a multiple stage combat. Falling sand that inhibits movement, burning coals that damage you for not moving, sliding on wet ice, collapsing platforms, illusionary paths filled with traps, a vibrating membrane knocking everyone down, drifting rafts , flipping ice shelves, magnetic walls, flooding waterfalls, quicksand pits, lightning storms, burrowing wyrms, tumbling rocks, or a million other things. The key being to change the scenario in some unique way, often using recently acquired items to overcome these puzzles.

In the end, creating a Legend of Zelda experience is about enjoying a quest that is about defeating monsters, solving puzzles, saving the day, roleplaying, and having a good time. The Sage needs to create a diverse world, and the players have to put their effort through as well.

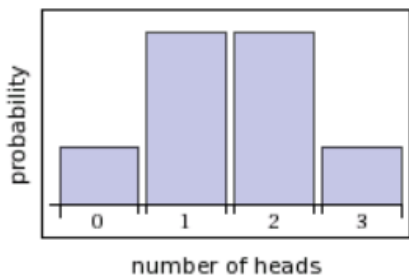
THE CORE MECHANIC

D6 dice pool. To make a check, roll a number of 6-sided dice equal to the sum of your ranks in the relevant attribute and skill, plus any additional dice you may receive from racial bonuses or demonstrating a particular Virtue. Each die that comes up 4 or higher is a success; the more successes you get, the more impressive your performance. Particularly difficult tasks may require multiple successes to accomplish.

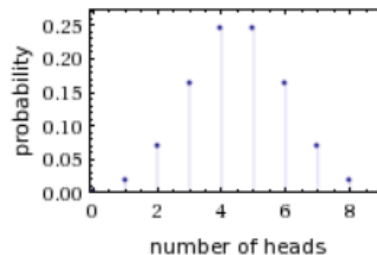
THE DICE POOL

The Legend of Zelda RPG determines all chaotic and chance based challenges with the use of dice pools. An appropriate number of six sided dice, like the kind you can steal from monopoly, is rolled as determined by your character's ability to perform in the challenge. The values of the dice have been remapped however, into a binary system, similar to a coin toss. 1's, 2's, and 3's are all equally bad, essentially a 0. 4's, 5's, and 6's are all equally good, essentially a 1 because they represent 1 success. This gives a 50/50 chance of rolling a success on each die. Unless this ratio is changed for some reason, any die can take the place of the six sided die because all platonic solids have an even number of sides. Heck, you could toss coins at the table and count the number of heads.

Using a system like this creates a normal distribution of probability, so you can rely quite well on your dice as compared to other systems. A low skilled roll will be very granular and unpredictable, but as the character progresses and gets more dice to roll, statistics and probability set in to create bell curves. This means that while your average increases with the dice pool, you become more and more likely to roll near your average rather than wildly off in one direction or another. Sample bell curves have been provided below.



3 Dice



9 Dice

THE STATS

ATTRIBUTES

Attributes represent your character's general, basic abilities. Each Attribute has a minimum rank of 1 and a maximum rank of 5. A basic starting character has 2 ranks in each of two different attributes of their choice, and 1 rank in the rest.

- **Brawn** represents your physical strength and might.
 - If you have at least 4 points in Brawn, you can wield weapons 1 size category larger for no penalty
- **Agility** represents your coordination and reflexes.
 - If you have at least 3 points in Agility, you are not affected by poor footing (ie rubble and ice). If you have 5 points of Agility, your speed increases by an additional 2 meters (1 square). You lose this benefit if you're encumbered by heavy armor or objects.
- **Wits** represents innate and intuitive mental faculties, such as creativity, cunning, and perceptiveness.
 - If you have at least 3 points in Wits, you do not take the success range penalty on harmonics
- **Guts** represents your determination, passion, and fortitude, both mental and physical.
 - If you have at least 3 points in Guts, you automatically pass all fear based Composure rolls. If you have at least 5 points in Guts, all SP restoration is doubled for you
- **Smarts** represents learned and rational mental faculties, such as acquired knowledge and logical reasoning.
 - If you have at least 3 points in Smarts you can utilize Cascade Casting.

SKILLS

Skills represent specific capabilities your character has learned through practice and training. Each skill starts at 0 and can be raised to a maximum rank of 5. Starting characters are given a point buy. Every point in the same skill costs its sum, so skill 1 costs 1, skill 2 costs 3, 3 6, 4 10 and so on. While each skill will generally be associated with a single attribute, the attribute used can vary depending on the situation, particularly for certain skills more than others. For example, running a race would always use Athletics, but the relevant attribute might be either Guts or Agility depending on whether it's a long-distance run or a shorter sprint. The skills are intended to be fairly broad and general, so that each skill has a fairly wide array of applicable uses.

- **Melee (B):** Most all melee weapons, except those that fall under Heavy. Swords, axes, maces, spears, unarmed combat, etc. Brawn is typically the associated attribute for Melee skill checks.
- **Heavy (B):** Big, heavy weapons that are slow and unwieldy, but pack a tremendous punch. Not only do Heavy weapons deal considerably more damage than other types, the force of their blows tends to make the enemy flinch. The Biggoron's sword and megaton hammer are examples of Heavy weapons. Brawn is pretty much always the associated attribute for Heavy skill checks.
- **Ranged (A):** Ranged weapons, such as the bow, boomerang, and slingshot. Agility is usually the associated attribute for Ranged skill checks.
- **Shields (G):** Exactly as the name suggests -- use of shields, for both defensive and offensive purposes. Brawn is typically the associated attribute for Shields skill checks.
- **Spellcraft (S):** Use of magic, whether spells in the conventional sense of powers inherent to your character through study or innate talent, or to invoke magical items like the Fire Rod or Bombos Medallion. Things that use this skill require MP. Smarts is always the associated attribute for Spellcraft skill checks.
- **Instruments (W):** Making music, often to produce mystical effects (eg, playing the Song of Storms on the Ocarina of Time to make it rain). Wits is always the associated attribute for Instruments skill checks. Your singing is not magical.

- **Tools (B,A,S):** A catch-all skill for all the miscellaneous items that don't quite fit any of the above categories, such as the spinner or beetle. The associated attribute for Tools skill checks varies widely depending on what kind of tool you're using.
- **Acrobatics (A):** For feats of extraordinary reflexes and coordination, nimbly jumping about like a Sheikah. Agility is typically the associated attribute for Acrobatics skill checks.
- **Athletics (B,A,G):** For more conventional feats of physical prowess, such as swimming, more straightforward leaps, running races, etc. Brawn, Agility, and Guts are all possible associated attributes for Athletics skill checks.
- **Riding (S):** Handling a mount, such as a horse or Loftwing. Your rank in Riding is the highest amount of dice you can roll while riding a mount. It is also used to determine your ability to maneuver obstacles at high speed.
- **Stealth (A):** For when you don't want to be noticed. This is your passive stealth score, before the various modifiers are applied for how you actually go about hiding yourself.
- **Perception (W):** For when you want to notice something. Wits is always the associated attribute for Perception skill checks. These rolls are for something difficult to see, or to notice something you weren't actually looking for. Direct investigation should always be a success.
- **Survival (S):** For gathering resources (such as cutting grass for hearts and rupees) and various other tasks, like fishing.
- **Lore (S):** Knowing about things. Smarts is always the associated attribute for Lore skill checks. To increase the usefulness of this skill, it represents general learning instead of specific areas of knowledge. If for some reason your character would have advanced knowledge in an area, they wouldn't need to roll Lore in the first place.
- **Composure (W):** The ability to keep hold of ones emotions, keeping a straight face, feigning interest, ignoring pain, and holding back tears are all uses for Composure; what you actually say and how It's received is up to you and your Sage.

VIRTUES

Virtues are a special stat, representing the three aspects of the Triforce. These aren't so much about what you do as how you do it. In order to add your rank in a Virtue to your dice pool, you have to do something in a way that demonstrates that Virtue. Virtues start at 0 and can be raised to a maximum of 3, but raising a Virtue is extremely difficult. A basic starting character has 1 rank in a single Virtue of their choice, and no ranks in the rest.

- **POWER** is associated with pure force. It is blunt and straightforward, not bothering with finicky matters of subtlety and finesse. It is aggressive and imposing. You'd add Power when your character has had enough of subtlety and goes to brute force a solution. When they get angry and decide the time has come to Rip And Tear. When they think a swift kick to the locked chest'll do the job faster than the delicacy of a lockpick. To everyone else you're brutish and grisly. To those who see it you have Power.
- **WISDOM** is associated with contemplation and manipulation. It is refined and precise, preferring to take the time to analyze a situation rather than forcing its way through. It is cautious and discerning. You add Wisdom when you decide to act with clear planning. When you try to play smart and subtle. When rather than volleying arrows, you wait for the opportune moment to shoot. To everyone else you're overly cautious and slow. To those who see it you have Wisdom.
- **COURAGE** is associated with heroism and a balanced approach with respect to the other two Virtues. It bridges the gap between Power and Wisdom -- not as brutally aggressive as Power, but much more straightforward and action-oriented than Wisdom. It is persevering and straightforward. You add Courage when you're being daring and bold. When you take big risks, deal with your fears, or put yourself in harm's way for an ally. When the Deku bravely charges the Dodongo or the Kokiri challenges the Iron Knuckle to a duel. To everyone else you're crazy and reckless. To those who see it you have Courage.

HEARTS, MAGIC, AND STAMINA

Hearts function like hit points, with each heart being equivalent to 4 HP. Damage and health are measured in hearts or fractions thereof, using the shorthand terminology of #H or #♥ -- eg, 2H, ½♥, 1+1/2H, etc. When you run out of hearts, you are down, but not dead. A character whose hearts are depleted has one "Final Heart"; only if the Final Heart is depleted does the character die, and the vast majority of enemies will leave a downed character alone until more active threats are dealt with. Hearts can be recovered through enemy drops, foraging (cutting grass, breaking pots, etc.), extended rest, and healing items/magic (such as fairies, potions, healing spells, etc.).

Magic is used to power spells and magic items. Each such effect consumes a certain amount of magic power (MP), which is acquired in blocks of 4. A character can have a maximum of 60 MP (15 blocks). Recovering MP requires magic jars (obtained through enemy drops or potions), extended rest, or potions (or a similar effect).

Stamina is mainly used to power special techniques, but is also needed for certain actions that any character can do (such as sprinting). Like MP, stamina is acquired in blocks of 4. Like magic, a character can have a maximum of 60 points of stamina (15 blocks). Stamina can be recovered in combat by giving up actions to rest. Each action restores 1 block. Outside of combat, you can easily recover all your stamina with a short break of only a minute or so.

Each character starts with 3 hearts. A character's base magic is a number of blocks equal to 1+Wits -- so, for instance, a character with 2 Wits would have 3 blocks of MP (12 points). Similarly, a character's base stamina is a number of blocks equal to 1+Guts.

- Fluff note: Hearts and magic are recovered in essentially the same way they are in the video game -- by picking up items that must be used the moment you get them. Of course, this leads one to wonder why you couldn't just stockpile hearts and magic jars for when you really need them. If you're not content with merely handwaving the issue away, one explanation we've come up with in the course of working on this project is that hearts and magic jars are in fact crystallized deposits of life and magic energy, respectively. These crystalline forms are extremely delicate, and rapidly destabilize when touched. If the energy is not used immediately, it quickly dissipates into the environment.

RACIALS

Many dozens of races have been introduced throughout the zelda franchise and this is by no means a complete list of them in any way. The most popular races have been represented here and the capacity to stat in more of the obscure races is included. These racials are not only for clearly player races, but also for enemy races as there is no bestiary aside from a list of example mooks. The rule of thumb for whether something is a mook or not has been whether it can think and if it can climb a ladder, the first being if it's suitable to be played as, the second to determine whether it could actually function in a dungeon. Standard move speed is 3.

- **HUMAN**

- Human, Hylian : Size Medium; acoustic alignment detection (whether they tend towards Power, Wisdom, Courage, or are forsaken by the Goddesses)
- Human, Gerudo : Size Medium; ignore mild environmental hazards, only female (no Ganondorfs as players)
- Human, Shiekah : Size Medium; may ignore adjacent and field of view penalties to stealth
- Human, Termina : Size Medium; +1 to all rolls involving Narrative Magic
- Human Imp, Skull Kid : Size Small; +1 to instruments, prank cantrip for -1 mp (magically pranking someone nets 1 mana back)

- **ALLIED**

- Zora : Size Medium; Water breathing, hydrodynamic, adjustable bouyancy, electric sense (Can detect and glean information from nearby electric currents), double damage from Ice and Fire
- Deku : Size Small; Water walking for no more than 1 turn in a row, wood sense (can detect and glean information from nearby wood), Evolving Tech Spit Attack, Evolving Tech Burrowing, immediate drowning at double damage, double fire damage.
- Kokiri : Size Small; personal fairy with at will Clairvoyance, search checks are twice as bountiful, permanent child, not supposed to leave The Great Deku Tree
- Goron : Size Large; half environmental damage, Evolving Tech Goron Roll, stone sense (Can detect and glean information from nearby stone), eats rocks; -5 bouyancy, 2 movement

- Twili : Size Medium; can Warp for 1 mp during Twilight, fatigued in direct sunlight unless wearing darkness enchanted armor, can see in the dark
- Korok** : Size Small; Evolving Tech Flight, double fire damage, tree themed Stalagmite for 4 mp (make no canonical sense, nor combat sense)
- Rito : Size Small; Evolving Tech Flight, wind sense* (Can detect and glean information from passing wind)
- Subrosians : Size Small; Immune to fire, double damage and stun from Ice, must wear a burqa (light weakness?)

- **E**NEMY

- Construct : Size Large; ignore all environmental hazards, -5 bouyancy, 2 movement, +1/4H damage from imbued Light
- Garo : Size Small; -1H at all times, upon the destruction of their clothing, their spirit body (1H, incorporeal, invisible) is freed to escape and possess a new set of clothing which slowly morphs back into Garo Robes
- Goriya : Size Medium; +1 to Presence when trading
- Blins : Size Small to Medium; Move Speed 4, optional increase from Small to Medium, optional increase to Large and 3 move speed
- Wizzrobe : Size Medium; Jaunt for 1 mp
- Stalfos : Size Medium; Guardian for 0 sp, permanent Soulbond with one other Stalfos, immune to environmental damage
- Lizalfos : Size Medium; Guardian for 0 sp, Double Damage from Ice, Half Damage from Fire
- Mook : Any Size; pick a (low) number, that is their dice pool for everything, their number of hearts stamina and mana, and can have up to that many techs or spells

(*%*)(Player Dekus are not deku scrubs, those are merely enemies. Player dekus are the older dekus that have woody bodies and limbs. The kind that are often shopkeepers and actually help Link from time to time.)

(***)Canonically, Koroks are what the Kokiri became in the Era of the Great Sea, but that would make one or the other unplayable in the same campaign, keep if you want to

BOSS TEMPLATES

Boss monsters are the biggest bads of the dungeon, huge, magical, nearly undefeatable, but have their weaknesses. These are to be defeated by clever players, not abuses of the system. For that reason, the following templates are recommended for use. Or go wild.

- **Boss Monster** : Massive, Immune to stun, Immune to poison, Occupy at least two squares, stunned for one round after critical damage while unstunned, 4 actions per turn
- **Shadow** : Constant Imbue Shadow, immune to Shadow, double damage from Light
- **Infernal** : Constant Imbue Fire, immune to fire, double damage from Ice, Ice can stun for 1 action at most
- **Parasitic** : Double health, cannot survive without Host
- **Armored** : Double defensive dice, half speed
- **Bio-electric** : Constant Imbue Lightning, immune to lightning, is not Immune to stun
- **Aquatic** : double damage from Lightning, double speed in water
- **Subterranean** : Immune to non-piercing damage
- **Burrowing** : Burrowing Racial Tech
- **Flying** : Flight Racial Tech
- **Hoarfrost** : Constant Imbue Ice, Immune to Ice, Double Damage from Fire
- **Undead** : Immune to environmental damage, Double Damage from Light
- **Amoeba** : Only core can take damage but has 0 DD
- **Grabbing** : Does not need to roll to maintain a grapple after it is established.
- **Giant** : plus one size, only 3 actions per turn
- **Gargantuan** : plus two size, only 3 actions per turn

CHARACTER CREATION

- Choose a race
- Set two attributes to Rank 2 and the other three attributes to Rank 1
- All characters start with three (3) hearts
- All characters start with one (1) plus Guts blocks of Stamina
- All characters start with one (1) plus Wits blocks of Mana
- Assign fifteen (15) skill points via point buy [Rank 1 costs 1 skill point. Rank 2 costs 2 skill points, plus the cost to raise the skill to Rank 1 (i.e. 1 more skill point). A Rank 2 skill costs, total, 3 skill points.]

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- Sage sets the starting rupees, 200 is normal
- Refer to pricing on the tables to buy
- Training cost is 20/sp, 30/mp, 20/action (action cost is only for songs)
- Details details details
- ????
- Adventure!

CHARACTER ADVANCEMENT

We would like to make this system entirely XP-less -- that is, rather than spending some kind of metagame resource to improve your character (as is the case in most every RPG), characters improve through in-game rewards. While this will add a bit more for the Sage to do, it strongly supports our goal of making a system with uniquely Legend-of-Zelda-style gameplay.

Of course, one of the most important means of character advancement is acquiring items. In order to advance to new challenges, you'll need to expand your repertoire of tools for handling them -- just like in the video games. Items are most prominently found in dungeons, and the item found in a dungeon is usually crucial for handling that dungeon's puzzles and boss. They also can be obtained in the overworld from side quests and the like. Note that "items" need not necessarily be physical objects -- they might be spells or songs learned from a mentor or ancient

writing. Anything that adds a totally new capability that is vital for characters to handle puzzles and similar obstacles is effectively an "item".

Another important means of advancement is the learning of techniques. Techniques are special abilities and tricks that your character learns through practice. Like items, they typically add entirely new abilities to your repertoire, rather than merely improving your stats; however, unlike items, techniques rarely play a pivotal role in solving puzzles (though this is not to say that they *can't* play such a role occasionally). Rather, techniques help to personalize and flesh out your character's capabilities, adding variety and style to how you do things. Techniques are often combat-oriented, in contrast to items, which are typically puzzle-oriented. Techniques would typically be learned from mentors (such as the Hero's Spirit in *Twilight Princess*), but could also be learned from studying written instructions (such as the Tiger Scrolls in *Minish Cap*) or from other sources entirely -- whatever the Sage feels is appropriate.

Hearts, as you might expect, should be increased in essentially the same fashion as they are in the video games -- from Heart Containers dropped by defeated bosses, and from collecting Pieces of Heart. Each new heart obtained (whether from a defeated boss or Pieces of Heart) should benefit each party member equally.

The Sage should also provide opportunities for characters to acquire additional blocks of magic power and stamina in-game. The form this takes is entirely up to the Sage; you might use very abstract methods as is done for hearts, or the intervention of a powerful magical being (such as a Great Fairy's blessing or the Mad Batter's "curse", which double your magic meters in the video games that use them), or a powerful potion brewed by a witch, or perhaps even intense training under a suitable mentor to increase your reserves of strength. The number of extra blocks of these resources provided to a character should not exceed twice that character's rank in the associated attribute for that resource -- for instance, the Sage shouldn't give a character with 3 Guts more than 6 additional blocks of Stamina through in-game sources. However, Sages should be fairly generous in making extra blocks available, not shying away from allowing players to reach this upper limit. The pace at which these increases are provided is up to the Sage -- some may find it easier to only rarely give out many blocks at once (similar to the one-time doubling of the magic meter in the video games), while others may prefer the smoother progression afforded by providing one block at a time spread out regularly over the course of the campaign. Extra blocks of magic and stamina may be distributed to the party as a whole (in which case the

amount of blocks given should be determined by the average relevant attribute value of all party members) or individually (in which case the number of blocks given can be determined on a character-by-character basis). If using individual distribution, characters should not be permitted to give extra blocks they obtain personally to other party members -- in other words, the whole party should not be able to go out and, for instance, each get a potion that boosts MP capacity and all give their potions to the party's mage.

Finally, of course, there's increasing your stats -- your attributes, skills, and Virtues. This too must be accomplished through in-game action. Improving your rank in a skill might require studying under a suitable expert in that field. Improving an attribute might take intensive training under a strict coach, or perhaps a magical infusion of ability from a potion or Great Fairy. Improving a Virtue would almost always require some kind of intervention on the part of a powerful supernatural entity -- perhaps even the Virtue's patron Goddess herself! Increasing stats should typically involve a side quest or "minigame" of sorts, determined by the Sage. A mentor might require you to overcome some trial to prove your worth before training you; finding a reclusive guru may be a challenge in itself; a witch might need you to gather ingredients for her to make you an attribute-boosting potion; a Great Fairy might require you to prove your Virtue by undertaking some grand endeavour before blessing you with greater strength in that area; and so forth. Increasing skills would require relatively easy challenges -- in fact, the Sage may simply require nothing more than the payment of a training fee in rupees at a local guild, if they don't want to spend time on something so trivial. Improving an attribute is a slightly more significant boost, and requires a bit more effort. Improving a Virtue is a momentous task indeed, requiring tremendous effort. While it would be reasonable to expect a character to hit the maximum rank of 5 in their primary attribute and skills by the end of an extended campaign, maxing out a Virtue should be reserved for only the most truly epic campaigns.

Here are the general character advancement Rewards, in descending power.

- Gift of the Goddess : Increase your virtue by 1, all hearts are restored.

Granted just before the Final Boss.

- Powerful Essence : Increase 1 Attribute. Dropped by Dungeon Bosses.
- Full Heart : Permanently add 1 Heart, or 1 block of Mana, or 1 block of Stamina. Dropped by Dungeon Bosses.
- Piece of Heart : Collect 4 to create a Full Heart. Granted by side quests.

- Weak Essence : Increase two different Skills by 1. Dropped by Mini-Bosses
- Artifact : An important item. Granted after the Mini-Boss.

EXPLORATION

THE EFFECT OF CHARACTER SIZE

Size categories vary widely in the Legend of Zelda universe and that must be represented when you pit a Goron against a Kokiri. Size categories scale infinitely with each category being twice as heavy as the last, meaning Hylians are 70kg and Gorons would be 140 kg. Size is slightly misleading however, because it is based on mass rather than height; a Deku is about as tall as a Hylian, but is spindly, light, and weak, so they are classified as Small rather than Medium. Size impacts a few very important things. First, is your ability to move things and resist being moved. Small size gives +0, and every increment changes that by 1, so medium would be +1, Large is +2, Tiny is -1. This applies to strength checks, similar but not the same as Brawn checks, and knockback checks. Second, is the size of weapons you can easily wield. Weapon size corresponds almost directly to character size by name, but is covered more in depth later. Finally, your size modifies your ability, or inability, to dodge ranged attacks. Center of body mass is considered to be the target however, and a Hylians chest by itself would be small size, so the modifier is set at medium = 0, and goes down with size. Therefore Gorons would have -1 to dodge arrows while a Kokiri would have +2. You can still block arrows, and parry them out of the air.

When a character is so large they occupy multiple squares area of effects affect them differently. The base damage is applied to every square that is targetted, but otherwise all effects only apply once. So, a spin attack of Ice 1 would only stun for 1 even if you hit them three times with the spin attack.

LIFTING AND CARRYING

Every creature and object has a Weight category, which can also be expressed as a number. The Weight categories, in order from smallest to largest, are Negligible (-1), Small (0), Medium (1), Large (2), Massive (3), and Colossal (4). PC races fall within the range of Light to Heavy (eg, Deku are Light, Hylians are Medium, Gorons are Heavy), and items (such as the Iron Boots) or other effects may modify your Weight, potentially taking it outside of this range. Very large or dense monsters or objects may have weights heavier than Massive, which are simply indicated with a "+" after the word Colossal for each point of Weight beyond 4. For instance, an exceptionally large statue with Weight 6 would be described as "Colossal++". This number is the same as the knockback modifier.

If your Brawn exceeds the Weight of an object, you can lift and carry it without penalty. If your Brawn is exactly equal to an object's Weight, you are encumbered by it and have one less action, -1 to dodge, -1 buoyancy, and +1 against knockback. You cannot lift anything with Weight greater than your Brawn, but you can push or drag any object with Weight no more than 1 point greater than your Brawn.

COMBAT

When a fight starts, each combatant rolls for initiative with a dice pool of Agility + Wits to determine turn order. The team with the highest single initiative roll goes first. In case of a tie, reroll.

Each turn, you get three actions, which can be used in a variety of ways. On your turn, an action can be spent to do just about anything that could reasonably be done in the span of a few seconds -- making an attack, readying yourself for combat, using an item from your c-pool, moving a distance up to your speed, etc. Any actions not used during your turn can be used later in the round as reactions, in response to something somebody else does. Reactions can only be used in certain specific ways, as described below.

ATTACKS AND DAMAGE

To make an attack, roll the appropriate dice pool for your weapon. For instance, a typical sword would use Brawn + Melee, a Biggoron's sword would use Brawn + Heavy, and a bow would use Agility + Ranged. If you make at least one success, your attack hits, and you deal an amount of damage defined by your weapon. Each additional success you score beyond the first increases the damage you deal by 1/4H (for now, anyway -- eventually different weapons may have different kinds of effects for extra successes, but that can wait). A target that defends itself may cancel out some or all of your successes, as described below.

If the target is wearing armor, the damage dealt by a successful attack is reduced by a certain number of hearts based on what kind of armor the target is wearing (see below).

Attacking is usually just a single action, but attacking with a Heavy weapon requires two actions, due to their relative unwieldiness.

Typically, you can only make one attack per round (including prepared-action attacks and counterattacks; see below). The main exception to this rule is if you are wielding two weapons; in this case, you can make a second attack during your turn with your off-hand weapon. Attacks made with an off-hand weapon take a -1 penalty to the attack roll, and weapons suitable for use in the off-hand typically deal less damage than main-hand weapons.

Certain weapons can attack with Reach. This means that they can threaten two squares away from themselves, given that the middle square is empty. This allows a character with reach

to strike a normally armed character when he himself cannot be hit. There is a wielding penalty to Reach weapons.

Unarmed is a normal melee attack with either hand. Damage scales with size such that a medium does $1/4 h + 1/4 h$ per success. Smaller size categories can only damage through successes while ever size up adds $1/4 h$ to direct damage. Unarmed damage cannot remove an enemies Final Heart. Even when armed, you can make an armed attack.

RANGED WEAPONS

Attacking accurately with a ranged weapon takes 2 actions -- one to aim, and one immediately afterward to fire. You can attempt a quick shot without taking time to aim, using only a single action to attack, but this comes at a great cost in accuracy -- your dice pool for the attack is halved (rounded down, but to a minimum of 1 die).

Crossbows additionally require an action to load, but unlike aiming this can be done well in advance of firing, with various other actions done in between. However, crossbows deal considerably more damage -- much like how Heavy weapons, though they take two actions to use, deal considerably more damage than Melee weapons.

Ranged Weapons have a base range increment of 10 squares. Every increment past that gives a -1 penalty. This applies to magic projectiles as well.

Ranged Weapons take the same damage as melee weapons. A short bow is equivalent to a medium weapon, longbow is Imposing and Crossbow is Hefty. Crossbows would be considered heavy, that is why they have the extra 'load' action.

Normal ranged weapons use Agility, thrown weapons such as axes and pots, use Brawn. Thrown weapons use a range increment of 3.

ITEMS AND TOOLS IN COMBAT

Items and Tools should be of the weightless size category. As such, they can be drawn freely by any size player. They should occupy one hand and generate their effect at the cost of one action. As improvised weapons they are poor, but using the spell toolkit, their effects can be quite useful. To keep with the theme of Legend of Zelda, although this isn't necessary, a pool of 3 readied items akin to the C-buttons, the C-Pool, can be implemented to make characters think more about preparation for combat. Using a tool from the C-Pool takes merely the action to use it, but changing an item in the C-Pool takes an action, then the action to actually use it.

Items and Tools will be changed quickly, much quicker than weapons. As such, the rule should be generic and applied to all of them while a player's personal weapon can be more intricate due to the player have a more permanent use and understanding of it.

TYPES OF REACTIONS

Defensive reactions: A reaction can be used to defend yourself in one of three ways. Regardless of which option you choose, each success you roll cancels one of the attacker's successes. If you roll at least as many successes for your defense as the attacker rolled for their attack, you've negated the attack completely. If you roll some successes, but not enough to negate the attack, you've managed to avoid some of the attack, mitigating it to an extent, but not quite all of it. If you roll no successes, you've failed utterly. Each defensive option has additional effects, as described below.

In case of a tie, melee defenders win and ranged attackers win. In a melee fight, you are proving your ability to dodge rather than them proving their ability to hit because it's really easy to hit normally. In a ranged situation, you are proving your ability to hit, because it's rather hard to hit something at range.

BLOCK: Guts+Shields. One action, one roll, defends against all attacks until your next turn. If you have a shield, you can roll Guts + Shields to block an enemy attack. In addition to cancelling out the attacker's successes, as long as you roll at least one success you gain an armor bonus (in addition to any you may have from other sources), which further reduces the damage taken if you fail to negate the attack entirely. The magnitude of this bonus depends on what kind of shield you have. Unlike other kinds of defenses, cancelling successes by blocking does not negate stun.

DODGE: Agility+Acrobatics. Once action, one roll, only defends against the first attack. As long as you're not encumbered, be it from armor or heavy weapons, you can attempt to leap, roll, or sidestep out of the way of an attack. To attempt a dodge, there must be an open space adjacent to your current position that isn't affected by the enemy's attack. Normally this is any other square, but certain area of effect spells can limit your options. To attempt to dodge, roll Agility + Acrobatics. In addition to cancelling out the attacker's successes, as long as you roll at least one success you move into an adjacent safe space of your choice. If you roll no successes, you failed to react in time and you don't move. In order to dodge, you must move to a spot that is not threatened.

PARRY: Wits + Melee - 1. One action, multiple rolls, each roll defends against a single attack. If you're using a Melee or Heavy weapon, you can use it to turn aside an enemy's Melee attack. A Heavy weapon is also capable of parrying an attack from another Heavy weapon, but Melee weapons are too small and flimsy to adequately accomplish this. To attempt a parry, roll Wits + melee - 1. If you roll more successes than the enemy does, not only do you negate the attack, but you manage to put the enemy in a disadvantageous position, giving you a +1 bonus to your dice pool the next time you attack that enemy, provided you make the attack before the enemy's next turn. If your offhand is free, you do not suffer the -1 penalty. You do not get the bonus from parrying an area of effect attack like Spin Attack.

COUNTERATTACK: If you completely negate an enemy's attack with a defensive reaction, you can immediately spend another reaction (if you have one available) to immediately attack that enemy with a weapon you have on hand. Since a counterattack takes advantage of the momentary opening created when an enemy fails to land an attack, the target can't use a reaction to defend against it; however, Heavy weapons are too unwieldy to use for such a quick response, and thus cannot be used to counterattack. You also can't counterattack if you used an action on your turn to attack (even if the attack failed). Attempting a counterattack costs 1 Stamina.

PREPARE: If you suspect an enemy might try to do something in particular, and you want to respond to that in a certain way, you can prepare a response to such an eventuality. To prepare a reaction, you must spend a reaction in advance and declare that you will do a certain thing when a given condition is met. For example, your prepared reaction might be, "if the Dodongo tries to breathe fire, I'll throw a bomb in its mouth". When the condition you prepared for is met, you can immediately take the action you prepared without spending a reaction (since your reaction was spent in advance when you declared the prepared reaction). If the condition isn't met before your next turn starts, your preparation is wasted. If you don't trust your Sage not to change what the enemies do to avoid triggering your prepared reaction, you can make a secret declaration by writing down the condition and what you plan to do, revealing it when the condition is met. You still have to declare that you are preparing an action, though; you just don't

need to announce what exactly you're planning. You can prepare a reaction any time before the event triggering it happens, as long as you have a reaction available to spend for it. Prepared reactions take place immediately before the triggering action, and may prevent the target from carrying out the triggering action -- but this is not always the case! Generally speaking, a reaction prepared to thwart a particular special attack (such as the aforementioned Dodongo example) is hard for the enemy to defend against or recover from, since such actions exploit openings inherent in those attacks; however, such openings may not always be present. For example, you could prepare a reaction to attack an enemy if it tries to attack you (simply with a standard attack). In this case, while you could certainly make your attack, the enemy could still use a reaction to defend itself, and assuming it survives your prepared attack it may still be able to continue with its intended attack against you. Prepared actions can only be used against techniques/spells, saying "I cut him if he steps near me," leads to stand offs so base actions can't provoke a prepared action due to their mutability.

A note on Protecting: You can occupy the same square as one other ally. In this case, the actual effects of each reaction need to be clearly specified. Only block removes threat from a square. Parry does not nor does dodge. If your square is attacked and you dodge, whoever was also in that square must defend or get hit; but if you block, your ally does not need to spend an action defending.

MOVEMENT AND POSITIONING

Distances in this system are measured in meters, with combat spaces measured in squares 2 meters to a side. Each race will have a stated movement speed, which indicates how far an individual of that race can move in a single action (without additional modifiers, such as sprinting). The typical baseline speed is 6 m (3 spaces). A character can sprint by spending 1 stamina, doubling their movement speed for a single action.

Two allies can share a space together, but fighting in such close quarters imposes penalties to their ability to attack. These penalties are based on the size of the larger character. If the larger character is Small, both parties receive a -1 to all attack rolls. If the larger is Medium, they take -2. And if they are Large, a -3. If the largest is below Small, they take none, and if they are above Large, they are incapable of sharing a space with any one. Certain techniques can't be performed if a space is being shared, however others can mitigate these penalties, or even turn them into an advantage.

Cover plays a role in the midst of battle. There is mild cover (1), medium cover (2), heavy cover (3), and complete cover. If you are using cover less than complete, you gain that many dice to defend with and lose that many dice to attack with. The exception is complete cover. You cannot be attacked and you cannot attack while in complete cover with the exception of attacking the cover. cover must be between you and your opponent somehow for it to be used.

KNOCKBACK

You can spend an action attempting a knockback on an adjacent opponent. The roll is Brawn + your size modifier vs Guts + their size modifier. On a success, they are knocked back one (1) square. They can choose to take 1/4 H damage to roll an extra dice, this can be done as many times as they have points in Brawn. Certain static effects all roll against Guts+size, you cannot take damage for extra dice in this case. If your hands are free, this check can be used to move them to any adjacent square.

GRAPPLING

Anyone can grab onto and wrestle with a foe; it doesn't take any sort of special technique. Here's how you handle the various actions involved in grappling:

- **Initiate a grapple (1 action):** Make an unarmed Melee attack. If you hit, instead of dealing damage, you successfully grab hold of the opponent and move into their space. Both you and your opponent are now Grappling each other.
- **Release a grapple (free action):** If you initiated the grapple, you can release your opponent on your turn as a free action, ending the grapple. You and your opponent are now no longer Grappling each other, and you move out of the opponent's space into an available adjacent space of your choice.
- **Maintain a grapple (2 actions):** Continue the grapple.
- **Escape a grapple (2 actions):** If you did not initiate the grapple, you must somehow get free of your opponent's grip. You can attempt to do this by either overpowering your opponent to break out (a Brawn check) or by wriggling free (an Agility check). In either case, your check is opposed by your opponent's Brawn check; if you win, you end the grapple. You and your opponent are now no longer Grappling each other, and you move out of the opponent's space into an available adjacent space of your choice.
- **Move the Grapple (1 action):** Whether you initiated the grapple or not, as long as your opponent is at least light enough for you to push or drag (Weight no greater than 1 + your Brawn), you can attempt to move both yourself and your opponent by making an opposed knockback check to move one square.
- **Climb while grappling (1 action):** If you are smaller than your opponent and initiated the grapple, you may make an Agility check opposed by their Brawn to grapple them at a different square they occupy
- **Attack your opponent (1 action):** You may make an opposed Brawn check to utilize a held item against your opponent, an unarmed strike being a pin. You can only do 1/2H damage, but on successive turns, you may maintain the damage unless they, on their turn, break your attack the with their own opposed check.
- **Defending while grappling (1 action)** You can dodge or block, without moving, but your grappling opponent adds his grapple check to the attack. The attacker is firing into mild cover if the other grappler is smaller or equal size, heavy cover if the other grappler is larger.

- **Cost of Grappling :** After every grapple check, whoever netted lower successes loses that much SP. If one of the grapplers runs out of SP, they automatically lose all checks and the other loses 1 SP per round. When both grapplers have no SP, grappling ends, and a melee check is made to see who is pushed from the square to an adjacent square of the loser's choosing. In case of a tie, the check is repeated.

STATUS CONDITIONS

Various effects might impose negative conditions on a combatant. The following are status effects that have been defined so far:

- **Stunned:** A character that flinches (such as when hit by a Heavy weapon) or is knocked down is considered stunned and loses 1 action on its next turn. This can layer however for up 3 stuns total, essentially being stunned for a whole turn. Stun goes away on its own, however there are effects that can absorb some stun.

- **Fatigued:** A character that is out of their element for too long can become Fatigued. This means an additional 2 SP for all techs and they can no longer roll for Athletics or Acrobatics. However there are effects that can remove this status for a time, but generally just leaving the area does that.

- **Tired:** A character that has ran out of Stamina has become tired and must spend a round of turns to rest. This counts as 3 actions of rest and refills the bar as such. However there are effects that can lower the amount of stamina certain actions use or increase the amount refilled when one rests.

- **Knocked out:** A character that has had all of their hearts depleted and are on their Final Heart is Knocked out. Only by recovering a piece of heart can they regain consciences. There are some effects that only activate when a character reaches this point.

- **Stuck:** A character that is grabbed or falls into the wrong environmental hazard becomes stuck. They can still perform all their usual actions however they can no longer move. Characters can be unstuck by allies, or spend an action to free themselves via a Brawn check or Agility Check.

- **Sleeping:** A character that is sleeping can't do anything till they are woken up or the effect that put them to sleep ends, however just about anyone can wake an ally up.

- **Jinxed:** A character that is cursed or jinxed by certain enemies can no longer lift their weapons. Only Tools can be wielded freely. Jinx goes away on its own after 3 turns, however there are effects that can remove it before that.
- **Blinded:** A character that has been blinded by enemies or an environmental hazard no longer has the ability to aim and must make a perception check before attempting to move or attack. Blind will go away on its own after three turns, but can be removed earlier by various other effects.
- **Deaf:** A character that is deaf can only roll half dice for perception rolls. For all non mechanical uses, they are still deaf. Temporary deafness goes away after three turns.
- **Mute:** A character that has been silenced by magic or made mute by other effects cannot verbally communicate with other players, NPCs, or cast verbal spells. Mute will go away on its own after a set number of turns described by the muting effect, but can be removed earlier by various other effects.
- **Confused:** A character that has been confused by an effect or hazard loses control of their balance and must make an Acrobatics roll against confusion before each attempt at movement or attacking. A failed roll leads to being stunned for that action. Confusion will go away on its own after 3 turns, but it can be removed earlier by various effects.
- **Enraged:** A character that is enraged by an effect must use an action every round to attack if able. It doesn't matter if it's an enemy, an ally, or the dirt so long as an attack is made. Rage will go away on its own after 3 turns, but can be removed earlier by various other effects.
- **Poisoned:** Poison is a special case status effect. It's complex in that it can be crafted to effect any number of characteristics. It is a serious infliction that lasts after battle for upwards to an hour, but can still be removed earlier by various other effects and antidotes. Poison is also the only status effect that can be fought off when first struck with it. A roll of your Guts + Survival vs the poison source's Smarts (assuming it has any) + the Grade of poison will determine if the poison has any effect.

POISON

Applying poison to a weapon, or anything appropriate, takes 1 action and lasts for 1 use or until end of combat. Standard poison loses its potency after 1 hour of exposure. The effects of poison are resisted by Guts+Survival against Smarts+Lore, determined at time of crafting. Effects range from; movement restriction, health damage, stamina damage, mana damage, to dice penalties. Powerful poisons would require hand crafting or a special license of sorts to acquire, to prevent early players from getting the best stuff in a reasonable manner. Also, if bosses can't shrug poison off and laugh at them, you're probably doing something wrong.

TEAM RULES

Groups often act together, as such they take all of their actions simultaneously. Unless there is inter party conflict, which should always be avoided, players will always act as one team. Normally, all enemies are working together as the other team. Any action can be banked to be used as a reaction. All attacks during the same action occur at the same time, so one dodge reaction would apply to all of them. Block and Parry of course apply to all attacks, regardless of which action. For purposes of targeting, a character who spends the action moving, not dodging, is considered to exist in every square he traverses during that action.

Spells are cast during the action, or actions, needed for them, and resolve at the very end. So, imbuing a friendly's attack would imbue their attack on the next action. And casting a complex spell means it is cast on the last action needed.

This shifts the flow of the battle to favor the smaller team, since players will be outnumbered by mooks and will outnumber the boss.

As a quick example, A and B are fighting X. A banks his first action while B imbues his attack with magic. Action two A attacks and B retreats. Action three B banks and A moves. Then it is the enemies turn. X attacks A, moves after B and banks his action. And so on.

GENERIC COMBAT EQUIPMENT STATS

Weapons can be classified according to size, with larger weapons dealing more baseline damage. The weapon categories and the damage they deal are, from smallest to largest:

- Weightless (0H) -- tools.
- Miniscule (1/4H) -- eg, small knife
- Tiny (1/2H) -- eg, dagger
- Small (3/4H) -- eg, short sword
- Medium (1H) -- eg, long sword
- Large (1+1/4H) -- eg, hand and a half sword
- Hefty(1+1/2H) -- eg, Biggoron Sword
- Massive(2H) -- eg, Nearly a Buster Sword
- Huge(2+1/2H) -- eg, a Buster Sword
- Colossal(3H) -- eg, Ganon's Castle Destroyers

The effort necessary to use a given weapon depends on your size relative to it. The largest weapon that a Hylian can use one-handed is a Medium weapon; a Kokiri or Deku, being smaller, can only use Small weapons or smaller one-handed; Gorons, being larger, can use Large weapons comfortably in one hand. Weapons one size larger than your one-handed weapon size (for a Hylian, Large weapons) can be wielded two-handed as Melee weapons, and weapons two sizes larger than your one-handed weapon size are considered Heavy weapons. You can't wield any weapon that is more than two sizes larger than your maximum one-handed weapon size.

Note that the damage values listed for each weapon size are merely baseline values for a typical, average-quality weapon of that size. Particularly high- or low-quality weapons may deal more or less damage than others of their size. For example, the Master Sword would likely deal 1+1/2H, despite being a Medium weapon, whereas a wooden sword (also a Medium weapon) might deal only 1/2H.

Heavy weapons (those that are two sizes larger than the biggest size you can wield one-handed) always use the Heavy skill rather than the Melee skill. As noted above, it takes 2 actions to attack with a Heavy weapon, and you can't dodge or counterattack when using a Heavy weapon. The sweeping, two-handed overhand swings used to attack with such a large, unwieldy weapon carry considerable force -- enough force, in fact, that it can momentarily disrupt the

enemy's movement. If an attacker scores at least one success with a Heavy weapon attack, the target flinches (loses 1 action on their next turn). Cancellation of successes from a Heavy attack by dodging or parrying can prevent this effect if all successes are cancelled, but successes in a Heavy attack roll cancelled by blocking only prevent damage, and do not negate the flinching effect of the attack. This effect is more a product of the way the weapon is swung rather than any properties of the weapon itself, so a given weapon may cause flinching when used by a smaller wielder (as a Heavy weapon) but not when used by a larger wielder (as a Melee weapon).

Armor and shields provide a static Damage Reduction in damage taken from each attack, as indicated below. You cannot negate all damage through damage reduction, you will take at least $1/4H$ from every successful hit. Additionally, each suit of armor has an Encumbrance rating. If the armor's Encumbrance is less than or equal to your Brawn score, it's considered light armor for you, and you can move about in it freely.

- Cloth Armor: $-1/4H$; Encumbrance 0
- Leather Armor: $-1/2H$ Encumbrance 1
- Chain Mail: $-3/4H$ Encumbrance 2
- Plated Mail: $-1H$ Encumbrance 3
- Full Plate: $-1+1/2H$; Encumbrance 4
- Armor must be made for your race specifically
- Small Shield: $-1/4H$: Small
- Medium Shield: $-1/2H$: Medium
- Large Shield: $-3/4H$: Large
- Tower Shield: $-1H$: Hefty, minor cover

Adds an Encumbrance if above your standard main hand weight. Being encumbered results in : 1 less move speed per action, -1 to dodge, -1 bouyancy, +1 against knockback. You are treated as being a size larger than you are to outside effects.

MAGIC

There are three main types of magic in Legend of Zelda. Arcane Magic, which is a generic toolbox of effects to represent the powers of various magicians and items, effects can be creatively combined but there are rules, and an effective upper limit to power. Wave Magic, which is generated through the melodious use of enchanted instruments, this is akin to divine magic and has rules but no upper limit to power. And finally, Narrative Magic, which represents the power of unique items such as masks and the Master Sword, Narrative Magic has no rules but what the Sage gives each specific effect and no upper limit to power.

ARCANE MAGIC

Arcane magic in this system may be either inherent (spells learned through study or drawing on innate power) or evoked from items. There is no functional difference between the two form -- in fact, any magic effect may be had as either an item or an inherent spell interchangeably, according to whatever the [Sage](#) and/or players prefer. Regardless of whether it's inherent or item-based, the spell consumes MP, involves a Spellcraft skill check, and must be obtained in-game in the same fashion that one obtains items. Spells are to be handled in much the same way as items such as a boomerang or hookshot -- they are significant acquisitions that give the character entirely new abilities that are vital for overcoming the challenges that bar one's advancement. Inherent spells may be obtained in the form of a physical item (such as a scroll that can be studied to learn how to use the spell, or a magic crystal that imparts the ability to use the spell), but might also be obtained through other means as well, according to [Sage](#) and/or player preference.

A mage must have his hands free when casting spells. One (1) for a simple spell, one (1) effect, or both for an advanced spell, two (2) or more. There are some items that do not interfere with casting spells, while there are others, rarer still, that will enhance inherent magic when held.

Each spell can be classified as either simple or advanced. Simple spells can be used as an off-hand attack, just as a second weapon in the off-hand can be used for a second attack in the turn; using a spell in this way imposes a -1 penalty to your Spellcraft check for that spell (just like an off-hand attack imposes a -1 penalty to your attack roll). Simple spells can also be used to make counterattacks (though this is of course still subject to the usual limit on attacks per turn).

Advanced spells cannot be used to make off-hand attacks or counterattacks, because their use requires too much concentration to allow for such quick application. The range for an advanced spell is the range of the base spell.

The current Spell List is actually an effect list to be treated as a spell creation toolkit. A spell is simple if it uses only one effect. It is advanced if it applies multiple effects. Not all effects can be combined but that depends entirely on how creative a character is in how he explains the intended effects. For example, Imbue Fire and Imbue Ice should cancel each other, unless the character casts it as an antipode type deal. This is to encourage creativity, but can quickly be broken. To balance this and prevent players from going 'I CAST MY UNSTOPPABLE INVILIBILE ILLISIONAIRY ANTIPODIC CHAIN OF SHOCKWAVE LIFT' Casting a spell as a combination of effects uses an action for each effect. MP totals when combining effects. Items can have as many effects applied to them as the Sage sees fit.

To clarify how targeting works on advanced spells, one effect is the base spell. The base spell's targeting is used. All other effects occur at the squares targeted by the base spell, but if the other effects target less than the base spell then their effects are halved. For example, applying Blast to Radiate does not quadratically scale Blast.

There are six Elements, each with unique effects.

- Fire : X damage next turn due to burn
- Ice : X actions worth of stun as knockback
- Electricity : X piercing damage
- Light : X damage as AOE
- Shadow : X dice to next defensive action
- Spirit : X dice to next offensive action

Some Spells have X in their mana cost. X is not decided on the fly, it is decided when the spell is earned. X can only be an integer. You cannot skip a spell value, in other words, to get Missile 4, you need Missile 1, Missile 2, and Missile 3.

CASCADE CASTING

After casting a spell, a player can declare a cascade. The next turn, they can cast a spell of total mana cost less than the first spell, for no mana. The next turn, they can cascade again, casting a spell of less cost than the second's normal cost, for no mana. The cost of doing this is an accumulated stun. The process can be repeated turn after turn until three (3) stuns have been accumulated, at which point the player loses a turn and must pay to cast once more. If the player ends the cascade early, they must still take the accumulated stuns.

WAVE MAGIC

Wave Magic Songs are a very powerful and world changing effect of magic brought about through music, hence the term Wave Magic. Magic songs must be played through an instrument in order to bring about their effects and the cost is in the actions needed to perform the song. While performing, you can do nothing else for your actions, this makes combat songs very difficult, but if you succeed, they are the majority of the buffing magic in the entire system. Some songs can go on for as long as they are needed in order to sustain their effect. To succeed in a song, you must roll Wits+Instruments and get at least as many successes as there is duration in the song or the song fizzles. There is no bonus to excess successes.

The specialty of Wave Magic is in Harmonics. Multiple performs can join together to perform the song. One person leads the song and is the base of the successes. The others must roll a 5 or a 6 in order to add a success to the overall score, and the duration of the song increases by one with each person.

NARRATIVE MAGIC

Narrative Magic A lot in the Legend of Zelda universe is just plain old magic and can't be explained, of if it can, would bog this system down beyond use. It's much simpler to just have a type of magic with no rules. So, masks and certain items just have explanations of what they do and the Sage has to do their best to keep them under control.

SITUATIONAL RULES

These rules are for special situations and don't have their own place yet. They're also not set in stone yet, so they might change.

LEARNING

Pay for training from someone with at least two ranks more than you in the related skill and they can teach you their technique/spell/song. A general price guideline is thus, 30r/MP, 30r/SP, 20r/action. Action cost only applies to songs. 0 cost techniques are Traits, and handed out by the Sage at their discretion. Players can't teach other players.

Find an ancient tome crafted by someone with at least one more rank than you in the related skill to learn the technique

Trial and Error. You can attempt any technique you don't know, but you can't roll more than half the dice you would roll if you did know the technique. If you succeed with the tech, and were rolling with your virtue bonus, then you've taught yourself the tech

ENCHANTING

The current model for enchanting a magical item is as follows. $Cost = A(|Z-X|)^E + B + AZ$. Where A is the training cost, currently 20r/MP, Z is the total mp cost if the effects were to be cast, X is the cost to activate the item, E is the number of effects applied, and B is the cost of materials such as the sword being enchanted. The example items have been priced with this system. You can only enchant the lowest rank version of a spell. (No permanent Imbue Ice 3!)

FALLING DAMAGE

1/4H per square fallen beyond your Acrobatics+Agility, none if you land in water or something similarly soft

BREWING

Given the ingredients and the recipe for a brew, any player can craft the potion or poison. Given an unknown ingredient and experimentation is needed. A bottle can hold up to three parts.

Each ingredient takes up one part. Every active ingredient has an extraction method, ranging from raw to boiling or using acids, and often have denaturing conditionals and how much they can be diluted. If you meet the extraction method, don't denature it, and have not over diluted it, then the brew achieves the effect of all ingredients. Smarts+Lore is rolled to see what denatured the ingredient, successes needed being determined case by case.

To reduce dilution, the last part added can be decanted off or water can be boiled off. Boiling an acid or a base will reduce the brew by a part, but the pH of the solution will remain.

Ingredients should be custom constructed for the party in order to keep the restrictions secret. Once they have been discovered, players need only find the ingredients and the time and they can make it again.

MOUNTED COMBAT

Mounted Combat still follows basic three action combat. Instead of standard move actions, you move your mounts current speed during every action, unused actions trigger. Your movement can be; moving at your current speed, accelerating to standard speed, decelerating to a stop, sprinting at double speed, or regenerating your mounts stamina (akin to carrots in OoT). The major restriction on movement is turning, you must move in the forward direction relative to your last movement. This is such that you cannot make a 90 degree turn in one action. To jump an obstacle, you must spend the action going straight, otherwise the mount will rear and knock you off. The amount of dice rolled for any skill while mounted cannot exceed the riders ranks in Riding.

If the mount is pulling a cart or something similar, the cart threatens all adjacent squares for weight dependent damage, and takes as much itself.

UNDERWATER COMBAT

Underwater combat follows basic three action combat with three changes; dice and movement penalties, drowning, and buoyancy. The current penalties for being in water are; half movement, -2 dice to attacking, -2 dice to dodging, -2 dice to parrying, and no item use. Racial, magic and other effects can all modify these, such as being a Zora, or underwater bombs. You can spend a number of rounds under water equal to your guts before needing to make a survival roll every round, the difficulty increasing by 1 each time. If you fail the survival you take 1/2H

damage. Buoyancy dictates how far you drift up or down during a round. Being encumbered by your armor adds a -1 to your buoyancy. Non-encumbering armor gives a buoyancy modifier of 0. Cloth armor or less gives a buoyancy modifier of +1. A heavy weapon gives a modifier of -1. Racially greatly impact buoyancy; zora can set their modifier from -1 to 1, while gorons have a natural buoyancy of -5. For simplicity, it is recommended that underwater combat take place in vertical zones. Vertical movement eventually moves a character from one zone to the next, but zones not levels determine if you are near enough to attack.

FLYING COMBAT

Combine the rules for mounted combat and underwater combat, giving mounts an adjustable buoyancy affected by the weight of the load. And removing the various action penalties. Buoyancy only applies if there is drag or lift, otherwise you have -9.81 buoyancy.

LOST

Finding your way through changing forests, shifting sands and strange currents is a common challenge in the Legend of Zelda series. Navigating through confusing terrain uses 'Found' landmarks to keep track of your position. Confusing terrain has a difficulty rating, range, attached to it, going from 1 upwards, lower being more difficult. The range is equivalent to squares away from the land mark as a unit. Every range unit away from a Found landmark is 1 success needed on a Wits+Survival check to not become lost that round (does not happen during combat) and end up at the start or an appropriate landmark. Once a landmark is found, a path between it and the last land mark is Found, and travel between the two does not require a check, this does not occur for accidentally found landmarks. If you are within the first range of a landmark, you are considered to be Found. If you are within the first range from an ally who is Found, you are Found, regardless of distance to landmark. An ally's range does not extend beyond one unit. Examples: Lost woods would have a range of about 3, while Hyrule field would have a range of about 100.

STEALTH

There is a table of modifiers for situational changes. You can't be targeted except by area of effect attacks if you have not been spotted. Attacks from stealth can't be reacted to, but if the target survives you are instantly spotted by him. Line of sight is determined by what a straight line from the hider to the searcher intercepts. Being in shadows counts as cover.

- Guard Modes
 - Casual searches once on his turn
 - Alert will save an action to use searching during the hider's turn.
 - Alarmed will seek out the hider, searching on his turn, and on their turn.

A guard moves up a mode after a successful perception check or seeing clear evidence of an intruder. The hider has been spotted when an Alarmed guard passes a perception check. Modes infect guards adjacent, the infected guard takes 1 full turn to change modes. Modes go up, resetting the next day. Modes can start however high the Sage wants, but a full garrison is difficult to keep alarmed.

WEAPON MODULATION OPTIONS

There are many types of weapons that are wielded similarly. Sets of modulations that can be performed on a weapon are as follows. (more may be added) Drop two (2) Standard damage (cannot go below 0), add one (1) Piercing damage. (Piercing damage deals damage first and ignores damage reduction. Example, 1 Piercing and 4 standard versus 2 damage reduction means 4 points of damage is dealt, because 1 DR goes to Piercing and the other nullifies a standard)

On a given weapon, 1/2H of damage can be sacrificed to make it a finesse weapon. You roll Agility rather than Brawn when using an finesse weapon.

ENVIRONMENTALS

(m) denotes a mild hazard, (s) denotes a severe hazard

1. Dim Light (m) gives -1 to all rolls
2. Darkness (s) Dim Light, -3 to all combat rolls and Perception
3. Light Debris (m) cannot sprint (knee deep water or similar)
4. Heavy Debris (s) cannot sprint, cannot dodge, all movement is at -1
5. Gust (m) all ranged attacks take -2
6. Gale (s) all ranged attacks miss, all movement is at -1, constant knockback check at speed of wind
7. Rain (m) -1 to Perception
8. Storm (s) Light Debris, Gale, Rain, rare chance to be struck by lightning for 1H piercing 1H and 1/4H radiated
9. Mist (m) -1 to Perception
10. Fog (s) -3 to Perception
11. Extreme Heat (m) Fatigued, considered to be (s) if encumbered, if (s) 1/4H piercing per turn exposed
12. Extreme Cold (m) Fatigued, considered to be (s) if not encumbered, if (s) 1/4H piercing per turn exposed
13. Hazardous Air (s) 1/4H piercing per turn exposed

SEARCHING

Every area has its own, appropriate drop table, that should be d6 capable. If a player is searching an area, they roll Smarts+Survival as normal d6, not looking for successes. Each roll is then referenced to the table independently to determine what was found. You can search a room twice, a quick once over and an in-depth hour long search.

SAILING

There are a couple main things to keep track of when in the midst of naval combat. And if they are just on a boat, well you don't really need to, but you can. The state of the ship is the most directly controlled aspect of sailing. Whether you are using oars, and the state of the boom. You also have to take into account the wind direction and intensity, along with that of the water. The oars are used to double the speed of the ship, at the cost of stamina the same as a sprinting mount. The ship can't turn at full boom.

Water flows in one of the cardinal directions, with an integer speed representing the flow rate per turn. This is rolled as a knockback check against the size of the ship, the Brawn of the ship is also rolled if oars are out. If the knockback check is lost, the ship drifts that far with the water. This knockback check cannot be flubbed. A waterspeed of 4 is average.

Wind acts the same as water, but in an independent direction. At closed boom, the wind does not affect the ship. At half boom, the speed of the wind is unmodified. At full boom, the speed of the wind is doubled. The ship cannot sail directly against the wind. When tacking against the wind, half the wind speed is used. When travelling perpendicular to the wind, the wind speed is doubled. Else the straight wind speed is used. The net speed is capped at the speed of the ship. A windspeed of 3 is average.

When challenged with a sailing challenge, such as threading between rocks or reading the water, you roll the minimum between Riding and Lore

TECHNIQUES

Technique name	Description	Conditional	Cost (sp)
For Movement...			
Serpentine	-1 Speed, +1 DD against Ranged attacks	Sprinting	1
Running Jump	Acrobatics +2	Sprinting	1
Fast Climb	Climb at full movement.		2
Wall Jump	Can perform jumps from walls	Agility 3	0
Fast Swim	Swim at full movement.		2
Wall Walk	sprint two squares up a wall		4
Water Walk	Walk across water for one action	Size Small or less	2
For Blocking...			
Shield Bash	Attack with an equipped shield to Stun 1		1
Improved Shield Bash	Shield Bash also initiates a knockback check	Have Shield Bash	2
Protective	Shields +2	Sharing a square	0
My Sword is My Shield	Can roll Block with just a weapon, no Damage Reduction however.		2
For Dodging...			
Back Hand Spring	Dodge becomes 2 squares back.		1
Side Jump	Dodge becomes 2 squares left or right.		1
Do a Barrel Roll!	Dodge becomes 3 squares left or right.	Have Side Jump	2
Heavy Dodge	Dodge with a Heavy weapon equipped.		2
Helm Skip	Dodge behind the attacker		3
Skyhook	Dodge with half DD to deal 1/2H damage on success. Counts as an attack.	Melee Only	3
For Parrying...			
It's Not That Heavy!	Parry a Heavy weapon with a Melee weapon.		2
Open Palms Parry	Can Parry with hands when Unarmed.		2
For Other Reactions...			
Hit the Deck!	Spend a Reaction diving to the ground to halve AOE damage. Stun 1 to you.		1
Hold the Line	Counterattack an enemy entering		2

	your Range, they can defend		
Counter Sweep	Can Counterattack with a Heavy Weapon.		0
For Engaging...			
Jump Attack	Jump forward 1 space, and threaten the next square.		2
Roll Attack	Move forward 2 spaces, and attack the next square.	Have Jump Attack	2
Dash Attack	Attack without taking an action	Sprinting	4
Brawling Techniques			
Cleave	Threaten 3 continuous, adjacent squares.		2
Down Thrust	Jump down to a threatened square, half OD, double base damage		2
Forward Thrust	Attack as though the weapon had Reach. Heavy weapons lose their stun, Requires 2 actions.		2
Fatal Blow	gives +1/2H damage per Stun on target		3
Feint Attack	2 actions, ignore DR from shields		1
Spin Attack	Threaten all adjacent squares	Not sharing a square	5
Great Spin	Threaten all adjacent squares, your attack gets Stun 1. Requires 2 actions	Not sharing a square, have Spin Attack	5
Hurricane Spin	Threaten all squares in Proximity 2. You are subject to Stun 1. Requires 3 Actions	Not sharing a square, have Spin Attack	5
For Melee Weapons...			
Quick Draw	Draw a non-Heavy weapon without taking an action.	Melee weapons only	0
Flourish	Put away a non-Heavy weapon without taking an action	Melee weapons only	0
Double Slice	Attack a second time with your weapon with a non heavy weapon	melee weapons only	2
Triple Slice	Attack a third time with your weapon with a non heavy weapon	Have Double Slice, melee weapons only	4
Double Cut	Attack with both weapons as one.	Dual Wielding only	3
For Heavy Weapons...			
Horse Slayer	Attack mounted foes to knock them off their horse.	Heavy weapons only	2

Broadside of the Sword	Attack initiates a knockback check, no stun	Heavy weapons only	1
Burst	Can perform a Heavy attack with one Action.	Heavy weapons only	4
For Unarmed Combat...			
Fisticuffs	Gives +2 OD to unarmed attacks.	Melee 4	0
Boxer	Gives +¼ H damage to unarmed strikes.	Brawn 3	0
Throw	Can Throw a grappled opponent after a successful move check		2
Wrestler	+2 to all Grapple Actions.		1
Pick Pocket	Unarmed attack to instead pick their pocket		2
Trip	Stun 1 on unarmed strike		2
Two Hit Combo	Attack a second time unarmed		2
Three Hit Combo	Attack a third time unarmed	Two Hit Combo	4
Disarm	If empty handed, take adjacent enemy's weapon on successful unarmed strike		5
Suplex	Unarmed Counterattack moves target behind you		5
FIST	Double your unarmed damage		3
Mana Lock	Target can't use MP for one turn. Half OD		1
For Ranged Combat...			
Quick Aim	Perform an unaimed shot with 2/3 OD		1
Dead Eye's Aim	Perform an unaimed shot with 3/4 OD	Have Quick Aim	2
Strafe	Move 1 square between Aiming and Firing		1
Arched Shot	Penalty for attacking through Mild Cover is ignored	Ranged 4	2
Trick Shot	Bounce thrown projectile off a wall at no penalty	Thrown weapons only	2
Double Shot	Attack twice, half OD, half Range		2
Double Load	Attack twice, half OD, half Damage		1
Overdraw	at half Range, attack for a +1/2H		1
Pinning Shot	Inflicts Stuck, attack is at -2 OD		1
Bleeding Shot	1/4H damage per turn for two turns		3
Piercing Shot	Threaten all enemies sharing the target square		3
Ricochet	All extra success are applied to an adjacent enemy to the target as an		3

	attack		
For Magic...			
Simplified Spell	Advanced Spells with 2 Effects only use 1 Action		4
Magic Words	Cast a simple spell using only your voice		4
For Other Items...			
Fashionable	Composure +1	Wearing a mask	0
Bombadier	OD +1	Using Proximity	0
Situational...			
Behind You!	OD +1	Across an enemy from an ally	0
I've Got Your Back!	DD +1. Negates shared space penalties.	Defending an ally	0
Close Combat	Negate all shared space penalties.		0
Beast Techniques			
Rip	Disarm target on successful attack	Non humanoid only	2
Tear	Stun for one action, target can't move on their next turn	Non humanoid only	2
Track	Follow any scent using Lost Rules	Non humanoid only	0
Pounce	Grapple onto target, automatically doing unarmed damage	Non humanoid only	2
Shred	Spend three actions the turn prior to automatically succeed in attacking all adjacent squares	Non humanoid only	3
Sundering Techniques			
Mace Sundering	Sunder 1/4H DR from encumbering armor	Using a blunt weapon	2
Axe Sundering	Sunder 1/4H DR from a shield	Using an axe	2
Sword Sundering	Sunder 1/4H DR from non-encumbering armor	Using a sword	2
Spear Sundering	Sunder 1/4H DR from natural armor	Using a reach weapon	2
Dynamics			
Force of Will	Sacrifice 1H for 4 SP		1

Firmly Planted	Double DD on knockback checks.	Not sharing a square	1
Brutalize	If this attack kills the target, all nearby enemies must make a composure check or be Stun 1 due to fear		2
Parry One	Equip and Parry with readied melee weapon in 1 action		1
Bushido	Equip and Attack with a readied melee weapon in 1 action		3
Team Techs			
Lock Shields	Combine Block DD with allies in the same square, sharing this tech	Ally has Lock Shields	1
Vault	Add Brawn to an ally's acrobatics check to leap further		2
Shift	Switch squares with an adjacent ally	Ally has Shift	1
Piercing Strike	Attack simultaneously to negate all defenses but dodge.	Ally as Piercing Strike	2
Battle Cry	Gives +1 to all allies OD for 2 turns		1
Cry of Warning	Gives +1 to all allies DD for 2 turns		1
Aura of Courage	Composure +1 to all allies		1
Guardian	Can Block or Parry for an adjacent ally		2
Mounted Techs			
Hijack	Perform an opposed Acrobatics vs Riding, then an unarmed attack to dismount a rider and take his mount. Either failure knocks you off		3
Trample	Overrun a smaller target for 1/4H per size of your mount		2
Racials			
Goron Roll (Basic)	Use an action to ball up. Only able to move straight, but movement speed is tripled. Hitting anything stops movement. Spend an action to unball. Damage done is unarmed damage		1/sq
Goron Roll (Advanced)	Goron Roll now moves by mount rules, does unarmed damage on impact.	have Goron Roll (Basic)	2/sq
Goron Roll (Mastered)	Threatens all adjacent squares and is enchanted with Imbue Fire 1.	have Goron Roll (Advanced)	2/sq 2mp/sq
Flight (Basic)	Use an action to fly up straight half your movement round up in spaces, then glide down for your whole		2

	movement if unencumbered.		
Flight (Advanced)	Use an action to fly your total movement in any direction if unencumbered. Else, glide relative to weight	Have Flight (Basic)	2
Burrowing (Basic)	Use an action to dig a hole to hide in. Cannot attack or move in a hole, but does not take damage from physical attacks. Use an action to get out.		1
Burrowing (Advanced)	Can perform an Unarmed Attack in leaving the burrow	Have Burrowing (Basic)	2
Spit Attack (Basic)	Ranged unarmed attack. Range 5		1
Spit Attack (Advanced)	Can now fire other Mystical seeds and nuts as ammo. Can be used as an off hand attack.	Have Spit Attack (Basic)	2
Soulbond	Sacrifice 1/3 of your base health, rounded low, to bond with another using this tech. You cannot lose your Final Heart until your partner is also on his Final Heart. Lasts 1 hour		8
Social Techniques...			
Briber	You always know how much is needed to bribe someone		0
Brown Noser	You always know what to compliment a person on		0
Cultural	You are not treated worse for your race		0
It takes one to know one	You recognize people similar to yourself		0
Deceitful	Can usually tell if someone is lying to you		0
Haggler	Discounted prices		0
Charming	People are more attracted to you than normal		0
Taunt	Everyone pauses to watch your taunt when you make one		0

ARCANE SPELLS

Spell Name	Spell description	Cost (mp)	Range
Missile 1	1/2 H damage to 1 target	1	Range 5
Missile 2	1/2 H damage to 1 target	2	Range 10
Missile 3	1/2 H damage to 1 target	3	Range 15
Missile 4	1/2 H damage to 1 target	4	Range 20
Blast 1	1 H damage to 1 adjacent square	2	Touch
Blast 2	2 H damage to 1 adjacent square	5	Touch
Blast 3	3 H damage to 1 adjacent square	8	Touch
Radiate 1	1/4 H damage to all targets	2	Proximity 2
Radiate 2	1/4 H damage to all targets	4	Proximity 3
Radiate 3	1/4 H damage to all targets	6	Proximity 4
Radiate 4	1/4 H damage to all targets	8	Proximity 5
Ray 1	1/2 H damage to all targets in a cardinal line up to Range	2	Range 3
Ray 2	1/2 H damage to all targets in a cardinal line up to Range	4	Range 5
Ray 3	1/2 H damage to all targets in a cardinal line up to Range	6	Range 7
Lash 1	Deals 1/2H damage to target, ignores mild cover	3	Range 5
Lash 2	Deals 1/2H damage to target, ignores heavy cover	6	Range 5
Shockwave	knockback 1 sq	4	Proximity 3
Imbue Fire 1	change target weapon or spells' elemental type to fire, burns for 1/4 H next turn	1	Self or Touch
Imbue Fire 2	change target weapon or spells' elemental type to fire, burns for 1/2 H next turn	2	Self or Touch
Imbue Fire 3	change target weapon or spells' elemental type to fire, burns for 3/4 H next turn	3	Self or Touch
Imbue Fire 4	change target weapon or spells' elemental type to fire, burns for 1 H next turn	4	Self or Touch
Imbue Ice 1	change target weapon or spells' elemental type to ice, stuns for 1 action	2	Self or Touch
Imbue Ice 2	change target weapon or spells' elemental type to ice, stuns for 2 actions	4	Self or Touch
Imbue Ice 3	change target weapon or spells' elemental type to ice, stuns for 3 actions	6	Self or Touch
Imbue Lighting 1	change target weapon or spells' elemental type to lightning, adds 1/4 H piercing damage	1	Self or Touch
Imbue Lighting 2	change target weapon or spells' elemental type to lightning, adds 1/2 H piercing damage	2	Self or Touch
Imbue Lighting 3	change target weapon or spells' elemental type to lightning, adds 3/4 H piercing damage	3	Self or Touch
Imbue Light 1	change target weapon or spells' elemental type to light, does 1/4 H damage to all enemies within 5 squares of target	1	Self or Touch

Imbue Light 2	change target weapon or spells' elemental type to light, does 1/4 H damage to all enemies within 10 squares of target	2	Self or Touch
Imbue Light 3	change target weapon or spells' elemental type to light, does 1/2 H damage to all enemies within 5 squares of target	3	Self or Touch
Imbue Spirit 1	change target weapon or spells' elemental type to spirit, adds 1 dice to offensive rolls next turn	2	Self or Touch
Imbue Spirit 2	change target weapon or spells' elemental type to spirit, adds 2 dice to offensive rolls next turn	3	Self or Touch
Imbue Spirit 3	change target weapon or spells' elemental type to spirit, adds 3 dice to offensive rolls next turn	4	Self or Touch
Imbue Shadow 1	change target weapon or spells' elemental type to shadow, adds 1 dice to defensive rolls until next turn	2	Self or Touch
Imbue Shadow 2	change target weapon or spells' elemental type to shadow, adds 2 dice to defensive rolls until next turn	3	Self or Touch
Imbue Shadow 3	change target weapon or spells' elemental type to shadow, adds 3 dice to defensive rolls until next turn	4	Self or Touch
Elemental Defense	for 4 turns take half damage from called element	4	Self or Touch
Elemental Weakness	For 4 turns take double damage from called element	4	Self or Touch
Elemental Shift	Change an imbued elemental type to another	2	Range 5
Resist Fire	Take no Fire damage for three turns	6	Self or Touch
Resist Ice	Take no Ice damage for three turns	8	Self or Touch
Resist Lighting	Take no Lighting damage for three turns	6	Self or Touch
Resist Light	Take no Light damage for three turns	6	Self or Touch
Resist Shadow	Take no Shadow damage for three turns	4	Self or Touch
Resist Spirit	Take no Spirit damage for three turns	8	Self or Touch
Mighty Guard	Immunity to non-elemental damage for five turns	11	Self or Touch
Pull 1	Ranged knockback check, loser gets moved to the other	4	Range 4
Pull 2	Ranged knockback check, loser gets moved to the other	5	Range 6
Standard Rune	solidify any known spell into a rune covering the surface you are standing on. Triggers when it is broken.	2	Self
Proximity Rune	Solidify any known spell into a rune covering the surface you are standing on. Triggers when someone else stands on it	3	Self
Noise Rune	solidify any known spell into a rune covering the surface you are standing on. Triggers when there is shouting or similar intensity.	3	Self

Light Rune	Solidify any known spell into a rune covering the surface you are standing on. Triggers when there is direct light on it.	3	Self
Ancient Rune	Solidify any known spell into a rune covering the surface you are standing on. Triggers when it hears Ballad of the Goddess	2	Self
Hylian Rune	Solidify any known spell into a rune covering the surface you are standing on. Triggers when it hears Zelda's Lullaby	2	Self
Distortion Wave	For 2 actions, threaten all squares in a straight line, for 3, plot a rectangle starting with the caster, threaten all squares on the perimeter, for 1 stun. Gathers all minor items along its path	2	Range 10
Water Breathing	target can breathe underwater for 4 hours	2	Self or Touch
Hydrodynamic	Subject takes no penalties from being underwater and can adjust their bouyancy at will, if unencumbered, for 4 hours	2	Self or Touch
Feather Fall	take no damage from falling	4	Self or Touch
Levitate	Maintain Height until next turn	1	Self
Lift	Target accelerates upwards at a rate of 2 m per turn for 3 turns	3	Range 10
True Flight	Free three dimensional movement at move speed until next turn	10	Self
Fleet of Foot	Target moves double normal distance moving and dodging for 5 turns	2	Range 10
Flurry	You may defend as though you had an extra reaction, for 3 turns	3	Self
Barrier	Protective barrier negates the next heart of damage. Remains in effect until consumed.	6	Self
Endure	Target is immune to passive environmental damage for 4 hours	2	Touch
Incorporeal	Mass does not affect you for three turns	12	Self
Jump	Magically jump either 1 square up, and 3 in a direction, or 3 up	1	Self
Jaunt	Teleport to a sqaure within 5 squares, if unobstructed	2	Self
Block of Force	Create an invisible 8m ³ cube of sturdy force	4	Touch
Dispel	Makean opposed spellcraft check to cancel targetted magic	2	Touch
Chain	If there is a target within Range, deal half damage to them, if there is another target within Range of the current target, repeat until no damage is dealt. Cannot retarget	5	Range 3
Warp	Teleport you and all Touching characters to fully known location	3	Self
Waypoint	Mark area as fully known, know position relative to it	3	Self
Behold	Create an eye that you can see through, moves 2 m per turn. Active up to 200 m. Otherwise blind until spell is released at will.	4	Self
Bug	Create a bug that you can hear through. Active up to 200 m.	4	Self

	Otherwise deaf until spell is released at will.		
Illusion	Create a mundane illusion on a single square	3	Range 10
Illusion, greater	Create an extraordinary illusion on a single square	6	Range 10
Illusion, large	Create a mundane illusion on 4 squares	12	Range 10
Invisibility	Become invisible for three turns	6	Self
See Illusion	Ignore all illusion effects for three turns	3	Self
See invisible	ignore all invisibility effects for three turns	3	Self
Reversal	Reflect a projectile back at a target as an attack.	4	Touch
Dead Man's Volley	Spell starts at 1/2H damage, and 1 success to reflect. On a successful reflect, it adds 1/4 damage to the spell, if it was the caster who reflected it, it adds 1 success	2	Range 10
Half Spell	Regain half the initial mana cost, halve the effect of the spell	1	
Double Spell	Repay the initial mana cost, double the effect of the spell. Stuns caster for 1	1	Self
Double Cast	Cast a spell twice, paying the mana cost for the spell twice and the cost for Double Cast, in the same action	1	Self
Sleep	target falls into a non-magical slumber relative to successes	2	Touch
Entangle	enemy can't move for 4 turns	2	Range 5
Feather	Make objects in one square two levels lighter for 1 hour	4	Range 2
Anchor	make objects in one square two levels heavier for 1 hour	4	Range 2
Turncoat	Target is under your control until it wins an opposed check (Guts+Wits vs Smarts+Composure)	10	Touch
Clairvoyance	Get hint	1	Self
Distraction	Cause a mild distraction	1	Range 20
Cantrip	Do something completely useless in a magical manner	1	Range 5
Bend Structure	You must be in contact with a part of the structure. Violently change the shape of the structure in one square, threatening that square. Structure reforms if it can after the action	3	Range 5
Stalagmite	magically shaped structure appears in targeted square, threatening it. Remains as medium cover	3	Range 5
Note	leave visible writing that is only comprehensible to your intended reader	2	Touch
Read	comprehend any writing	4	Touch
Corrode	Everything in targetted square corrodes and oxidizes at incredible rates for two turns	2	Range 10
Magnetism	Target Square becomes strongly magnetic for 5 turns	4	Range 5
Darkness	Inpenetrable and unnatural darkness obscures all sight in designated area for 4 rounds	6	Proximity 4
Daylight	Illuminate area	2	Proximity 4
Persist	Double the duration of a spell	2	Self
Permanent	The spell does not end until dispelled or it ceases to have a target. Takes five turns to cast	17	Touch

Jinx	Inflict Jinx	2	Touch
Muddle	Inflict Confused	2	Touch
Flare	Inflict Blinded	2	Proximity 3
Sonic Boom	Inflict Deaf	2	Proximity 3
Mark of Rage	Inflict Enraged	2	Touch
Exhaust	Inflict Fatigued	2	Touch
Silence	Inflict Mute	6	Range 16
Enlarge	Increase size category by one, for five turns	5	Self or Touch
Minimize	Decrease size category by one, for five turns	5	Self or Touch
Knock	Find all hidden doors in current area	2	Self
Defenestrate	Eject target through adjacent window, there must be an adjacent window	3	Range 5
Phase	Temporarily cease to exist for one turn	2	Self
Spin	object rotates at high speeds	1	Touch
Pongify	Target becomes a Mook 1, size Tiny, until they would take damage, then they revert	3	Self or Touch
Crumble	Six target squares become Light Debris (m)	1	Range 5
Cloud	target and all adjacent squares have Mist (m)	1	Range 5
Bubble	target is immune to Hazardous Air for one hour	1	Self or Touch
Recall	Return all thrown weapons in the local area to you	2	Self
Distill	All matter suspended by water in target square seperates out	1	Touch
Transmute Rations	Turn organic material into edible rations	2	Touch
Shunpo	Teleport behind target	2	Range 5
Spawn	Create a rank 1 mook, size tiny. Only one at a time. Cannot do anything you can't.	3	Touch
Dark Sight	Ignore Darkness	2	Self
Curse of Arrows	Grants +1 to all Ranged attacks against target. Curse	3	Touch
Curse of Blood	Whenever target takes damage, they take another 1/4H damage the next turn. Curse	3	Touch
Curse of Fraying	Target must spend an extra 2 mp on all spells. Curse	3	Touch
Curse of the Lost	Target cannot search for anything. Curse	3	Touch
Obfuscate	Target sees an illusion of your design. Curse	3	Range 5
Repair	Fix a mundane item	1	Touch
Mimic	Enchant a mundane object to attack the next person to approach for 1/4H damage	1	Touch
Alarm	This glowing eye will screech if someone crosses it's path within one day	1	Touch
Backfire	The next time targetted magic item is activated, it instead deals 1/4H damage to the user	3	Touch

Transmogrify	Permanently change an unresisting target to another race.	40	Touch
Anchor Twilight	Open a standing gate to the Twilight Realm	45	Range 2
Arrest	Target cannot attack with their main weapon for three turns	10	Range 5
Memory Lapse	Target cannot cast Complex Spells for three turns	6	Range 5
Encumbrance	Target becomes encumbered by their armor for three turns	3	Range 3
Adrenol	Target is not encumbered by thier armor for three turns	3	Range 3
Float	Target recieves Bouyancy +5	1	Self or Touch
Ballast	Target has -5 Bouyancy	3	Self or Touch
Skite	Make yourSelf the target of the next applicable spell	2	Self
Kotake's Hangover Cure	Never feel the ill effects of a nasty hangover again with Koume's patented Hangover Cure!	40	Touch
Child's Hand	Apply 10 N of force to an object. This is equivalent to 1 Brawn.	1	Range 10
Giant's Hand	Apply 10,000 N of force to an object. This is equivalent to 5 Brawn	20	Range 5
Doppelganger	Create a duplicate of the target that will assault the original.	30	Touch
Map	Reveal the general layout of the surrounding area	12	Self
Theatrics	Comes with fireworks, a musical piece, and back up dancers.	30	Self
Dance Party	All targets must dance, losing 1 SP per non movement action. Lasts ten turns	12	Proximity 6
Zalgo	OH GOD WHAT IS THAT. Roll for SAN damage.	10	Range 5
Raise Dead	Bring a person back to life as a Stalfos	30	Touch
Melancholy	Target does not restore anything from extended rest. Curse	6	Touch
Viscos	Temporarily alter the viscosity of target liquid, relative to size of target	1	Touch
Power Aura	Appear to have the virtue of Power for one hour	1	Self or Touch
Courage Aura	Appear to have the virtue of Courage for one hour	1	Self or Touch
Wisdom Aura	Appear to have the virtue of Wisdom for one hour	1	Self or Touch
Forsaken Aura	Appear to have no virtue for one hour	2	Self
Blood Siphon	Drain HP from an unresisting body, gain half as much	2	Touch
Mana Siphon	Drain MP from an unresisting body, gain half as much	1	Touch
Breath Siphon	Drain SP from an unresisting body, gain half as much	1	Touch
Crack HP	Sacrifice HP, gain as much MP	1	Self
Crack MP	Sacrifice MP, gain as much SP	1	Self
Crack SP	Sacrifice SP, gain half as much HP	1	Self

SONGS

Song Name	Effect	Duration
Song of Brawn	Gives +1 to Brawn for one hour	5
Song of Agility	Gives +1 to Agility for one hour	5
Song of Wits	Gives +1 to Wits for one hour	5
Song of Guts	Gives +1 to Guts for one hour	5
Song of Smarts	Gives +1 to Smarts for one hour	5
Companion's Song	Commune with the spell's target for 1 turn per success	1
Mount's Song	Summon Mount to a reasonable location	2
Friend's Song	Summon friend to help you slightly	2
Song of Soaring	Warp to song specific position	2
Zelda's Lullaby	Activate Hylia secrets	1
Sun's Song	Summon sunlight or moonlight, does not actually change time of day, unless Sage wants it to.	1
Song of Time	Transport a block of time to an appropriate nearby location, lasts for 1 turn/success	2
Song of Storms	Fair weather becomes inclement weather, degree determined by success	3
Minuet of Forest	Reveals the path to the last landmark	3
Bolero of Fire	Fires blaze to life, then smolder harmlessly	3
Serenade of Water	The sea and sky calm, All passive knockback checks are reduced to 1	3
Requiem of Spirit	All nearby allies receive +1 OD	2
Nocturne of Shadow	All nearby allies receive +1 DD	2
Prelude of Light	Reveal virtue of everyone nearby	3
Scarecrow's Song	Summon a friendly scarecrow	1
Blessed Song of Time	Warp back to a key moment in time	3
Song of Double Time	Time flows at double speed for 1 hr/success	1
Inverted Song of Time	Time flows at half speed for 1 hour per success	4
Song of Healing	Relieve Curses and Woe	3
Sonata of Awakening	Remove status effect Sleeping	2

Goron's Lullaby	Cause status effect Sleeping in Proximity 1, DC successes, for 1 turn/success	3
New Wave Bossa Nova	Remove Mute	1
Elegy of Emptiness	Shed a decoy of yourSelf, creep everyone out	2
Oath to Order	Summon local Aid	2
Breman's March	Random Encounters don't occur as long as everyone is singing	1
Wind's Requiem	Control the direction of the local wind for 1 hr/success	1
Ballad of Gales	Summon a cyclone to cause knockback equal to successes	4
Command Melody	Move an inanimate statue in place of yourSelf for 3 turns	4
Earth God's Lyric	trembling causes Light Debris	2
Wind God's Aria	Gust	2
Tune of Echoes	Unlock portals in time	3
Tune of Currents	Return to your natural time	5
Tune of Ages	Travel with the grace of the Goddess of Time	7
Song of Awakening	Reveal secrets engraved in stone	1
Song of Birds	Receive the help of nearby avians	1
Song of Light	gives +1 to saves against curses for 1 hr/success	4
Song of Discovery		
Frog's Song of Soul	Rouse a knocked out Ally to fight with his Final Heart	2
Manbo's Mambo	Warp outside	3
Ballad of the Wind Fish	Dispel all illusions	4
Ballad of the Goddess	Activate ancient secrets	1
Farore's Courage	gives +1 to your Courage Virtue for 1 day	6
Din's Power	gives +1 to your Power Virtue for 1 day	6
Nayru's Wisdom	gives +1 to your Wisdom Vitrue for 1 day	6
Song of the Hero	Gives +1 to all Virtues for one hour	3

Chorus of Mettle	Gives +3 Melee and Heavy to all allies within earshot for one turn	2
Rythm of Aim	Gives +3 Ranged to all allies within earshot for one turn	2
Mystic Tune	Gives +3 Spellcraft to all allies within earshot for one turn	2
Battle Hymn	Gives +1 OD to all rolls for all allies within earshot for one turn	2

ARMS AND ARMOR

Equipment	Effect	Damage	Size	Price (Rupees)
Weapons...				
Knife		¼H	Weightless	5
Wooden Dagger	(can act as torch for 1 turn before burning up)	¼H	Weightless	5
Tin Blade		¼H	Weightless	10
Hatchet	¼H of Pierce Damage	0H	Weightless	30
Frying Pan	Knockback for 1 Square	¼H	Weightless	50
Hallow Club	Knockback for 1 Square	¼H	Weightless	50
Carved Stick	Reach (can act as a torch for 1 turn before burning up)	¼H	Weightless	5
Baton	Reach	¼H	Weightless	15
Dagger		½H	Tiny	20
Kokiri Sword		½H	Tiny	60
Gilded Sword		¾H	Tiny	120
Carpenter's Saw	¼H of Piercing Damage	0H	Tiny	30
Wooden Club	Knockback for 1 Square (can act as a torch for 2 turns before burning up)	½H	Tiny	10
Wooden Hammer	Knockback for 1 Square (can act as a torch for 2 turns before burning up)	¼H	Tiny	15
Deku Stick	Reach (can act as a torch for 2 turns before burning up)	½H	Tiny	3
Small Whip	Reach	¾H	Small	30
Carpenter's Hammer	Stuns for an action	¼H	Small	20
Short Sword		¾H	Small	50
Wooden Sword	(can act as a torch for 3 turns before burning up)	½H	Small	20
Hero's Sword		¾H	Small	55
Main Gauge	¼H of Pierce Damage	¼H	Small	35
Cutlass	½H of Pierce Damage	0H	Small	60
Iron Hammer	Knockback for 1 Square	½H	Small	50
Boko Stick	Reach	¾H	Small	5
Short Spear	Reach	1H	Small	15
Royal Saber	½H of Pierce Damage	¼H	Medium	120
Long Sword		1H	Medium	80
Magical Sword	¼H of Pierce Damage	½H	Medium	120
Tempered	½H of Pierce Damage	0H	Medium	85

Sword				
Golden Hammer	Knockback for 1 Square	$\frac{3}{4}H$	Medium	65
Skull Hammer	Knockback for 1 Square	1H	Medium	90
Whip	Reach	$\frac{3}{4}H$	Medium	40
Quarter Staff	Reach	1H	Medium	15
Great Fairy's Sword	Missile 1	1H	Medium	200
White Sword	Missile 2	$\frac{3}{4}H$	Medium	250
Oshus's Sword	Missile 3	$\frac{1}{2}H$	Medium	600
Bastard Sword		$1+\frac{1}{4}H$	Large	90
Machete		$1+\frac{1}{4}H$	Large	90
Scimitar		$1+\frac{1}{4}H$	Large	90
Battle Axe	$\frac{1}{4}H$ of Pierce Damage	$\frac{3}{4}H$	Large	70
Stalfos Mace	Knockback for 1 Square.	1H	Large	100
Megaton Hammer	Knockback for 1 Square	$1+\frac{1}{4}H$	Large	200
Spear	Reach	$\frac{3}{4}H$	Large	40
Gold Sword	Missile 1	1H	Large	210
Seashell's Sword	Missile 2	$\frac{3}{4}H$	Large	260
Mystic Blade	Missile 3	$\frac{1}{2}H$	Large	320
Broad Sword		$1+\frac{1}{4}H$	Large	90
Giant's Knife		$1+\frac{1}{4}H$	Large	90
Biggorn's Sword		$1+\frac{1}{4}H$	Large	90
WarHammer	Knockback for 1 Square	1H	Large	70
Pike	Reach	1H	Large	90
Glaive	Reach	$1+\frac{1}{4}H$	Large	120
Twilight Sword	Missile 1	$1+\frac{1}{4}H$	Large	300
Sword of the Sages	Missile 2	1H	Large	350
Darknut's Sword	Missile 3	$\frac{3}{4}H$	Large	400
Stalmaster's Blade		$1+\frac{1}{2}H$	Hefty	200
Ancient Knight's Sword		$1+\frac{1}{2}H$	Hefty	200
Earth Cracking	Knockback for 1 Square	$1+\frac{1}{2}H$	Hefty	600

Hammer				
Poleaxe	Reach	1+½H	Hefty	110
Trident	Reach	1+½H	Hefty	50
Death Sword's Cleaver	Missile 1	1+½H	Hefty	600
Igos's Razor	Missile 2	1+¼H	Hefty	650
Odolwa's Sword	Missile 3	1H	Hefty	700
Goron Breaker		1+1/2H	Massive	150
Ganon's Castle Destroyers		2H	Huge	500
Ranged Weapons...				
Fairy Slingshot	Shot; Uses Seeds; +1 if 5 squares or less away.	¼H	Tiny	10
Hyper Sling	Shot; Uses Seeds; +1 if more than 5 squares away.	¼H	Tiny	15
Fairy Short Bow	Shot; Uses Arrows	½H	Tiny	30
Hardball	Thrown	¼H	Tiny	1
Fastball	Thrown	½H	Small	2
Short Bow	Shot; Uses Arrows	¾H	Small	40
Tomahawk	Thrown	¾H	Medium	40
Long Bow	Loosed; Uses Arrows	1H	Medium	50
Hand Crossbow	Uses Bolts	1H	Medium	80
Crossbow	Uses Bolts	1H	Large	120
Hunter's Crossbow	Uses Bolts & Arrows; Adds 1 die against beast enemies.	1H	Large	160
Arquebus	Fired; Uses Cannonballs & Bombs; 1 Sqr Knockback	1H	Large	140
Frigate's Full Cannon	Fired; Planted; Uses Cannonballs & Bombs	1+¼H	Hefty	300
Warship's Full Cannon	Fired; Planted; Uses Bombs	1+½H	Massive	400
Castle's Full Cannon	Fired; Planted; Uses Bombs	1+½H	Massive	500
Shields...				
Deku Shield	1/2H fire damage destroys	(-)1/4H	Tiny	40
Ordon Shield		(-)1/4H	Small	60
Mirror Shield,	Dead Man's Volley, no increase	(-)1/4H	Small	200

Ceremonial				
Hylian Shield		$(-)\frac{1}{2}H$	Medium	80
Mirror Shield	Dead Man's Volley, no increase	$(-)\frac{1}{2}H$	Medium	300
Mirror Shield, Ancient	Dead Man's Volley, no increase	$(-)\frac{3}{4}H$	Heavy	400
Tower Shield	Acts as mild cover	$(-)1H$	Hefty	80
Armor...				
Cloth Tunic		$-1/4H$	0	20
Goron Tunic	Half Environmental Damage	$-1/4H$	1	200
Zora Tunic	Water Breathing	$-1/4H$	0	200
Magic Armor	Rupees take damage instead of Hearts, costs 2 rupees/turn	Infinite	2	100,000.00
Twili Armor	Darkness	$-1/2H$	2	200
Leather Armor		$-1/2H$	1	40
Chain Mail		$-3/4H$	2	80
Plated Mail		$-1H$	3	160
Full Plate		$-(1+1/4)H$	4	320
Darknut Armor	bouyancy -2	$-(1+1/4)H$	4	400
Goron Sumo Gear	bouyancy -1	$-3/4H$	2	100
Gerudo Gear	Half Environmental damage	$0H$	0	50
Shiekah Vestaments	1 to Stealth	$-1/4H$	0	200

ITEMS

Name	Effects	Cost (mp)	Target	Price (rupees)
Cane of Somaria	Block of Force, Radiate 1, Imbue Fire 1	3	Touch (empty square)	2,130.00
Fire Rod	Fire 2 Missile 2	2	Range 10	240
Ice rod	Ice 2 Missile 2	3	Range 10	270
Fire Arrow	Fire 1 imbued on arrow within quiver	1		30
Ice Arrow	Ice 1 imbued on arrow within quiver	2		60
Light Arrow	Light 1 imbued on arrow within quiver	1		30
Din's Fire	Radiate 3, Imbue Fire 1	3	Proximity 3	690
Farore's Wind	Waypoint or Warp	0	Self	1,260.00
Nayru's Love	Barrier	3	Self	270
Ether Medallion	Radiate 4, Lighting 1	4	Proximity 4	1,020.00
Quake Medallion	Radiate 4, Ice 1	4	Proximity 4	1,380.00
Bombos Medallion	Radiate 4, Fire 1	4	Proximity 4	1,020.00
Cane of Byrna	Barrier	4	Self	240
Magic Cape	Invisibility and Incorporeal (per round)	5	Self	210
Power Braclet	Feather, Halve Spell	0	Touch (held object)	180
Silver Gauntlet	Feather	0	Touch (held object)	240
Golden Gauntlet	Feather, Double Spell	0	Touch (held object)	1,680.00
Cane of Pacci	Anchor, Lift	4	Range 5	480
Hookshot	Pull 1	0	Range 6	240
Longshot	Pull 2	0	Range 10	300
Dominion Rod	Turncoat	1	Range 5	570
Boomerang	Distortion Wave	0	Range 5	120

POTIONS

Potions	Effect	cost (ruppees)
Lon Lon Milk	Restores 3 hearts, 2 servings	50
Red Potion	Restores 4 hearts	60
Deep Red Potion	Restores 6 hearts	80
Green Potion	Restores 16 mp	60
Deep Green Potion	Restores 24 mp	80
Blue Potion	Restores 3 Hearts, 12 mp	100
Deep Blue Potion	Restores 5 Hearts, 20 mp	130
Chateau Romani	Instantly regenerating Mana for 10 turns, no mana for 1 hour	200
Yellow Potion	Restores 16 sp	60
Deep Yellow Potion	Restores 24 sp	80
Grandma's Soup	Full restore of Mana and Stamina	80
Vodka	Instantly regenerating Stamina for 10 turns, no stamina for 1 hour, -1 Agility and -1 Smarts for 1 hour	200
Fairy	Full restore of Hearts	-
Hot Spring Water	Imbue Fire	-

MASKS

Name	Description
Racial Mask	Take on the Racial of the designated Race
Mask of Truth	Talk with Gossip Stones, but get noisy glimpses into people's minds.
Don Gero's Mask	Talk with Frogs.
Gibdo Mask	Talk with Gibdo's peacefully.
Keaton Mask	Talk with Keaton's that appear to you.
Doggie Mask	Talk with Dogs.
Romani Mask	Give off an air of maturity
Spooky Mask	Scare the weak hearted away.
Captain's Hat	Command other Stals.
Garo's Mask	Attract dark spirits.
Skull Mask	Look like a scary monster
Stone Mask	Become unrecognizable
Fear Mask	Scare most every one away.
Great Fairy Mask	Attracts nearby fairys.
Silence Mask	All those you attack become Silenced.
Breman Mask	Animal's will march to the beat of your drum.
Postman's Hat	People mistake you for a postworker.
Someone's Mask	Remind people of Someone. But who?
Circus Leader's Mask	Console the depressed
Couple's Mask	Helps settle disputes
Kamoro's Mask	Dance with a fiery soul
Sad Musician's Mask	Play wonderful music alone
All-Night Mask	Cannot fall asleep.
Blast Mask	Proximity 1, Imbue Fire 1
Bunny Hood	Speed +1
Hawkeye Mask	Range increments are doubled
Keaton Mask	Attract Keaton
Mask of Scents	Track
Giant's Mask	Increase in size 4 times, consumes 4 mp a turn
Fierce Diety Mask	Become the Avatar of the Fierce Diety
Majora's Mask	You've met with a terrible fate, haven't you?

RINGS

Name	Description
Friendship Ring	Add 1 die to your pool in any check for each Partner sharing a square with you
Slayer's Ring	Add 1 die to your pool in any check for each enemy you've slayed in this battle.
Rupee Ring	Add 1 die to your pool in any check for every 10 rupees you've picked up in this battle.
Victory Ring	Add 1 die to your pool in any check for each attack you successfully parry in this battle.
Power Ring L-1	Weapon damage increases by $\frac{1}{4}H$, damage taken increases by $\frac{1}{2}$.
Power Ring L-2	Weapon damage increases by $\frac{1}{2}H$, damage taken increases by $\frac{3}{4}H$.
Power Ring L-3	Sword damage increases by $\frac{3}{4}H$, damage taken increases by 1H.
Armor Ring L-1	Damage taken decreases by $\frac{1}{4}H$, weapon damage decreases by $\frac{1}{2}H$.
Armor Ring L-2	Damage taken decreases by $\frac{1}{2}H$, weapon damage decreases by $\frac{3}{4}H$.
Armor Ring L-3	Damage taken decreases by $\frac{3}{4}H$, weapon damage decreases by 1H.
Cursed Ring	Damage done is halved, damage taken is doubled. Dropped treasure is doubled too.
Expert's Ring	Unarmed attacks do $\frac{1}{2}H$ more. Armed attacks do $\frac{1}{2}H$ less.
Range Ring L-1	Ranged damage increases by $\frac{1}{4}H$. But Range increment is decreased by 1
Range Ring L-2	Ranged damage increases by 1H. But Range increment is halved
GBA Time Ring	+1 to Athletics when a Virtue is used.
GBA Nature Ring	+1 to Perception when a Virtue is used.
Maple's Ring	+1 to any Potion or Poison making attempt.
Steadfast Ring	+1 to Resistance checks.
Pegasus Ring	Increase total Sprint length by 1.
Toss Ring	Increase any knockback by 1
Swimmer's Ring	Swimming movement increases by 1.
Charge Ring	Spend an action to charge, any Tech performed after is now half cost.
Light Ring L-1	Items that activate at full health will do so even with 1H missing.
Light Ring L-2	Items that activate at full health will do so even with 2H missing.
Green Luck Ring	Reduces net damage from traps by half.
Blue Luck Ring	Reduces net damage from magic by half.
Gold Luck Ring	Reduces net damage from falls by half.
Snowshoe Ring	Prevents sliding on Iced floors.
Red Joy Ring	Doubles the amount of Rupees that enemies drop.
Blue Joy Ring	Doubles the amount of Recovery Hearts that enemies drop.
Gold Joy Ring	Doubles the amount of Ammo that enemies drop.
Green Joy Ring	Doubles the amount of Bombs that enemies drop.
Octo Ring	You look like an Octorok.
Tektite Ring	You look like a Tektite.
Like Like Ring	You look like a Like Like.
Keese Ring	You look like a Keese.

First Gen Ring	You look like a seasoned hero of legend.
Whisp Ring	Protects you from Jinxing.
Peace Ring	Prevents Bombs from exploding when you hold them.
Zora Ring	Add 3 to your Guts when swimming.
Grip Ring	Increase you climbing movement by 1.

GEAR AND EQUIPMENT

Name	Description	Price
Arrows	quantity 10	20
Bolts	quantity 10	40
Pumpkin Seeds	quantity 20	10
Deku Seed	quantity 5, Stun 1	30
Bomb	Proximity 1	5
Goron Powder Keg	Proximity 2	80
Magic Beans	quantity 10	550
Rope	20 meters	20
Pen and Paper	enough	10
Dice	1 lb	20
Oil	.1 liter	7
Bedroll	functional	40
Rations	slightly edible, fortnight	5
Food	edible	1
Food	Delicious	20
Horse	slow	200
Horse	fast	300
carriage	small	150
carriage	large	200
Bottle	reusable	100
Base Ammo	holds 20 ammo	40
Large Ammo	holds 40 ammo	80
Giant Ammo	holds 60 ammo	120
Instrument	weightless	100
Instrument	Tiny (w)	150
Instrument	Small (w)	200
Instrument	Medium (w)	220
Equipment	Construction	250
Utensils	Food	10
Utensils	Gourmet	100
Clothing	peasant	1
Uniform	worker	5
Outfit	artisan	15
Dress	courtesian	50
Regalia	nobility	200
Lantern	rusty	10
Lantern	bullseye	30
Trivialities	useless	1

Heart	1H	20
ladder	2 meters	5
Marbles	sack of	5
Caltrops	light debris, 1 square	20
Bear Trap	Bear not included	25
Telescope	Perception +2 far away	20
Gear	climbing	55
compass	outdoors	100

INGREDIENTS

Ingredient	Extraction	Denatures by	Maximum Dilution	Effect
Red Chu Jelly	Boiling		2	Restore 3 Hearts
Green Chu Jelly	Boiling		2	Restore 12 MP
Fish	Boiling	pH 1	0	Restore 12 SP
Spiders	Water	Boiling, pH 1, 14	2	Inflicts Fatigued
Red Poe Soul	Raw	Boiling	2	Inflicts 1H damage
Green Poe Soul	Raw	Boiling	2	Inflicts 4 MP damage
Yellow Poe Soul	Raw	Boiling	2	Inflicts 4 SP damage
Blue Poe Soul	Raw	Boiling	0	Inflicts 1H and 4 MP damage
Large Poe Soul	Boiling		0	Inflicts 2H damage, piercing
Twili Shard	Raw	sunlight	1	All damage is shadow damage
Bee Larva	Physically	pH 1, 14	1	Remove Curse
Gold Dust	pH 1		0	Used in weapon enhancing
Blue Fire	Raw	Water	0	Imbue Fire 2
Milk	Raw	Boiling, pH below 7	2	Restores 2 Hearts
Ice Nine	Raw	Boiling	0	Imbue Ice 2
Lodestone	pH 1, 14	pH between 1, 14	1	Imbue Lighting 2
Strong Acid (aq)	Raw	pH above 7	2	Titrate with Bases. pH 1. 1/2H damage
Strong Base (aq)	Raw	pH below 7	2	Titrate with Acids. pH 14. 1/2H damage
Weak Acid (aq)	Raw	pH above 7	2	Titrate with Bases. pH 5 ish
Weak Base (aq)	Raw	pH below 7	2	Titrate with Acids. pH 10 ish
Fresh Spring Water	Raw		2	

MOOKS

Name	Rank	Size	Notes	Skill 1	Skill 2	More Skills
Deku Baba	1	Small	Can't move	Forward Thrust		
Great Baba	2	Small	Can't move	Forward Thrust	Cleave	
Skulltula	1	Tiny				
Giant Skulltula	2	Small		Down Thrust	Cleave	
Gold Skulltula	1	Tiny				
Keese	1	Tiny		Flight (advanced)		
Fire Keese	2	Tiny		Flight (advanced)	Imbue Fire 1	
Ice Keese	2	Tiny		Flight (advanced)	Imbue Ice 1	
Rat	1	Tiny	Speed 4	Jump Attack		
Bombchu	2	Tiny	Speed 5	Jump Attack	Radiate 1	
Stalkid	2	Small	begin burrowed	Elemental Defense Ice	Elemental Defense Lighting	
Octorok	2	Small	water only	Spit Attack (basic)	Water Breathing	
Deku Scrub	1	Small	burrow only	Spit Attack (basic)		
Wolfos	3	Medium	pairs	Battle Cry	Tear	Shred
Bubble	2	Small	Jinx on hit	Imbue Fire 1	Imbue Shadow 2	
Poe	2	Small	night only	Incorporeal	Missile 2	
Great Poe	3	Medium	night only	Incorporeal	Invisible	Missile 3
Dodongo	3	Large	2 squares, all DD on front	Blast 1	Imbue Fire 1	Cleave
Great Dodongo	4	Giant	2 squares, all DD on front	Blast 2	Imbue Fire 2	Cleave, Radiate 1
Infinite Hands	3	Small	can't move	Trip	Incorporeal, constant	Invisible
Dead Hand	6	Large	Speed 1	Pounce	Trip	Illusion, Mighty Guard, Zalgo
Redead	2	Medium	Speed 2	Intimidate	Brutalize	
Gibdo	3	Medium	Speed 2	Intimidate	Brutalize	Wrestler
Tektite, Red	1	Tiny		Jump Attack		
Tektite, Blue	2	Tiny		Jump Attack	Water Walking	

Like-Like	4	Large	Speed 1	Wrestler	Water Breathing, constant	Pick Pocket
Spike Rock	2	Tiny	Stunned by Damage			
Shell Blade	2	Small		Jump Attack		
Manta Ray	2	Tiny		Flight (basic)	Jump Attack	
Blade Trap	3	Small	Forced Path			
Floor Master	4	Small		Flight(basic)	Jump Attack	Warp, Wrestler
Wall Master	4	Small		Flight (basic)	Jump Attack	Warp, Wrestler, Feather Fall

SIZE CHARTS

Size name	Knockback	Dodge	Unarmed (H)	Examples
Weightless	0	3	0	Hookshot
Weapon	0	2	0	Sword
Tiny	0	2	0	Skulltula
Small	0	1	0	Skull Kid
Medium	1	0	0.25	Hylia
Large	2	-1	0.5	Goron
Massive	3	-2	0.75	Majora's Final Form
Colossal	4	-3	1	Ganon's Final Form
Size name	Damage (H)	Examples		
Weightless	0.25	Hookshot	Dominion Rod	Pocket Lint
Tiny (w)	0.5	Kokiri Dagger	Razor Sword	Deku Stick
Small (w)	0.75	Short Sword	Deku Shield	Club
Medium (w)	1	Ordon Sword	Flail	Mirror Shield
Large (w)	1.25	Bastard Sword	Pike	Megaton Hammer
Hefty (w)	1.5	Biggoron's Sword	Tower Shield	
Massive (w)	2	Darknut's Sword		
Colossal (w)	2.5	Ganon's Castle Destroyers		

MOUNTS

Name	Health	Stamina	Speed	Brawn	Size	Price (Rupees)
Terrestrial...						
Donkey	5H	4	3	3	Medium	49
Work Horse	4H	12	4	3	Large	59
Horse	4H	12	5	2	Large	99
War Horse	5H	16	6	2	Large	199
Hog	6H	4	6	3	Large	49
Dodongo Mount	10H	4	2	6	Massive	249
Cuckoo Mount	2H	24	4	1	Medium	159
Wolf	3H	12	5	2	Medium	199
Aerial...						
Loftwing	4H	12	6	3	Medium	499
Drake	5H	8	7	4	Large	699
Balloon	1H	0	1	5	Colossal	19
Wise Owl	3H	8	4	3	Large	499
Cuckoo	1000H	1000	1	1	Tiny	39
Aquatic...						
Beaver	2H	12	4	1	Small	49
Sunfish	4H	12	3	3	Medium	69
Whale	30H	20	2	10	Colossal++	999
Swordfish	2H	8	6	2	Small	499
Seafaring...						
Raft	1H	0	1	1	Medium	9
Sloop	10H	0	3	3	Colossal	99
Schooner	20H	0	4	4	Colossal+	999
Frigate	30H	0	3	5	Colossal++	9999
Galleon	40H	0	2	7	Colossal+++	99999

STEALTH MODIFIERS

Condition	Modifier to Sneaker	Modifier to Observer
5 Sq Distance	1	
Adjacent		4
Absolute Silence	4	
Complete Cover	4	
Heavy Cover	2	
Light Cover	1	
Vertical Level	1	
Outside FoV	2	
Inside FoV		2
Running		3
Noise X Volume		X
Preoccupied		-1
Fixated		-2
Obviousness X	X	

WELDING

	Relative Size	One Handed Cost (actions)	Two Handed Cost (actions)	Extra
Free Draw	2	1	1	
Off Hand	-1	1	n/a	
Reach	-1	2	1	2hand reach
Heavy Reach	0	n/a	2	reach
Main Hand	0	1	1	
Hand and a Half	1	2	1	Stun 1
Heavy	2	n/a	2	Stun 1
Ranged Light	-2	n/a	1	
Ranged Main	0	n/a	2	
Ranged Heavy	2	n/a	3	pre load
Thrown	0	2	1	
Thrown Heavy	1	n/a	2	

TERMINOLOGY

DD : Defenisve Dice, the number of d6 rolled for defending against something

OD : Offensive Dice, the number of d6 rolled for aggressing something

pS : Per Success

Speed : Total number of squares possible to be moved in a standard move action

a +X to Y : Gives X die to the roll of Y

Stun X : Stuns the target for X actions

Threaten : All targets threatened are subject to the attack, the attack is not guaranteed

Half : The normal amount is halved, rounded up

Range : The distance increment of projectile attacks at which they begin to lose effectiveness

Self : The target is the user

Touch : The target is something the user can Touch, regardless of incorporeality

Proximity X : X is the sidelength of a square containing the user, the target is everything contained by the square aside from the user

WATER TEMPLE

General Notes

This is the feared and despised Water Temple from Legend of Zelda Ocarina of Time for the Nintendo 64, as converted to the Legend of Zelda Roleplaying Game. The following is a barebones prefab of the dungeon to be used in coordination with the Legend of Zelda RPG rulebook. Several mooks will be referenced that are included in the example mooks and not reiterated. The main gimmick of this dungeon is the variable water level which often changes what is possible to do throughout the dungeon. Players attempting this dungeon should have access to Water Breathing, Pull1, and negative buoyancy, or better.

Roaming Monsters

Every time the party enters a room again, there is a chance that monsters have entered the room again somehow. The following table is suggested for use

1. 2 Blue Tektite
2. 2 Shell Blades, 3 Spike Balls
3. 5 Manta Rays
4. Like-Like
5. Nothing
6. Nothing

Drop Table

The following is the suggested drop table for generating loot from pots and fallen enemies

1. 2 Hearts
2. Large Magic Jar
3. 5 Rupees
4. 10 Rupees
5. Roll on the Ammo Table
6. Nothing

Ammo Table

1. 10 Arrows
2. 15 Arrows
3. 10 Pellets
4. 5 Bombs
5. 10 Bombs
6. Nothing

ENTRANCE HALL : simple hall with a submerged entrance leading to the southern entrance to the Top Main Room

UPPER MAIN ROOM : 11x11 room with an entrance on every side. To the south is the Entrance Hall. To the west is a locked door only accessible at High Water Level via floating block to Rapids. To the north is passage to Slide Puzzle through the ground. In the center is the 3x3 Central Pillar, with a 1 thick ledge surrounding it. There is a southern entrance to the Central Pillar. The remainder is water or air. The center of the east and west side on the Central Pillar is a slot for floating blocks. The east passage is 5 squares from the ledge, leads to Boss Hall but is protected by a Like-Like. There are 2 Blue Tektites.

MIDDLE MAIN ROOM : 11x11 room with Central Pillar and ledge in center. Slots for floating blocks. There is an entrance on the northern side of the Central Pillar. The western passage is a locked door only accessible at Middle Water Level by the floating block, leads to Fountain Room. The eastern passage is frozen over but leads to Slide Puzzle. 2 Blue Tektites when not at High Water Level.

LOWER MAIN ROOM : 11x11 room with Central Pillar in center. The southern edge of the pillar has a raised, locked door accessible by floating block at Low Water Level. The western passage is blocked by a stone cube weight Massive, there is a floating block allowing it to be pushed to the hole leading to Geyser. The eastern edge has a winding passage to Ruto's Room. The southern passage is blocked by rubble but leads to Deep Hall. The northern passage leads to Distant Ledge. There are 8 Spike Balls and 4 Shell Blades scattered about.

UPPER CENTRAL PILLAR : 3x3. Southern square is a floating block. Mild treasure. Southern side has door to Upper Main Room. Pooled water at High Water Level, air otherwise

MIDDLE CENTRAL PILLAR : 3x3 Northern Door to Middle Main Room, one way. Floating block on middle square. Middle Water Level trigger on ledge slightly below southwest corner. Flooded at High Water Level, pooled at Middle Water Level, dry at Low Water Level.

LOWER CENTRAL PILLAR : 3x3 Southern Door to Lower Main Room, locked. Eastern and Western edges are spikes. Souther square is floating block. Hookshot pad to Middle Water Level trigger ledge. Longshot pad to small ledge above northern square of Middle Central Pillar. Path beneath floating block, sealed at Low Water Level, to Below Central Pillar. Pooled at Low Water Level, else flooded.

BELOW CENTRAL PILLAR : Always submerged. Winding passage to 5x5 room. 10 Spike Balls, 4 Shell Blades guard gate to small key.

RUTO'S ROOM : 2x2 room with 3 torches, originally Ruto's original location. If all three torches are lit, which can only be done at Low Water Level, sealed door to Prayer Room opens. Path through ceiling leads to Above Ruto's Room.

ABOVE RUTO'S ROOM : Hidden passage to a mural room with a hidden small key. Path through ceiling to MAP Room. Path through floor to Ruto's Room. Flooded at High Water Level, Pooled at Middle Water Level, dry at Low Water Level.

MAP ROOM : 4x4 room with 6 Spike Balls. Never flooded. Dungeon Map is stored here next to Zora murals. Low Water Level trigger mural for Zelda's Lullaby. Path through floor to Above Ruto's Room. Always dry.

FOUNTAIN ROOM : 5x3 room with a water jet on the far end. Room is flooded at High Water Level, else dry. There is a trigger on the opposite end of the room, shielded by a statue. 1 Like-Like. Trigger raises the water jet violently to High Water Level trigger, one way door.

RAPIDS : 5x10 room with a western passage back to the Upper Main Room. Independent of water level. Water pours in from Lake Hylia, down from the slope from the eastern edge and into the various piping, should be instant death but can merely lead to a random pipe they've visited before. Wooden ledges jut out of the slope, broken and unsteady beneath the flow of water. Above the flowing water is a ledge containing the locked door to Water Spirit Chamber.

DEEP HALL : 1x7 hall from Lower Main Room to Abandoned Prayer Room via ceiling. 2 Spike Balls and 1 Shell Blade. Always flooded.

ABANDONED PRAYER ROOM : Independent of water level. 3x9 room, 2 blue tektite. Southern hole to Deep Hall. Southern 4 squares are a submerged. For as long as the submerged switch is pressed, water will flood the room, up to upper floor. There is a dragon statue with a longshot pad on the upper

floor. There is a lever on the far side of a gate allowing access to a small amount of treasure. This puzzle should be party specific. For example, a player with Spin attack could hit the lever because screw logic.

GEYSER : Independent of water level. Purely submerged path to Lower Main Room, main chamber is always dry. Broken geyser needs to be corrected to allow the intermittent bursts to be used as a jumping block to cross a 3x3x3 gap with the geyser in the middle. Door on far side of gap to Whirlpool. 4 Blue Tektites.

WHIRLPOOL : Independent of water level. Upper door to Geyser. Independent of water level. There is a small waterfall from Rubble(?) behind it is a switch to pause the jets for 1 turn. 4x4 pool of deep water, spinning. Constant knockback check in clockwise motion. Submerged dragon statues provide the jets of water. If the water stops, a gate opens and releases 2 Shell Blades and a path to a small key in a mural. Vent in bottom feeds Geyser, if the water stops, so does the geyser.

WATER SPIRIT CHAMBER : Independent of water level. The southwest corner has a door to Rapids. The room is mostly flooded with 4 Blue Tektite. In the center is a contact switch to raise or lower the water level in the room to the door back to Rapids. There are three drifting, floating, dragon statues about the room of varying height. There are 5 Blue Tektite. To reach the high ledge, the water must be raised, and the player must be on the highest statue. On the high ledge, 3x5, is 2 blue tektites and 1 like-like on the far side of a spike barrier. Beyond the spike barrier is a door to Reflecting Pool.

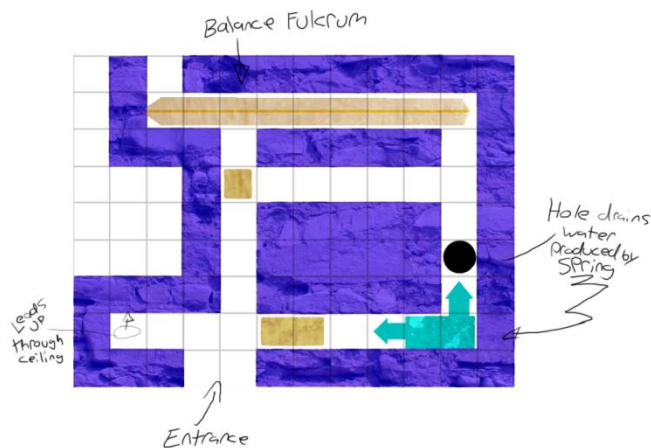
REFLECTING POOL : Independent of water level. An infinitely expansive pocket dimension of shallow water, containing a door to Water Spirit Chamber, another to the Longshot Room, and a tree in the middle. The tree summons an evil version of the party to do battle with them to the death. Both doors are sealed until the doppelgangers are defeated. Independent of water level.

LONGSHOT ROOM : 3x3 chamber with the Longshot. In the back is a Time Block sealed passage to Underground River. Door to Reflecting Pool. Independent of water level.

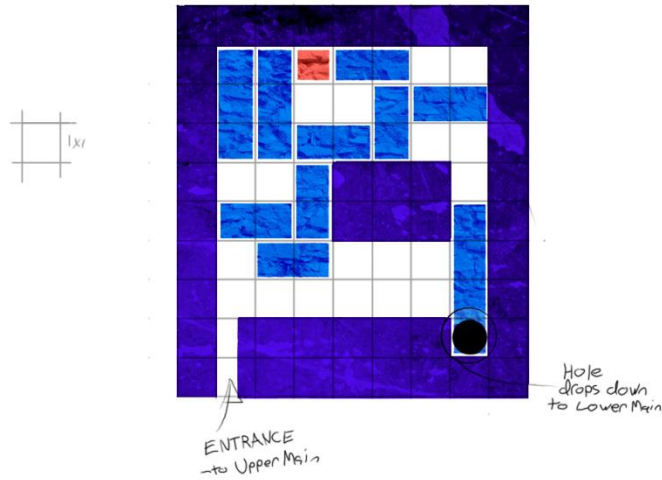
UNDERGROUND RIVER : Snaking river flowing from Longshot Room. Various hidden treasure and deadly vortexes. Party specific puzzle to retrieve a small key and one way passage to Whirlpool. River flows to Rapids, painfully. Independent of water level.

SLIDE PUZZLE : accessible by the eastern passage from Middle Main Room and the northern passage of the Upper Main Room. Slide Puzzles vary difficulty and possibility with the number of bodies available, so puzzles will be provided of varying difficulty. The images will be the greatest resource for this complicated room, but a textual explanation is needed as well. The upper floor of Slide Puzzle is a complicated sliding block puzzle where the goal is to move the 1x1 block to the hole through the ground to the lower floor. The lower floor involves a sliding block that traps the puller in a dead end that gives access to the upper floor via the block. When this first block is pulled over, flowing water is released into the initial chamber and aides in moving an incredibly heavy block, colossal+, onto a balancing beam at the fulcrum. The 1x1 block from the upper floor seals up a hole in the lower floor and also lets water flow to the far end of the balancing beam, slowly providing enough weight to suspend the block high enough to gain access to the Dungeon Compass. Whether the balancing beam is tipped is determined by a simple torque calculation, the sum of the knockback modifiers multiplied by their distance from the fulcrum. There is a hidden small key. The block weight increases by one per square starting at Large. The Song of Time restores the puzzle to its original state. The lower level is flooded at High Water Level, else dry. The upper level is always dry.

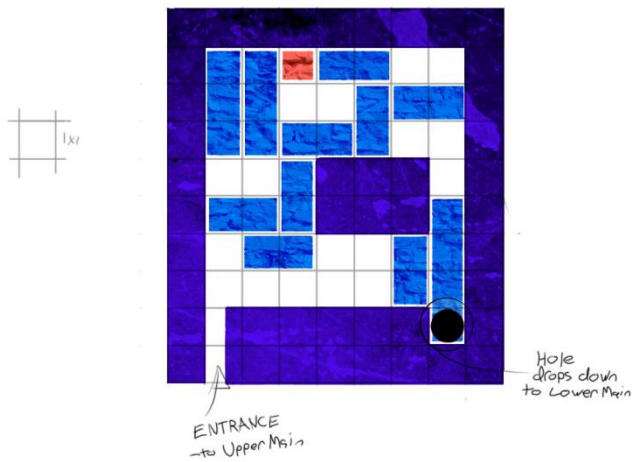
Slide Puzzle Lower Floor Diagram



Slide Puzzle Upper Floor, Not So Hard But Still Pretty Hard



Slide Puzzle Upper Floor, Hard



It is important to note that in this puzzle it is believed to be necessary for players to climb up through the hole at some point, so there should be a reasonable way to do so.

DISTANT LEDGE : Submerged at water level above lowest. Passage south to the north end of Lower Main Room. The room is 3x8 with an accessible ledge at the south, and a locked door at the north

across gaps of water and spikes. The ledges are always dry. There is a longshot pad above the door. The door leads to Rubble Pool.

RUBBLE POOL : 5x5 room independent of water level. There is passage from Distant Ledge and to Manta Pit. The room is 1 deep in flooded water swirling with the flow of rolling rubble through the water. There are 9 Blue Tektites. The rubble is weight Colossal. Independent of water level.

MANTA PIT : A deep 3x3 pit with scattered platforms and pools of water. There are longshot pads back up to Rubble Pool. There are 5 Manta Rays. Standard drop treasure pots. When a submerged trigger is held, the water level raises to the high ledges, allowing access to Triple Geysers. Independent of water level.

TRIPLE GEYSERS : 3x6 room with a pit in the center, leaving only 1x3 ledges on either end with doors. One is sealed, back to Manta Pit. The other leads to Rubble Falls. Three pipes must be corrected to allow skipping passage across to the ledges. 3 Blue Tektites. Independent of water level.

RUBBLE FALLS : A path of flowing water, knockback 3. Passage from Triple Geysers, submerged passage to Boss Key in its own chamber, or back to Rubble Pool. Mild treasure, random enemies. Independent of water level.

BOSS HALL : Flowing water back to Upper Main Room, knockback 7. Boss Room at far end. 10 squares of 5 Blade Traps. Independent of water level.

BOSS ROOM : 7x7 room, outer ledge, 4 1x1 platforms in the water. Independent of water level. Treasure pots in the corners. Morpha.

BOSS : GIANT AQUATIC AMOEBA : MORPHA

Size Colossal, Double damage from lightning, double speed in water, only core takes damage but at 0 DD, Immune to stun, immune to poison, occupies 9 squares, core in center, stunned for 1 round after 3H damage unstunned.

B5 A2 W1 G4 S1 | 20H 20M 20S

Melee4 Acrobatics3 Athletics5 Stealth5 Perception5

Unarmed Strike for 1H+1/4H per success, at 9 OD, can attack up to three times a turn

Techs : Cleave 2sp, Forward Thrust 2sp, Feint Attack 1sp, Wrestler 1sp, Throw 2sp

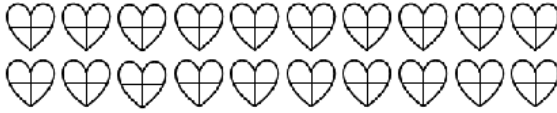
Loot : A Full Heart for all players and a Powerful Essence for all players.

Morpha fights from within the water of the boss room, utilizing its high movement to keep its core far away from the players. The body cannot be damaged, so attacks from range and for knockback checks are needed. If the players go in the water, Morpha has the advantage.

NAME: _____ SIZE: _____
 PLAYER: _____ MASS: _____
 RACE: _____ SPEED: _____
 AGE: _____
 SEX: _____



LIFE



MAGIC

RESISTANCES: _____ VULNER ABILITIES: _____

STAMINA



ATTRIBUTES

- BRAWN
- AGILITY
- GUTS
- WITS
- SMARTS

SKILLS

- | ATR. | RANK |
|-------------|------------|
| MELEE | B ○○○○ |
| HEAVY | B ○○○○ |
| RANGED | A ○○○○ |
| SHIELDS | G ○○○○ |
| SPELLCRAFT | S ○○○○ |
| INSTRUMENTS | W ○○○○ |
| TOOLS | B/A/S ○○○○ |
| ACROBATICS | A ○○○○ |
| ATHLETICS | B/A/G ○○○○ |
| RIDING | S ○○○○ |
| STEALTH | A ○○○○ |
| PERCEPTION | W ○○○○ |
| SURVIVAL | W/S ○○○○ |
| LORE | S ○○○○ |
| COMPOSURE | ○○○○○ |

WEAPONS/TOOLS	DMG	SIZE	SPECIAL	RANGE

SHIELDS DMG RED SIZE SPECIAL

ARMOR DMG RED SIZE SPECIAL

AMMUNITION CURRENT / CAPACITY

INVENTORY

TECHNIQUES

MAGIC

SONGS

<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">CURRENT</td> <td style="text-align: center;">x</td> <td style="text-align: center;"> </td> <td style="text-align: center;">/</td> <td style="text-align: center;">CAPACITY</td> </tr> <tr> <td style="text-align: center;"> </td> <td style="text-align: center;"> </td> <td style="text-align: center;"> </td> <td style="text-align: center;"> </td> <td style="text-align: center;"> </td> </tr> </table> <div style="border: 1px solid black; height: 100px; margin-top: 10px;"></div> <p style="text-align: center; font-size: small;">NOTES</p>	CURRENT	x		/	CAPACITY					
CURRENT	x		/	CAPACITY								